

ADDITIONAL NOTES

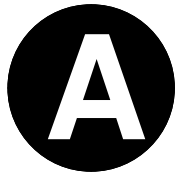
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ANFO VTB-001-00-B



Possible Faction Names

The Slags, Slags
 The Skags, Skags
 The Khans, Khans
 The Vipers, Vipers
 The Jackals, Jackals
 Blackfoots
 Hangdogs
 Scaven Pickers
 The Salvatores, Salvatores
 The Mordinos, Mordinos
 The Bishops, Bishops
 The Wrights, Wrights
 The Far-Go Traders, Far-Go Traders, Fargo Traders
 The Friendly Loans Company, Friendly Loans
 The Water Merchants, Water Merchants
 The Morton Brothers, Morton Brothers
 The Skullz, Skullz
 Crimson Caravan
 Desert Rangers
 Gun Runners
 The Reavers, Reavers
 The Regulators, Regulators
 Reilly's Rangers
 The Rippers, Rippers
 The Shi, Shi
 The Squatters, Squatters
 Yakuza
 Thieves' Guild
 The Blades, Blades
 The Beastlords, Beastlords
 The Tanker Vagrants, Vagrants
 Union of Atomic Workers, Atomic Workers
 The Butter Boys, Butter Boys
 The Laserists, Laserists
 The Big Barons, Big Barons, Barons
 The Orlocks, Orlocks
 The Rogues, Rogues
 The Electric Eliminators, Electric Eliminators, Eliminators
 The Warriors, Warriors
 The Riffs, Riffs

The Plainsmen
 The Real Boys
 The Roadmasters
 The Dutch Lizards
 The Stilletos
 The Yo-Yos
 The Whispers
 B.S.U
 Colby Loop
 Crazy S.O.B.s
 Cadillac Crips
 The Cobras
 The Radscorpions
 Pura Familia Loca
 Patrons of Purgatory
 The Philistines
 The Chartists
 The Cato Street Conspiracy
 The Luddites
 Mad Andrew's Ornery Jet Addicts
 Slam Mafia
 Street Queens
 East Side Weirdboys
 The Widowmakers
 The Wildsiders
 Young Conservative Women's Association
 The Willy Shakers
 The Thugs of Modoc
 The Fuckest Uppest
 New Reno Untouchable
 Born Sick Gang
 The Holy Smokes
 South Reno Chopstiks Gang
 The Absolute Darlings
 North Side Chuggy Chix
 Chosen Soldiers
 Reno's Most Wanted
 The Jeeperz
 Piff City Bangers
 Bang Bang Smash
 Legends of Shady Sands
 Prime Time Soldiers
 Modoc Terror Zone
 Stick em Up Kidz
 Junction Boys
 Mash Force

The Albion, Albion
 The Amboy Dukes
 Heighton Armistice
 Lamstow Barracudas
 Virgin Street Man Dem
 The Klamath Big Boys
 The Gecko Irreducibles
 The Affirmative Actions
 The Bharatiya Janata Party
 The Redding Guttersnipes
 The Den Hoodlums
 West Side Roughboys
 The Wagner Loves
 Rasczak's Roughnecks
 Vault City Courtyard Bicycle Gang
 The Tasty Dudes
 The Christmas Tree Club
 The Broken Hills Paramours
 The Almighty Gaylords
 Master Batino and the Daughters of Voltaire
 The Lester Smooths
 The Grenadines
 The Turnbull ACs
 The Orphans
 The Boppers
 The Panzers
 The Gladiators
 División de Comerciantes
 Desplazados
 The Alleycats
 The Black Hands
 The Blackjacks
 The Big Trains
 The Charlemagnes
 The Colt 45's
 The Dealers
 The Easy Aces
 The Fastballs
 The Five Points
 The Gerrards
 The Go Hards
 The Homeboys
 The Howitzers
 The High Rollers
 The Judas Bunch
 The Jupiters

ANFO - GENERAL INSTRUCTIONS - VTB-001-00-B

The Saracens, Saracens	The Armiagos	The Knockdowns
The Van Cortlandt Rangers,	The Truckstop Transients	The Locos
Van Cortlandt Rangers	The Rust Nobles	The Meatpackers
The Latics, Latics	The Suicide Kings	The Nickel Steaks
The Bootleheads	The Wasteland Uncles	
Grim's Reapers	The Kokoweef Yeah Yeahs	
Jerry's Juveniles	The VC Halfways	
Iron Hand's Irregulars	The Vault City Jazzers	
The Spades	The Modoc Throws	
The Night Dragons	The Wasteland Dice Dogs	
The Hawks	The Amuchuma	
The Sump Sharks	The Chinkororo	
The Sparkle Boys	The Dead Tree Rain Downs	
The Unique Units	The VC Bleachers	
The Barbarian Lions	The Gecko Spitters	
The Muddy Stumpers	The Fooly Coolies	
The Clever Horndogs	The Black Engines	
The Diamond Dollies	The New Day Co-Op	
The Hangtuffs	The Dockyard Dip Downs	
The Desert Boys	The Reno Card Sharps	
The Terrible Shitheads	The South Street Card Sharps	
The Highway Pirates	The NCR 200s	
The Sand Fucks	The NCR Happy Guys	
The Bearskins	The No Ways!	
The Bow Wow Rad Dogs	The Sit Down Boys	
The SF Ra Ras	The NCR Big Bads	
The Seekers	Team Handsome	
The Fists	The Broken Hills Rollers	
The One Millioners	The Vault Rats, Vault Rats	
The Nutjobs	The Face Kickers	
The New Reno Lazy Boys	The Head Hurters	
The Redding Turn Ups	Post-Work-Knock-Abouts	
The NCR Short Guns	Men Who Do Lunch	
The San Fran Fuckups	The Jukebox Juvies	
The Broken Hills Flashbangs	The Go Go Bombers	
The San Francisco Foolers	The Rad Beat Docs	
The Vault City Argonauts	The Mad Bad Radicals	
The Bang Bang Buffout Boys	59th Street Killers	
The Sacred Spirits	Copper Cable Thieves	
North Street Shitstorm	The Critical Failure Gang	
The Gecko Bastards	The Church of 1800 Caps	
The North East Mountain	The Wasteland Bandits	
Howlers	The Wasteland Marauders	
The Southern Desert Runners	The Wasteland Rockafellas	
The Massive Backstrokes	The Red Elvises	
The Repo Men	The West Canyon Deathclaws	
The Iron Lilypads	The Southern Cave Shakers	
The Muscle Malones		
The Hellhounds		
Mom's Diner Clean-Up Boys		

Profession Table

Profession [max level]	Factions supporting This profession [max level]	[level] Prerequisites	NPC/Location To get it [faction]
Armorer [3]	All [2]	[1] Repair 60% + ST >3	Baltas, Modoc [All]
	BoS, Enclave [3]	[2] Repair 120% + ST >5	Rondo, NCR [All]
		[3] Repair 180% + ST >6	Bronco, SF Bunker [BoS]
Gunsmith (Small Guns) [3]	All [2]	[1] Repair 60% + Science 50% + Small Guns 70% + ST >3 + AG >4	Skeeter, Gecko [All]
	NCR, Raiders [3]	[2] Repair 90% + Science 70% + Small Guns 110% + ST >4 + AG >5	Eldridge, New Reno [All]
		[3] Repair 120% + Science 90% + Small Guns 150% + ST >4 + AG >6	Miller, Raiders [Raiders]
Gunsmith (Big Guns) [3]	All [2]	[1] Repair 60% + Science 50% + Big Guns 55% + ST >4 + AG >4	Jester, Broken Hills [All]
	NCR [3]	[2] Repair 90% + Science 70% + Big Guns 95% + ST >5 + AG >5	Eldridge, New Reno [All]
		[2] Repair 120% + Science 90% + Big Guns 135% + ST >6 + AG >6	Jacob, Hub [All]
Energy Expert [3]	All [1]	[1] Science 60% + Energy Weapons 80% + IN >6	Hank, Gecko [All]
	BoS, Enclave [3]	[2] Science 90% + Energy Weapons 110% + IN >7	Brian, Broken Hills [All]
		[3] Science 120% + Energy Weapons 140% + IN >8	Elmer, LA Gunrunners [All]
Demolition Expert [2]	All [2]	[1] Traps 80% + Science 60% + IN >5 + PE >6	Zaius, Broken Hills [All]
		[2] Traps 140% + Science 120% + IN >6 + PE >8	Dan McGrew, Redding [All]
Doctor [3]	All [2] / VC [3]	[1] First Aid 80% + Doctor 50% + IN >6	Dr. Henry, NCR [All]
		[2] First Aid 115% + Doctor 80% + IN >7	Dr. Jubilee, NCR [All]
		[3] First Aid 150% + Doctor 110% + IN >8	Dr. Fung, SF [All]

Keep in mind, this table is not final. The professions for creating The Jet and thievery are still work in progress. There will be also new and more teachers added from time to time to all other professions.

Production Table

Resource	Facility	Method	Resource / Skill / Item	Timeout
Brahmin Hide	Take off the dead brahmin	Pick up	- / - / -	-
Meat	Take off the dead brahmin	Pick up	- / - / -	-
Metal Parts	Workbench	Use workbench	Ore x2 / Science 40% / -	-
Iron Ore	Rockpile in old mines, caves	Use any hammer on rockpile	- / Science 40% / Sledge Hammer or Super Sledge	1h
Minerals	Rockpile in old mines, caves	Use any hammer on rockpile	- / Science 40% / Sledge Hammer or Super Sledge	1h
Fiber	Plants in some towns, encounters	Use any knife on plant	- / Outdoorsman 40% / Any knife	1h
Firewood	Trees in some towns, encounters	Use hatchet on trees	- / Outdoorsman 20% / Hatchet	1h
Flint	In towns, encounters	Pick up	- / Science 30% / -	-
Gunpowder	Workbench	Use workbench	Minerals x1 / Science 80% / -	-
Alloys	Workbench	Use workbench	Minerals x1 / Science 60% / -	-
Rot Gut	Stills in towns	Use item on still	Firewood x1, Fruit x2 / Science 40% / -	1h
Fruit	Plants in some towns, encounters	Pick up	- / Outdoorsman 40% / -	1h
Junk	Barrel with trash in towns	Use Barrel	- / - / Repair 40%	1h
Junk, Electronic Parts	Barrel with trash in towns	Use Barrel	- / - / Repair 80%	1h
Broc Flower	In towns, encounters	Pick up	- / - / First Aid 60% or S*Doctor 40%	1h
Xander Root	In towns, encounters	Pick up	- / - / First Aid 60% or S*Doctor 40%	1h
Gecko Pelt	Take off the dead gecko	Pick up	- / - / -	-
Golden gecko Pelt	Take off the dead golden gecko	Pick up	- / - / -	-
Uranium Ore	Broken Hills Mine	Buy from Zaius	- / - / -	-
Refined Uranium Ore	Broken Hills Refinery	Talk to refinery supervisor	- / - / -	-

Crafting Table - Armor

Item	Stat / Skill / Profession [min level]	Facility
Leather Jacket	Repair 60% or Armorer	Fixboy
Combat Leather Jacket	Armorer [1]	Fixboy
Leather Armor	Repair 90% or Armorer	Fixboy
Leather Armor Mark II	Armorer [1]	Fixboy
Metal Armor	Armorer [2]	Workbench
Metal Armor Mark II	Repair 150% and Armorer [2]	Workbench
Tesla Armor	Armorer [3]	Workbench
Combat Armor Mark II	Armorer [3]	Workbench
Brotherhood Armor	Armorer [3]	Workbench

Crafting Table - Small Weapons

Item	Stat / Skill / Profession [min level]	Facility
10mm Pistol	Repair 50% + Science 25% + Small Guns 50%	Workbench
Desert Eagle (Exp. Mag.)	Gunsmith Small Guns [1]	Workbench
.44 Magnum (Speed Load)	Gunsmith Small Guns [2]	Workbench
.223 Pistol	Gunsmith Small Guns [3]	Workbench
Shotgun	Repair 50% + Science 25% + Small Guns 80%	Workbench
Sawed-Off Shotgun	Gunsmith Small Guns [1]	Workbench
Assault Rifle(Exp. Mag.)	Gunsmith Small Guns [2]	Workbench
Hunting Rifle	Gunsmith Small Guns [1]	Workbench
Scoped Hunting Rifle	Gunsmith Small Guns [2]	Workbench
FN FAL (Night Sight)	Gunsmith Small Guns [3]	Sierra Army Depot
FN FAL HPFA	Gunsmith Small Guns [3]	Sierra Army Depot

Crafting Table - Big Weapons

Item	Stat / Skill / Profession [min level]	Facility
Flamer	Repair 45% + Big guns 50%	Workbench
Improved Flamer	Gunsmith Big [3]	Workbench
Avenger Minigun	Gunsmith Big [2]	Workbench

Crafting Table - Energy Weapons

Item	Stat / Skill / Profession [min level]	Facility
Laser Pistol	Repair 40% + Science 45% + Energy Weapons 50%	Workbench
Magneto-Laser Pistol	Repair 50% + Science 60% + Energy Weapons 80%	Workbench
Plasma Pistol (Ext. Cap)	Energy Expert [1]	Workbench
Laser Rifle (Ext. Cap)	Energy Expert [2]	Workbench
Turbo Plasma Rifle	Energy Expert [3]	Workbench

Crafting Table - Other Weapons

Item	Stat / Skill / Profession [min level]	Facility
Mega Power Fist	Energy Expert [2]	Workbench
Knife	Strength 4	Fixboy
Throwing Knife	Strength 5 + Throwing 40%	Fixboy
Sharpened Pole	Strength 4	Fixboy
Spear	Strength 5 + Melee Weapons 40%	Fixboy
Sharpened Spear	Strength 5 + Melee Weapons 50%	Fixboy
Super Cattle Prod	Strength 5 + Science 50% + Melee Weapons 50%	Workbench
Brass Knuckles	Unarmed 40%	Fixboy
Spiked Knuckles	Unarmed 60%	Fixboy
Molotov Cocktail (x4)	Traps 30%	Fixboy
Grenade (Frag) (x4)	Traps 60% + Science 50% + Repair 50%	Workbench
Grenade (Plasma) (x4)	Demolition Expert [2]	Workbench
Dynacord Stick	Demolition Expert [2] + Traps 150% + Science 160%	Workbench
Sledgehammer	Strength 7	Workbench

Crafting Table - Ammo

Item	Stat / Skill / Profession [min level]	Facility
9mm Ball (20)	Repair 60% + Science 50% + Small Guns 70%	Workbench
10mm JHP (20)	Repair 60% + Science 50% + Small Guns 70%	Workbench
10mm AP (20)	Gunsmith Small Guns [1]	Workbench
.45 Caliber (30)	Repair 60% + Science 50% + Small Guns 70%	Workbench
.44 Magnum JHP (20)	Repair 60% + Science 50% + Small Guns 70%	Workbench
.44 Magnum FMJ (20)	Gunsmith Small Guns [1]	Workbench
HN Needler Cartridge(20)	Gunsmith Small Guns [2]	Workbench
HN AP Needler Cartridge(20)	Gunsmith Small Guns [2]	Workbench
14mm AP (15)	Repair 90% + Science 70% + Small Guns 110%	Workbench
.223 FMJ (20)	Gunsmith Small Guns [2]	Workbench
5mm JHP (50)	Repair 70% + Science 60% + Small Guns 80% or Big Guns 65%	Workbench
5mm AP (50)	Repair 90% + Science 70% + Small Guns 110% or Big Guns 95%	Workbench
12ga. Shotgun Shells (20)	Repair 70% + Science 60% + Small Guns 80%	Workbench
7.62mm (20)	Gunsmith Small Guns or Gunsmith Big Guns [3]	Sierra Army Depot
Explosive Rocket (2)	Gunsmith Big[2]	Sierra Army Depot
Rocket AP (2)	Gunsmith Big[3]	Sierra Army Depot
Flamethrower Fuel (5)	Repair 60% + Science 50% + Big Guns 55%	Workbench
Flamethrower Fuel Mark II (5)	Gunsmith Big[2]	Workbench
Small Energy Cell (20)	Science 60% + S*Repair 50%	Workbench
Micro Fusion Cell (20)	Energy Expert [3]	Mariposa Military Base

Crafting Table - Other

Item	Stat / Skill / Profession [min level]	Facility
Dynamite	Traps 80% + S*Science 60%	Workbench
Plastic Explosives	Demolition Expert [2]	Workbench
Rope	Outdoorsman 40%	Fixboy
Lockpicks	Lockpick 50%	Fixboy
Expanded Lockpick set	Lockpick 90%	Fixboy
Electronic Lockpick	Lockpick 130%	Workbench
Electronic Lockpick Mark II	Lockpick 170%	Workbench
Healing Powder	First Aid 80% + Doctor 50%	Fixboy
Antidote	First Aid 90% + Doctor 60%	Fixboy
Stimpak	First Aid 80% + Doctor 50% or Doctor [1]	Fixboy
Super Stimpak	Doctor [2]	Fixboy
Psycho	Doctor [3]	Sierra Army Depot
Mentats	Doctor [3]	Sierra Army Depot
Buffout	Doctor [3]	Sierra Army Depot
RadAway	Doctor [3]	Sierra Army Depot
Rad-X	Doctor [2]	Sierra Army Depot
Radio	Repair 90%	Workbench
Hatchet	Strength 4	Workbench

