

# GUIDE V1,3

## Greetings,

If you are here it means you want to start your journey in fonline 2, or you have started it and don't know what you should do, either way it is fine. Following my guide you should be able to more or less access to the game. Don't be afraid of length of this guide. As for beginner just part of it concern you.

I will not talk about factions or stuff like that because time show how unstable those are.

### Rules before we start.

1. If I will say something you are doing it. If I say you to jump you are jumping. If I will tell you to drop advanced power armor on the world map you should ask when and where.
2. You have to read the whole section before starting to do something. So if you want to make caravans you are first reading it and after that, you can start doing it.
3. The whole guide is focused on RT mode, except TB section. TB is entirely different from RT that is why it needs a separate part.
4. Dying in Fonline2 is something unavoidable, you have to accept it. Wasteland is harsh. Don't worry if you die even 10 times during one day. Git Gud and keep going.
5. The guide is separated into 3 parts, newbie\* - no good build at 26 and no stuff/ Advanced\*\* - stuff and builds but no experience and skill/ expert\*\*\* - ready for whole game.

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## Start\*

### Preface\*

At the beginning I have to describe what game is fonline. I bet you more or less remember fallout 1 or 2. It isn't the same. But it isn't that much different. It is all up to you what game you are gonna to play and that is what those games have in common.

You can be loner who avoid direct fights, you can be trader who will own majority of the server, you can Roleplay as dick or saint. But this game is somehow grinding simulator . You will have to accept this fact if you want to play it. Otherwise you will play like 2 weeks and end it. And it is perfectly fine, because it just mean this game isn't for you.

Mechanic wise and gameplay wise it isn't much different. You can choice what mode you will play. Real time(RT) or turn base(TB). 99% of the game is in RT while in TB you can enjoy something like 40% or less.

### Vocabulary\*

Most basic vocabulary of fonline2. You can skip this section and comeback in future, but I will be using it in whole guide.

Fo2 – Fonline

FA – first aid

Doc – doctor

Wipe – Start of every season begin with deleting everything and starting basically from zero.

TB – Turn base combat

RT – Real time combat

Crit – critical hit

HG – Hungry Games

TC – Town Control

HtH – hand to hand

Ca – combat armor

AP – action points

AP – armor penetration type of ammo which is used, use only this one.

WM – world map

farm – Killing NPC unless you are rich

TC – town control

loot – stuff you got from action

regear – preparing stuff for going back again to action

prepper over – be ready to spawn on the world map

sima – simulation in VC

MaMk2 – metal armor mark 2

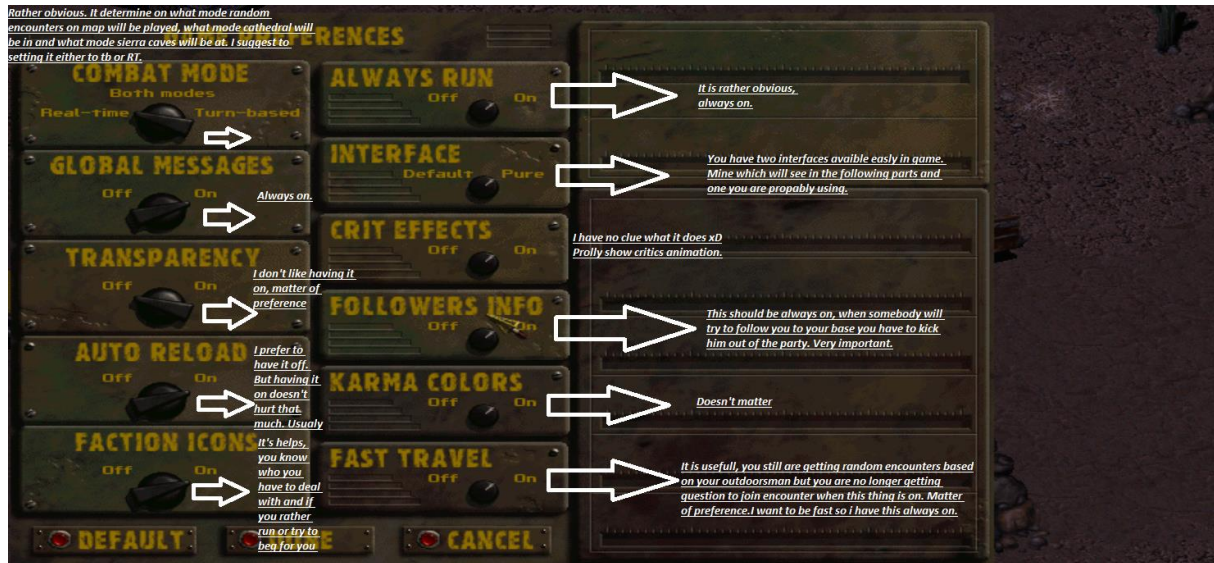
CaMK2/Ca – combat armor mark 2/Combat armor

Tesla – Tesla armor.

PA – Power armor

APA – Advanced Power Armor

## Settings



## Beginners build\*

### Chosing build\*

I know how funny making build and creating your own character is, but if you want to be atleast average in this game you should know how to make your builds to work. It doesn't mean you can't experiment but you should have atleast one build which is good in both RT and TB and in PVE and PVP.

Your first choice will be to decide between two builds, because you will stick with this build for quite long time. Like every build those have their own advantages and disadvantages.

<https://goo.gl/ErkS9S> This is build suggested by Junktown scouts and their representative disadvantage of this build is that you need 8 times each book which will cost you 32k and it is something you can't afford. It is good in clearing dungeons, and ok in pvp but it doesn't use advantages of SG. Also it is worse in TB, and it has more carryweight which is helpful.

<https://goo.gl/xFnMKe> This is build i suggest. It is worse in clearing dungeons, but it is better in Turn Base and better in duels. Also big pvp is impossible for you on this builds, but this isn't something you would look forward to at the beginning. Also you doesn't need books for making it. If you doesn't have anyone to donate you 32k it is your pick. The biggest disadvantage is small carryweight, but you should keep your stuff in tent.

Few words at the start. It is P90 hexer. What is hex? It is when you are standing next to someone and shooting. This video describe it pretty good. <https://www.youtube.com/watch?v=wDt1eZQMDMA>

You will improve yourself in hexing during your whole playing carrier, so don't worry if you will be bad at the beginning.

But you will be most often using a worse weapon as a beginner, don't worry, if you will follow my advice and use a bit of brain you will quickly become self-sufficient.

## Explanation of build and skills, preface\*

Whole following section is made for you to understand what are you doing and for what with your build. You can skip it for now if you aren't interested.

### SPECIAL Step by step\*

S -> It is generally used for 3 main things. Carrying stuff ( 12 carry weight on average but you are getting 1 per level so you don't need much) throwing nades, and for per stonewall which is very helpful against bazookas and grenadiers. Rest isn't important. 99% of build has it on 1 or 6. True if you have strength below requirements of weapons you will more likely drop it but that is why you have one handed trait. Also, this build can't give 6 strength so any strength at all. Buffout gives you 2 soo...

P -> determine your range or sight, but you will need it for one of the perks ( bonus rate of fire ) which will be really helpful. Build used to have 1 or 6 or 7 or above 9.

E -> always 9 or 10 never less. Some special build have less but it isn't important for you for at least next two month

C -> always 1

Int -> some special build have less than 6 but in general you are always taking 6 ( also because of bonus rate of fire)

A -> always 10 some build have 8 but really rarely. Determine your amount of action points.

Remember only even numbers give you points so having 9 is pointless because it is like having 8.

L -> you have 4 option 1 if you don't need at all. 6 if you need (bonus range damage) perk 7 if you need (better critical) perk. And 10 if you want to have a proper sniper.

Second opinion about Special <https://wiki.fonline2.com/S.P.E.C.I.A.L.>

### Traits in general\*

You are taking perks one-handed and bonehead ( -1 for intelligence so you will have to give 7 points to it to have 6 after taking perk).

Why those perks out of them all? Because build is dedicated to RT and is working also in TB I know new players don't want to make a lot of builds. So you have it here. Almost universal build. Bonehead is must take for almost all classes which stand in first line and one-handed work perfect with your weapon of choice p90.

But what about rest of the perks, you may ask. I will describe rest of the traits and give them grade (1-10 scale, where 1 is shit 10 is excellent) Also I will not take into account trolling possibility of perks, I just describe how good in normal PvP they are.

Bloody Mess - (2/10) Terrible, forget about this perk. It is used in some Bozar/t4 build but this isn't anything you should even think about.

Bonehead - (9/10) One of the most wide used perks. All build benefit from that perk because snipers are plague. If you can take it it is almost always good choice. However some build don't need it or can't afford it.

Bruiser (5/10) solid trait for certain classes, nothing more nothing less. If you don't need crits it is trait for you.

Chem reliant - 3/10 trait for hobos, In general it isn't bad but you can take others better perks,

Sometimes however it can be pretty good, like in sierra caves complex or during HG. In general don't take it if you aren't sure it will benefit you in other way than saving money. You it is helpful during town controls but majority of chars playing in TC have chem control which give you this trait.

Evader - (1/10) tier 0 garbage, forget it even exist. Troll trait.

Fast metabolism - (8/10) slightly worse than bonehead but still very good trait for front liner, must to take for 1vs1, very helpful. But not every build can take it.

Fast shot - (7/10) - In general it is good TB perk, I can think about few RT build which would benefit from it. But in general you are not taking it unless you want play in TB.

Finesse - (2/10) Bad traits, can work only in fully dedicated build. Otherwise No.

Good natured - (1/10) - No point, you will have more than enough skill points. Just no, you have more better traits.

Heavy Handed - (2/10) - work in some special HtH build, but in rest cases NO.

Jinxed - (1/10) - Troll trait.

Kamikaze - (3/10) - Can work in some build but in general you are not taking in if you plan to take any damage in combat. So it is perk for sneaker or snipers. But it isn't main choice for those classes.

Mutant - (-/-) - It is trait which you can't just grade. For me mutants are bad for pvp but some ppl like it. That is why I will not give my opinion. In general mutants roll in TB, but in RT they suck unless in TC.

One Hander - (3/10) - Good SG trait, otherwise nothing special. Somebuilds really benefit from that but in rest of the cases no.

Small frame - (2/10) - In general if you need this trait your build is just bad, but there is some snipers and sneakers which use it so there is some hope for it.

Remember my grades are pretty general. For example For some classes bruiser is must to take. But I graded traits in general

Description of traits from wiki <https://wiki.fonline2.com/Traits>

### Skills for build\*

Now skills. Tag small guns, first aid, and throwing (or doctor if JTS version)

Now, how much points in each skill. In planner, here you have planner with everything noted in JTS <https://goo.gl/ErkS9S>

If you can't open link: SG 215 First aid 300 Doctor 150 Throwing 180 Lockpick 95 Traps 60 Repair 102, Science 102 outdoorsman 95.

Mine <https://goo.gl/xFnMKe>

If you can't open link: SG 235 First aid 225 Doctor 125 lockpick 100 traps 60 science 130 repairs 130 outdoorsmen 95.

Those are all skills you will level up to values on max level (99)

Science and repair cap at 160 which mean if you will give more point to those you will not get more chances or %. So no point in leveling it more

### Perks\*

In fo2 you can have 8 perks (9) if you decide to have a certain implant but this doesn't matter to you.

Your perks are:

toughness at 3

toughness at 6



bonus range damage 9

life-giver 12

life-giver 15

bonus rate of fire 18

bonus range damage 21

medic at level 24 ( **BUT ONLY IF YOUR FA is above 200 and your doctor is 100(or 125 if JTS version)** )

if you don't have that much FA and DOC just don't take perk and wait. The last perk you can take even on 99 level so nothing will happen. Medic perk gives you always 25% no matter how high your skills are. So from 75% to 100% but also from 275 % to 300% which is way more expensive.

Requirements of points if your skill is above 200 are the same that is why you take it on 200%

Build to level 24 ( at which you take medic perk is why numbers are different)

JTS

<https://goo.gl/wHWqBa>

SG 145 FA 200 Doctor 125 throwing 100

Mine

<https://goo.gl/7jK7om>

SG 150 FA 200 Doctor 125 Outdoorsman 95.

Perks in general\*

Every perk can be taken from certain level, 3,6,9,12,15,18. So I will grade them in this order. Scale same as previously 1-10

Lvl 3

Anticritical 3/10 – not bad but not perfect, in general this perk is not enough to matter. Tech choice.

Bonus hth dmg 2/10 – only for troll glass cannon hth sneaker.

Cautions nature – ignor it, doesn't work.

Earlier sequence 3/10 – tb perk, require from you too much set up to benefit from it so just ignor it.

Healer 1/10 – tier 0 garbage.

Quick hand 6/10 – good tb perk and can work in some RT build,

Quick recovery 3/10 – hard one but it is entirely outclassed by stonewall.

thief 1/10 – tier 0 garbage.

toughness 9/10 – one of most important perks, almost every build has atleast one.

lvl6

Harmless 1/10 – tier 0 garbage.

ghost 2/10 – not entirely trash but you are not taking it even when you play as a sneaker.

Educated 1/10 – tier 0 garbage.

adrenaline rush – 4/10 some build take it some not, it is much like personal preference rather than some must to take, tech choice for hexers..

Bonus range damage 8/10 – no hexing/bursting character can afford to play without it. Take it if you want to use burst mode.

More critical 6/10 – must to take for snipers and glass canons, Tech choice for hexers, otherwise no.

Magnetic personality 1/10 – tier 0 garbage.

Silent running 3/10 – One of key sneaker perk, but just that.

Lvl9

Dodger 1/10 – troll perk

Light step 2/10 – some top PK use it, but other than that, no.

sharpshooter 4/10 – good perk for snipers and action leaders.

weapon handling 1/10 – tier 0 garbage.

level 12

ALL Gain skills are bad, if you can't make build which doesn't need it your build will be bad. You can't have everything and you have to decide what it will be.

Better critical 4/10 key sniper perk and some dps sneakers use it. Other than that, no.

Action boy 2/10 tech choice for hexers, or tb fights.

Medic 10/10 one of most versatile perks, so much classes benefit from that, because if you are alive you can still fight. There is few classes which doesn't take it but basicly 90% of players have it. One of most liked tech choice for Hexers

HTH evade 1/10 troll perk.

Lifegiver – 8/10 same like with toughness, but in this case mutants prefer more defence rather than more hp.

Living anatomy – 2/10 – tech for grenaders, otherwise no.

Lvl 15

Bonus HtH attack 2/10 – HTH only, but even in those build it is often ignored if favor of more DMG rather than spam.

Bonus rate of fire 6/10 – one of tech choices for hexers, also one of perks for spammers, in general good perk for majority of build which can afford it.

Pickpocket 1/10 – troll perk

Lvl 18

silent death 1/10 – troll perk.

### Skills in general\*

For this topic I suggest checking Dequ's and hejmr's guide

<https://www.youtube.com/watch?v=195TSfkzmxms> because truly there is nothing more to say about that, but if link doesn't work I will talk about it.

Here I will grade skills in order for you to understand which one are worth your interest and which one you should ignore. I will go from the top to the bottom of character menu.

Small Guns – Cheap weapons, good versitale, in general are weaker than BG but are more common and in general are good decision for new player. Later you have 3 main kind of build which use it.

Sniper, Duelist, Sneaker. 235 is absolute minimum if we talk about using it with 1 PE

Big Gun – Basicly core of the game, Using them on the start is harder and I don't recommend it. Main build are TC bazooka ( which almost all players who do PVP have ) Hexer BG ( which majority of players have ) and flamer ( which isn't as popular ) Good weapon but need some skills in using it. 220 is absolute minimum if we talk about using it with 1 PE

Energy weapon – Somewhere between BG and SG if we talk about how expensive they are. In general EW focus on 2 builds, Laser sniper ( variation of SG sniper ) and plasma off sniper ( which is basically off tank in smaller pvp with amazing roll ) First is rarely seen second is seen very often. 265 used to be decent but more than that is required sometimes ( if you use psycho for some reason )

Close combat – between 100 and 200 It will increase your movement speed which is really amazing, watch out however, if your SG BG OR EW skill will be above 100 it will automatically negate your bonus. So you have to be aware. Bonus is really neat but there are just 2 classes which use Close combat, grenadiers ( which use grenades, yea I know ) and sneakers with grenades ( which use grenades but with stealboy ) IF you want use hammer or other weapon of this kind, just don't. It might be sad but it doesn't work here. HtH is dead here, I tried so much but it has no right to be here. 200 is max.

Scavenging – ignore it, it will level up when you will scavenge ( idk if you even can level it up using points)

Throwing – Good for grenades and some other classes, flamer or SG hexers for example. 200 is max but some classes doesn't need more than 170. Good addition.

First aid – probably most important skill after your combat skills. TB build max 150, but rest. Above 200, for most front line classes 248 or 254 is minimum. Why strange like that? Because at higher level you should watch cooldown of this skill, 248 and 254 are breaking point where another second is taken from general time. The higher skill the lower time, also if you are out of combat ( you doesn't have combat on right bottom side of screen, and you are in RT ) you can heal for whole amount of your FA, even 300.

Doctor – In fo2 its main purpose it to heal crippled limbs. In general no more than 95 in TB, But in RT you usually have like 150 or even 200. Why like that? Simple reason, cooldowns and if you have more than 100 you can heal more than 1 limb per use.

Sneak – 300 or you are not making it at all. It is nice in entirely dedicated build but nothing else. You need silent running perk if you want to even think about making sneaker. Scouting implant is welcome also.

Lockpick – 100 max, I can't think about single reason for making it more than that. How it work is obvious aswell soo...

Steal – not usefull, you can forget about it. The only are where it was useful is currently destroyed ( Shandy Sands ) so no point at all ( even if it wouldn't be destroyed)

Traps – it is interesting one, players use to have it at 60 mini because if it how you need to see explosives from 1hex distance when you are on psycho. Also it determine range or explosive remote control. Some players go with 100 for 2 hexes visibility. But 60 is perfectly fine for disarming mines.

Science – 160 max, it is where skill cap and leveling it up give you nothing. For normal characters 100 is most they need ( due to glow hacking ) But in general you don't need it at all. ( 130 for mariposa

but it shouldn't bother you)

Repair – Must have for every character, 100 works perfectly fine, less is a bit annoying, same as with science 160 is cap.

Speech – NO

Barter – same like with scavenger, it will level itself by simply trading with NPC. It is helpful because you are getting better prices for stuff you are selling.

Gabbling – NO

Outdoorsman – 95 must to have. No more no less.

Helpful stuff.\*

Websites.\*

<https://forum.fonline2.com> – Forum of fo2

<https://discordapp.com/invite/0rSEo4GUvjK0owT4> - Link to discord. Basically if you want to take part in all talks and important stuff you should be present. If link expired you can always take it from here <https://fonline2.com/pl/> on bottom right ( meet us on discord )

[https://wiki.fonline2.com/Main\\_Page](https://wiki.fonline2.com/Main_Page) Wiki of fo2. Pretty good in my eyes. Some stuff is not actual but in general very good. Also watch out, because you can by accident move to fallout2 reloaded wiki, which is something way different.

<http://focp.droppages.com> planner for character

<http://fonc.droppages.com> Colorising for faction and players

Mods\*

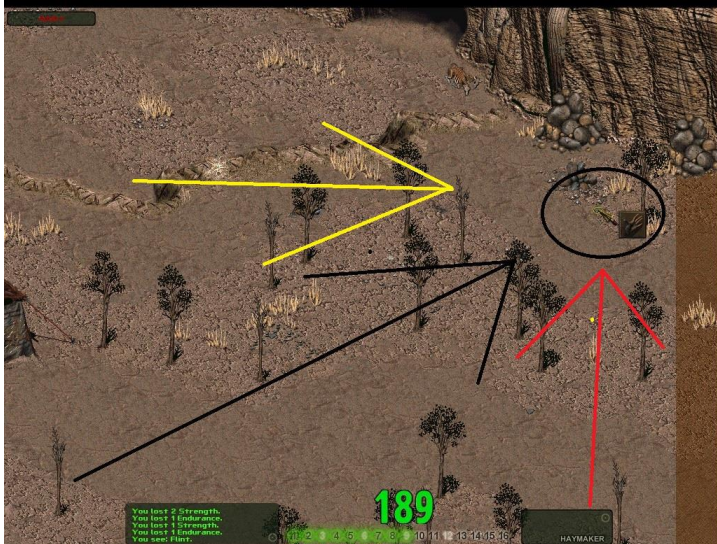
[https://wiki.fonline2.com/Utility\\_Software](https://wiki.fonline2.com/Utility_Software) ( thx wiki )

I hope some good wastelander will drop something because I don't have right now :c

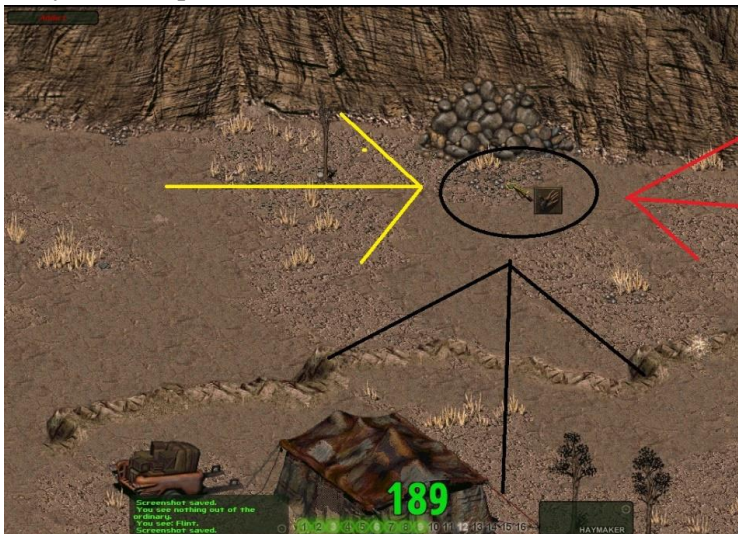
## Start of your journey\*

### Starting location\*

You start in a tent with Kenny, find him flint ( i know player which couldn't find it and just left the game so f you will have a problem with it watch this screenshot.



Did you fuck up somehow? Ok the second one



Done? Go to Kenny and talk with him. Create primitive tool, how to do it? press f, it is fixboy more about it later, and chop down a tree. Give him wood. And you have first PvE quest. You have to go to cawe and clear it. Take your pickax ( not primitive tool!) in hand and use it as a weapon. Open inventory I and drag pickax to spot with 1 on it. Head toward the bottom part of it and kill all rad scorpion. After every fight wait until your action point will be full again ( if you play rt ) ( if you play TB just end combat ) How to end Combat? 2 ways, hold control and spacebar, or click CMBT on the right bottom. However it will work only when all your enemies are dead or everyone else pressed end. You can end your turn if you press button TURN or just press spacebar.

With healing powder from this body, you just can't die. Use it if you hp isn't full after every fight. go to right side of caves and just kill everything on your way. How to use healing powder? Open your equipment pressing i key. Click on healing powder and choice use, or you can use hotkey ctrl+ 1

You can also heal yourself if by pressing alt + 5 but cooldown is pretty big.



And last enemy normal radscorpion. You need 3 swings to kill him so unless you don't have action points or you aren't full hp he will not kill you. Loot claws from his body and leather jacket from a dead dude and go back to Kenny.

Give him claws and ask if you can help him more. You will get another quest which you have to make because I tell you to do so. exit this location by entering on the grid ( this big red something around the map)

Welcome to World map place where you will spend a lot of time so you have to use it. You are searching for small dote on the map. ( i forgot passwords to this char I made,,testttt,, something so I just decided to stop pretending to be someone I am not so from now on screens will be with my normal char)



Take this holotape and loot everything in this location. You will get something.



Kenny will be shocked and will go out ( tent is yours forever and ever from now on). Ignore rest of the quest for now. WHY MY GAME LOOK LIKE THAT? Because I have a pure interface, you can change it in settings.

If you press s you will have menu of the skills there is 8 skills in total. From top.

Sneaking - allow you to sneak however you have to have it on very high level to work. Don't bother it for now.

Lockpick - is very useful, around 60 -70 is good, but having 100 will make you almost sure to lockpick.

steal - nice feature but generally not used, you can try to steal from someone's pocket.

traps - ability to see and disable traps. 60 will allow you to see them from 1 hex if you have 1 Pe so 60 is basics.

First aid - one of two main skills, it's allow you to heal equally to your first aid value if you are out of combat, and heal 150 if you are in combat. cooldown depend on your FA value.

Doctor - second important skill, allow you to heal crippled limb.

Science - allow you to hack computers ( like 3 in whole game ) or to decraft stuff and get crafting materials from it ( cap at 160 )

Repair - allow you to repair your stuff ( cap at 160 )

About crafting in one of later articles.

You can also check out Dequ's and Hejmr video tutorial, it can be easier for you. It is good to have second opinion. <https://www.youtube.com/watch?v=3DKhqQOgn1Q> they also show some quests

What to do next? Now problems start because you will have to go to outside world so just a few tips you have to remember about.

### Tips before the adventure\*

1 everyone here are more or less assholes, even i.

1,1 dying is for this game like breathing. You will do it very often but with my help, it should be minimal.

2. Always leave stuff you don't need actually/not using/ don't want in your base ( tent)

3. Always check if someone is following you ( you will see it on left side in party menu) because if you will lead him to your base he will come, kill you take all your valuable stuff and leave but if this doesn't happen your base is safe.

4. when you press escape and go to option you will have few settings. Follower info has to be always on.

5. as beginners is it better to have always turned on turn base. Because Turn Base is easier for new players to get into the game ( and for some guys with IQ >145 with a lot of free time)

6 carrying box will give you perk which increase your carry weight by 20 if you will do it 10times. ( 100 boxes in total ) same goes for so-called gecko express but it will give you 30% outdoorsman

7. if the deterioration of your armor is above 10% it means it started to lose its defense value. So you should always repair your armor after the fight. This has no impact on weapons just watch off to not have 100% of weapon deterioration because you will be not able to shot.

8. You can find useful shortcuts if you press f1 also not every hotkey is present, for rest

[https://wiki.fonline2.com/Game\\_Settings](https://wiki.fonline2.com/Game_Settings)

### First cities\*

#### Junktown\*

For now only those. Next location Junktow go world map JUNKTOWN

A quest which I want you to make here

[https://wiki.fonline2.com/Bring\\_Record-O-Matic\\_to\\_Benjami](https://wiki.fonline2.com/Bring_Record-O-Matic_to_Benjami)

[https://wiki.fonline2.com/Margaret%27s\\_fridge](https://wiki.fonline2.com/Margaret%27s_fridge)

[https://wiki.fonline2.com/My\\_First\\_Tent!](https://wiki.fonline2.com/My_First_Tent!)

[https://wiki.fonline2.com/Boxes\\_Lifting](https://wiki.fonline2.com/Boxes_Lifting) IMPORTANT ( if you do this 10 time you will get perk )

[https://wiki.fonline2.com/Brahmin\\_Pens\\_Clearing](https://wiki.fonline2.com/Brahmin_Pens_Clearing). IMPORTANT

[https://wiki.fonline2.com/Bring\\_water\\_for\\_Joe\\_Stinker](https://wiki.fonline2.com/Bring_water_for_Joe_Stinker).

After you did it go back to your tent and leave the loot. In junktown, you can do 2 easy quests brahmin pens clearing which you can do everywhere and does lifting which you can do in the majority of cities. Both are really ground style but give the ok amount of caps and a decent amount of exp. You need to be level 6 before we will process forward so keep doing them. If you made them and you still don't have 6 we will move to next city.

If you will meet any Junktown Scout member willing to help you accept this offer. You can always come back to guide, but really rare is to meet someone who wants to help you. ( but remembers about rules I told you because you cannot trust anyone).



## HUB\*

heart of wastelands aka main idle zone. You can carry boxes here and clean brahmin pens ( always leave caps in your tent)

About quests [https://wiki.fonline2.com/Get a beer for Adam](https://wiki.fonline2.com/Get_a_beer_for_Adam)

[https://wiki.fonline2.com/Pass dinner for Charles from Iguana Bob](https://wiki.fonline2.com/Pass_dinner_for_Charles_from_Iguana_Bob)

6 level? No? So we have moved to another city.

## BONEYARD\*

Welcome to city nobody cares about. You know, more box lifting. From zero to hero.

I hope you are level 6, if not we will have to deal with it anyway. Get like 1000 caps, you should have even more if you followed all I just said you and didn't die. If you died

[https://i.ytimg.com/vi/T9xd\\_0AwCm8/maxresdefault.jpg](https://i.ytimg.com/vi/T9xd_0AwCm8/maxresdefault.jpg)

keep cleaning shit unless you will have 1000 caps. Or you can beg in hub this works also. Depend if you value your pride.

## HUB\*

You are back and you can buy some weapon assault rifle and fn fall are most preferable for you with like 240 5mm or 7,62 ammo. It may seem like much but you should be able to buy it for 1000 caps.

Where to buy it? Don't buy it from NPC in hub main ( general store and gun store ) because they are jew. Go to players traders, they will shout stuff like,, best stuff from xxx,, or ,,xxx is supplying me, You want sg weapon I told you. But 223 pistol will be fine also. Nuke cola would be nice also.

I am posting one of those videos again but it will be not full without it.

<https://www.youtube.com/watch?v=GPlmulp32p0>

<https://www.youtube.com/watch?v=3DKhqQOgn1Q>

Those video will show you different way of starting. It is up to you. It is better to know more than less.

## Second and third steps\*\*

### FIRST BATTLE/CARAVANS\*\*

Craft 1 tent using stuff you should have. Go to NCR but don't enter city!!!! Enter some location just almost on NCR, use tent for making the base. If it doesn't work exit location and do it once again. Congratulations you just established your second base, rules same like in previous. Come back to the hub. Prepared like that bravely set your game mode to turn base and go to caravan on the north side of the hub. Talk with caravan leader about a caravan to NCR and set turn base mode. It is one of the best ways to gather exp, stuff, and caps for you. Remember to go to shandy sands, not another city. Because it will be almost certain death for you.

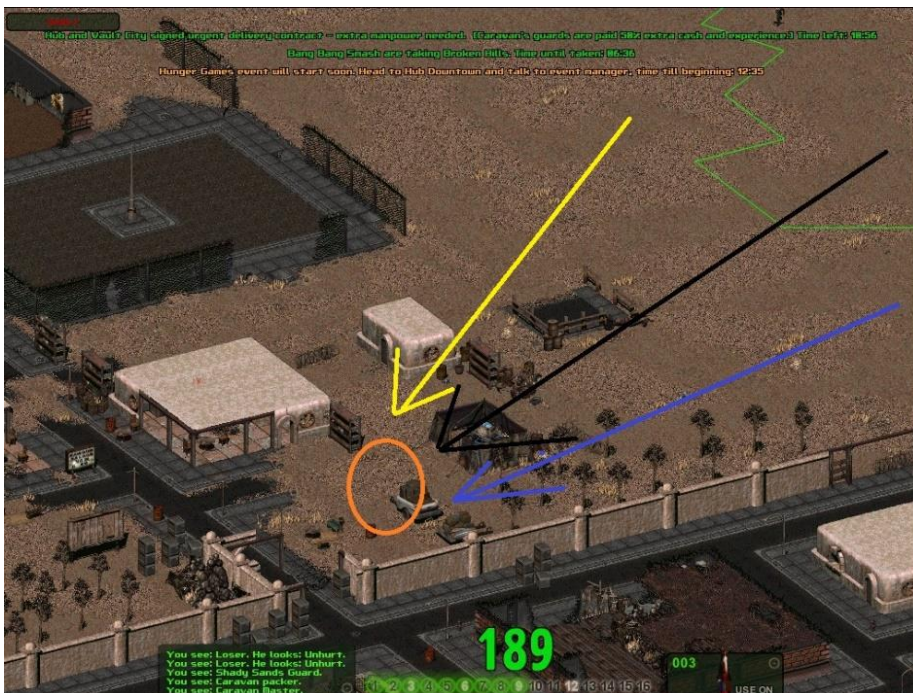
You are gonna to encounter few types of enemies and depend on what will you met you will use different tactic (i am of course speaking about TB mode if you have different just leave caravan and take another one, there is no cooldown)

Any non-humanoid. Molerat, rat, pigrats, rad scorpions etc. Weak as fuck for you now, you have the weapon and you can kill them all from range.

Any humanoid. 2 tactics. 1 run away. It isn't worth to risk dying at your stage of the game. 2 try to kill them. If you want to do so you should run in opposite way they are standing. So you will have a lot of range and you will be able to kill them before they will come to you. Focus range weapon first. If close combat weapon comes to you switch to burst mode and just shot him from 1 hex which will make a lot of dmg.

Any humanoid + not humanoid. It is not hard as humanoids but still, you have been on guard. The tactic is similar.

When you will be in NCR quickly leave the location and go to your previously made tent, put on ground loot you don't need. And come back to NCR quickly take a caravan to Hub because right now the New California Republic is war zone where you aren't saved. The quicker you will leave this city the better.



Way back is basically the same. Keep doing them unless you will be level 12. After the first successful run, you can buy metal armor mk2 just for feeling stronger but remind yourself that overconfidence is slow and insidious killer.

### CARAVAN TIPS\*\*

1. any player is deadly to you, if you will encounter one run away.
2. use mainly single shot, burst when you are fighting against humanoids
3. if you will burst someone when you are literary touching him ( you are on nearby hexes) you will hex him which mean you will deal a lot of dmg which will kill 99% of your enemies on this point
4. after you come back to hub store what you got intent.
5. good loot you will get only from humanoids NPC, a lot of it is trash but some stuff like toxic cave map, mission briefings, a backpack filled with explosive, madman key, lavender flower book, dog tags, the manuscript is worth something and take them always. Rest is mainly trash ( except ammo and weapons and drugs + stimpacks
6. don't stay in front of caravan leader, he is deadly and he can kill you by accident.
7. Caravan leader will do all the job just let him and finish off those with low hp to get exp.

### General PvE tb tips\*\*

1. everyone has 1 turn where they make action depending on their action points ( equal )
2. if you will use first aid in turn base it will take your whole turn but you will not have cooldown
3. REMEMBER YOUR ARMOR IS BEING DESTROYED WHILE YOU ARE TAKING DAMAGE, if deterioration is about 10% it will lose its defence value so you need to repair it. After fight always repairs them. NEXT STEPS. Now with power or perk lifegive you can make some more dangerous quest. Head to the boneyard and you can make [https://wiki.fonline2.com/"Kill\\_them\\_while\\_they%27re\\_small!"](https://wiki.fonline2.com/) which is quite an easy quest in TB ( you just hex them when claws will come into your range ) but you will get 15k exp in total so worth it. [https://wiki.fonline2.com/"I\\_Won%27t\\_Give\\_You\\_Squat!"](https://wiki.fonline2.com/) is a nice quest. Make it peaceful way for more caps.

### SAD REALITY OF WASTELANDS\*\*

Fonline 2 is game based on grinding, which is quite nice but you have to enjoy it, so if so far you didn't have problems with grinding you might enjoy it.

Caravans to level 15 same as previously. And here we will start to have problems. Because depending on your personal experience you should know the best if you are dying in caravans or not. If you died a lot

[https://i.ytimg.com/vi/T9xd\\_0AwCm8/maxresdefault.jpg](https://i.ytimg.com/vi/T9xd_0AwCm8/maxresdefault.jpg)

and level up to level 21. If not I have the more thought quest for you.

### OR

You can make quests all around the map, there is quite a lot of them

<https://wiki.fonline2.com/Quests> This is FULL list of known quests. It is up to you if you do cara or quests. I want you to have level 21.

### NEW ENEMY – FUCKING FARMING\*\*

15 or 21 level, metal armor mk2 and assault rifle(or one of previously told weapon with ammo), 2 super stimpacks, turn-based mode, cigarets, nuka cola and jet ( you can buy in the hub for like 500

caps ( never more !!!!) prepared like that you are ready for a really dangerous fight, where a mistake can lead you to the quick death.

Go to zones 19:25 19:26 18:26 and use your drugs. You will Begin your hunt here. You are aiming for regulators one of 4 best to farm NPC, and easiest to kill because you can use ruins to your advantage. if you don't have ruins run away and just try to survive, your way to kill them is to use burst mode, shot them and hide again behind some wall etc. If you don't see the enemy he most likely doesn't see you either.

If you kill one group you will have to loot them. A lot of stuff right? Can you carry that much? Press control + d which will drop everything from your inventory on the ground, loot what remains and go over your stuff and press control + land you will pick everything. You will be overweight. Take this stuff to your base and drop it on the ground inside the tent. UPDATE

Keep repeating unless your drugs will go off ( 30 min)

### Tips for regs\*\*

1. Surviving is your top priority if you can't kill hide.
2. Count your action points, don't let happen situation where you are in the middle of the street and you don't have action point to hide.
3. Keep range from regs
4. Regs can hex to if you will be unlucky enough, you have to keep distance from doors because npc are gonna to shot in the first possibility they can so if you will stay in door, they will just come to you and hex you, and you will most certainly die,
5. if you will meet enemy don't fight him, in majority of cases he will kill you, if you know there are a lot of enemies on regs at the moment you should avoid fighting, you can go left from boneyard, there are regs also.

### Helpful zones\*\*

Different good zones 1 zones you might be interested in

18:6 18:8 19:6 19:7 khan and rouges ( i don't remember only rouges zone)

10:10 fire geckos

18:18 golden and silver geckons

9:17 10:17 11:17 mutants

### WHAT NEXT – getting more stuff\*\*

After that time you should have around 5 k caps just from farming and a lot of weapons and super stimpacks and other shit. UPDATE YOUR GAME BEFORE YOU WILL GO FORWARD you know what gonna happen? Yea. You gonna to farm them unless you will have 10k caps. If you already have to go Hub and buy motorbike ( it is shit but it will have to be enough for you )

### CAR/MOTOR TIPS\*

1. **NEVER ENTER ANY CITY WITH CAR.** Because someone will just steal it from you. Only save places are faction bases. Your own base, and hub car store ( **REMEMBER CAR STORE NOT JUST MAIN HUB , SO YOU HAVE TO CHOICE CAR STORE AS PARKING PLACE** ) if you will screw up someone will just stole your car and bye bye 10k.
2. if you are travelling using car set your combat mode to RT because there is risk you will meet

someone who is farming which will most likely kill you and stole your car. BYE, BYE 10k and you back to farm.

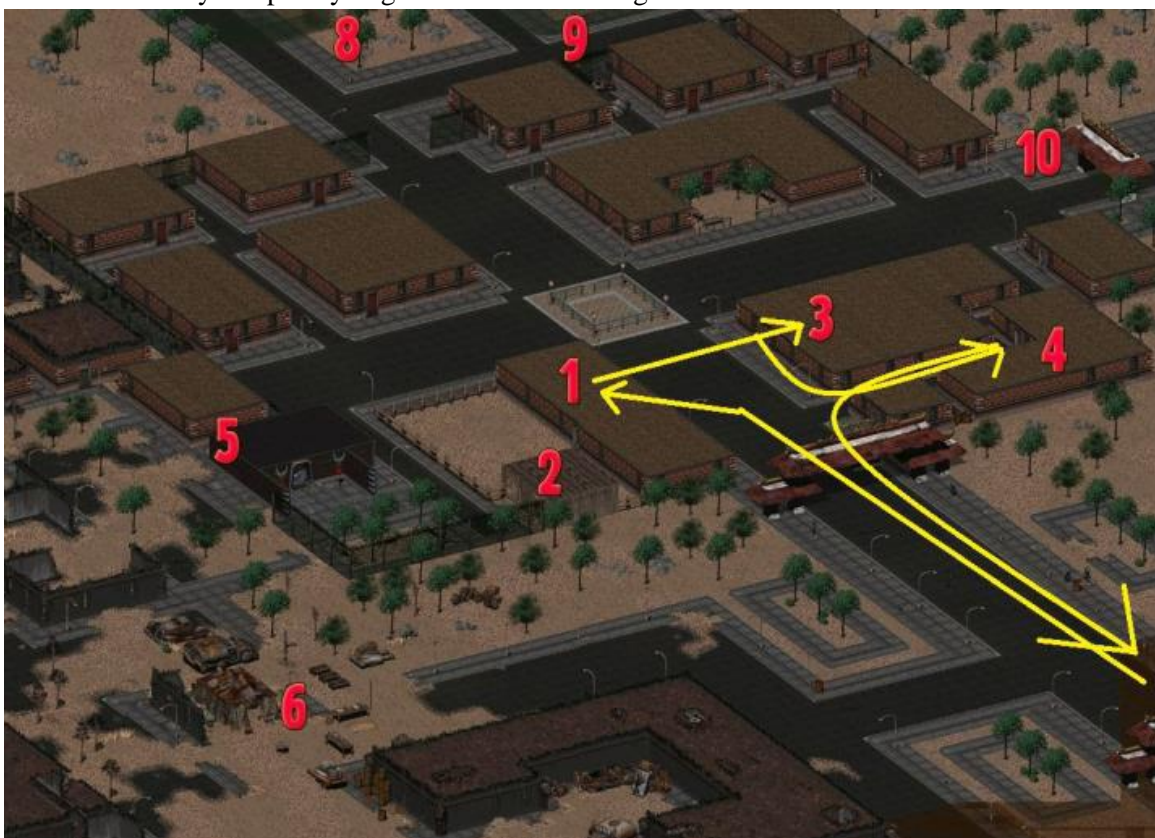
3. car need to be always left in bases. But you should have one where you have them after you end playing. You know, if you have 50 bases it is hard to check them all.

4. watch your fuel and condition, fuel is microfusion cells and you can use repair to make the condition of your car good again.

5. buy or try to get an electronic lock, set a password and use it on your car. It will be way easier than carrying around key because you gonna to simply lose it.

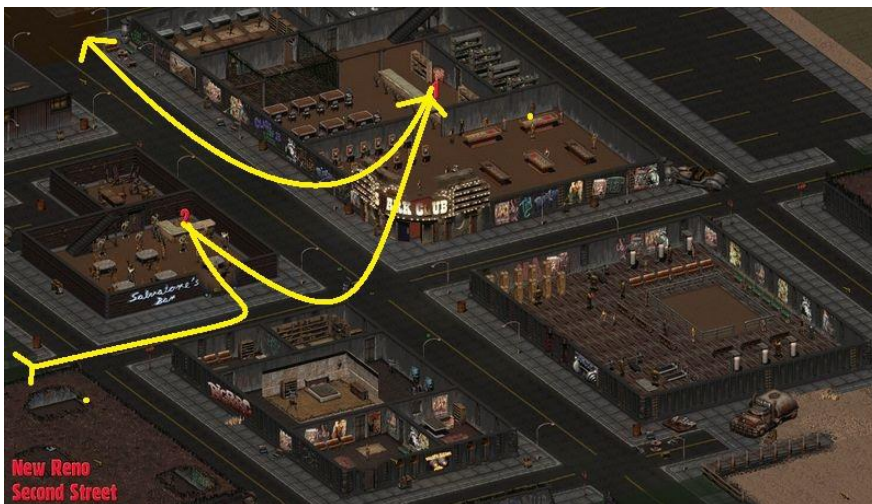
Craft 3 tents and take your motorbike. Make tents nearby San Francisco, new reno and vault city. Back to your main base and proper weapons, you looted from regulators. Bazookas, m60, miniguns, laser rifles, any Energy weapon. Leave just small guns because you are more or less using them.

Go now to your tent nearby new reno. Park your motor. And undress. YES UNDERESSSSSS. You have to have only weapons you gonna sell and nothing more



you are going to NPC traders, remember how I told you it is pointless to go to NPC in Hub? it is good to trade with them but not using caps. You are using shit stuff you are not going to use anyway. You are aiming for recipes, ammo you are using, weapons like p90 and xl rifle. Recipes, drugs metal armors mk2. Remember this is an unprotected city so everytime you are going here be ready to die. If there is some even inside those cities you will die if you will go. So just go to other city or just wait when it ends + 5 min.

There are traders on tanker yet but this is risky because tanker is dungeon and ppl used to do it. New Reno



Same problems like with San Francisco, same goals also. after that, you are going to vault city but this is protected so you can find trades by yourself.

Keep doing it and very fast you will have enough stuff to take part in pvp. Grind for 26 level first, however.

AIM get 20 metal armors mk2 get 20 set of each drug ( jet, psycho, cigarettes, nuke cola, buffout) get 120 stimpacks get 20 p90 and around 12000 ammo AP ( red one) car buggy where you will pack in trunk 10 of everything and 6k ammo. This is so-called regear. Stuff you have to quickly come to fight after you died.

If you have it you can think about pvp or not

## Crafting

In fonline 2 you can craft. Just for you to know xD

But nah let's be serious here. Crafting is one of the way to get stuff so it can be a bit important for you.

HOWEVER crafting isn't for new players, crafting is mostly used for old players to have top gear but you can try to craft your stuff also

In order to craft you have to press f and have enough materials, you also need special place to craft workbench ( there are 2 types, primitive and city version ). Another thing is proper profession, there are 4 professions with 3 level each. it is quite expensive for new player to get them all.

<https://wiki.fonline2.com/Professions>

However if you want to craft something which will have bonuses you need to read blueprint first, you can craft stuff below tier 3 w/o using any recipes. tier 3 and 4 however need recipes to even craft it so you always have chance to get bonus.

But what are those tiers? tier means tier, you have basically 5 tiers of weapons. T0 - t4 Where t0 - is zipgun for example and t4 - is power armor. It is just hierarchy of rarity/usefulness/expensiveness

Helpful video <https://www.youtube.com/watch?v=28l7rMYEDII>

## I HAVE ACHIEVED SELF-SUFFICIENCY WHAT NEXT? \*\*

It is up to you, you have to decide what do you want from this game, in what kind of game you want to play, and what do you enjoy. Do you want to be top on pvp and join some gang (skip to 12) Do you want to be loner which is trying to do something by himself (skip to 13 ) Do you want to know how to make dungeons and try to be solo PVP master? (13) Do you want Role Play and stuff like that? ( skip to 14) Do you want just to have everything (skip to )

## Combat tutorial\*\*

This is one of main, and hardest things you will have to learn. And trully you can't just learn it out, you have to gain experience from practice. Every class of character has its own „rules,, of play, some players say that naders, flamer or plasma are basically not skill archetypes, this isn't entirely true.

One of first things you should do it to check your ping. I know, and I am serious. IF your ping is to huge, build like hexer might be impossible for you to play, however there are players which know how to play even with monstrous lags. IF you have heavy lags I suggest range classes, range burster, nader, plasma.

Hexer - hexing, majority of players play using hexers so you will be most likely killed a lot of times when you take part in fight against them. if you want to practice it i suggest you take part in simulations ( which are in vault city [https://wiki.fonline2.com/Simulation\\_Mode](https://wiki.fonline2.com/Simulation_Mode)) very good place to learn basics. If someone will host. Maybe you will not learn tactic but you will get combat experience for free. Also if you are non fonline 2 discord there is both which will display when simulation is on.

## GANGS AND TOP PVP\*\*\*

### Gangs

It doesn't matter what gangs are currently in game, it will change sooner or later, PVP has its own rules and you have to accept it if you want play it. So more than faction players are important. But I will not list them here because they change often also.

ALWAYS REMEMBER TO CHECK HOURS OF PLAYING FOR FACTION YOU WANT TO JOIN IN – for example, you are European and you want to join JTS, there is like 8 hours off difference between you which mainly end in you either playing during your night or not playing with them at all. Same goes other side if you are playing in America joining JTS might be a good idea.

But how to notice which gangs are active which not? You should check in your pip boy which city are controlled by which factions, factions which are taking towns are biggest and strongest.

Also majority of old players aren't that helpful toward new players, you are new, ok, but you will be treated like veteran.

On server used to be 3 or 4 main factions. Situations when there are two is rather rare. So server is usually balanced.

One I can suggest you is Junktown Scout, they are some mainly America players which help new players, they play alongside New California Republic so if you will join them you will have open way to NCR. If not Big factions prefer taking someone who was in JTS than not. Overall it is better to do it than not. Contacts to Their representatives and how to join them I has been written on the end of guide.

### LONER\*\*\*

You can't, there is to many players better than you or having more ppl than you do so you just can't at the start. PVP real time is just out of your range. You can make Sierra caves in TB, where you will need to make another build but that is pretty much all, you can't be solo player here unless you want to make Sierra caves or grind like a crazy

[https://wiki.fonline2.com/Sierra\\_Caves\\_Complex](https://wiki.fonline2.com/Sierra_Caves_Complex)

### Top pvp\*\*\*

This is the worst part, which I have to make because fo2 w/o pvp is shit.

So first of all. You have 4 types of fight + T4 action.

1 type is duel, standard 1vs1 nothing more to be told here. Except simple fact. If you are in some dungeon and have fight with one of top pvp group you will most likely be swarmed in few min, max 5 if someone else from this faction is present. So you have to quickly leave location if you don't want to lose it.

Fight 1vs1 in general are going in rock paper scissor style. BUT your skill is much helpful here. In general Hexer BG < flamer < Nader < SG Hexer < Hexer BG. In general you have those 4 types of build in 1vs1.

Nader doesn't win to anything, best situation nader can hope for is draw. Or enemy who doesn't have Medic perk or no stimpacks, Or is just stupid.

You as SG burster will generally fight against BG hexers. It is hard matchup but you can win it. How? You have to dodge a lot, in general you are making less DMG than BG but you have more bursts. You are more versatile while they have more dmg. You have to learn to how juke to make enemy make a mistake.



[https://www.youtube.com/watch?time\\_continue=2&v=UanWJgViBZw](https://www.youtube.com/watch?time_continue=2&v=UanWJgViBZw) From tournament, you can watch how ppl make it 1vs1. Set speed to 0,75 it is closest to being like in reality. I can't suggest you anything else. Practice, practice, practice. Like I mentioned somewhere try to go a lot to simulation. How to know when is simulation on? From discord.

## Different builds\*\*

It should server as base for you, because you are making build which fit your style, not the other way Hexer/burster – most commonly used - <https://goo.gl/VBX42R>

It has few variants, you can change one perk „medic,, in favor of other, or you can take speed or enchantement implant. But it is most wide used.

TC bazooka – <https://goo.gl/ieF4Md> all faction require it. You have 3 variation, for quick hand you can have anticritical or sharpshooter but quick hand is for standard john in first line.

Sniper – I will not give it to you because I think the best build is of my faction friend and I just want everyone to know this build. But I will not give you some 3<sup>rd</sup> class shit.

grenadier - <https://goo.gl/mS4gRg> you will have tons of differences on last perks, some ppl want to be more tanky, some want to have more dps, I went with 2<sup>nd</sup> option, but core is basically the same.

Flamer – i suggest spammer because it is most versatile. <https://goo.gl/JQL6yJ> with implant 3 burst from improved flamer, almost no one is able to survive it.

I would love to make step by step pvp guide but it isn't how stuff work. But I can give you tips for 1vs1 fight or 1vs more fight

### 1vs1

1 You never know if it is 1vs1 but take it slowly, don't be too aggressive, if enemy make mistake use it, but you can be sure the other side will do the same

2 You need pure interface. Why? Because it show you how much AP do you have. It is really important to know it.

3 Count AP and ammo of enemy. It is always helpful and will never mislead you. Counting AP of enemy may be hard but ammo is pretty easy.

4 If you are fighting in buildings or nearby doors ( like glow for example ) use motion sensor to have upper hand in fight. Motion sensor is broken in good hands. You can even win 1 vs 3 with it.

5 Don't use the same tactic vs everyone. PPL have different builds and different style of play. If you know someone is using speed instead of def you are more free to range burst.

6 Range burst is almost always mistake. But you have to know where to use it to have advantage not disadvantage.

7 Every shot make armor weaker. Your armor start to lose its defense value after 10% of deterioration. Also remember about it. One hex with avenger vs MaMk2 is 7%. Which is a lot. The same hex against CAmk2 is just 3-4%.

8 If your enemy is in Mamk2 you can range burst him and hex. Which will almost always result in his dead. Unless he have defense implant or stated armor.

9 Repering armor in the middle of fight is ok. But you have to be sure you will repear it. One mistake and it can be over. Super tool kit is very helpful.

10 If you can use door go ahead. Go throught door and close it behind you. If you enemy will open it you can just pass and hex him. Same goes for you. Don't chase enemy. Unless you are sure his backup is coming.

11 you aren't safe 4 hexes from enemy. If you will FA 4 hexes he can still hex you. Which will lead to

your dead. 5 hexes is safe.

1vs2 or more.

1 Just don't. Try to run away or caught them off guard. Doors are especialy great.

2 You can use corners to your advantage. Wait with full AP nearby and try to take down one of them.

You can be w/o AP but 1vs1 is way easier than 1vs2. Taking one down is your top priority.

# HOW TO MAKE DUNGEONS\*\*

## Small dungeons (1-2) \*\*

### Warehouse\*\*

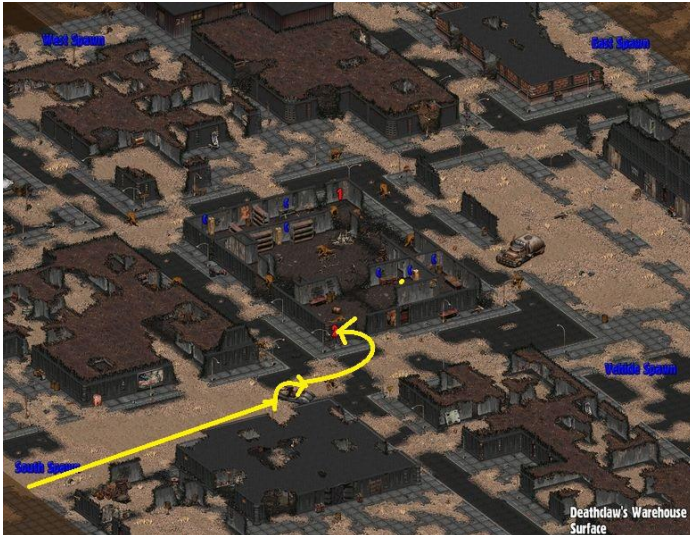
#### Requirements

Level 24.

Metal armor mk2

P90 with 700 ammo

Full set of drugs, 8 super stimpacks



The surface is easy, you are going, you are hugging deathclaw and you are shooting to hex him. ( by shooting i mean burst ) which result in the death of deathclaw because of 350 dmg or 400.

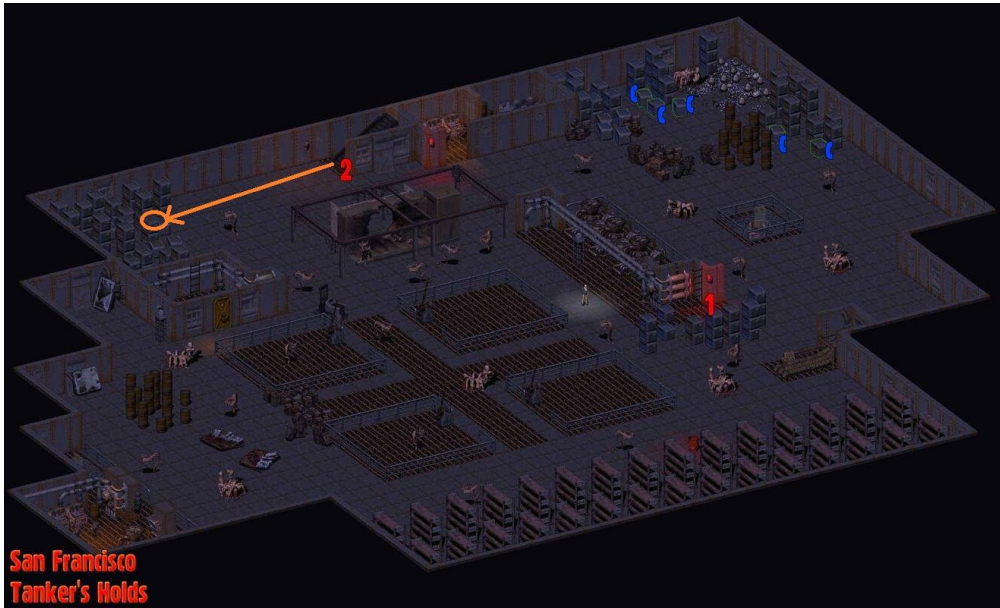


Problems start in the basement. Because you don't have stonewall and your run for life can be difficult. If they knock you down few Times you are dead. The whole trick with making warehouse is to go to this

special spot as fast as possible and kill everyone on hex if you killed the mother you basically made this dungeon. And you can try to leave it. [ remember to loot 2 bodies and bones ( c )]

### Tanker\*\*

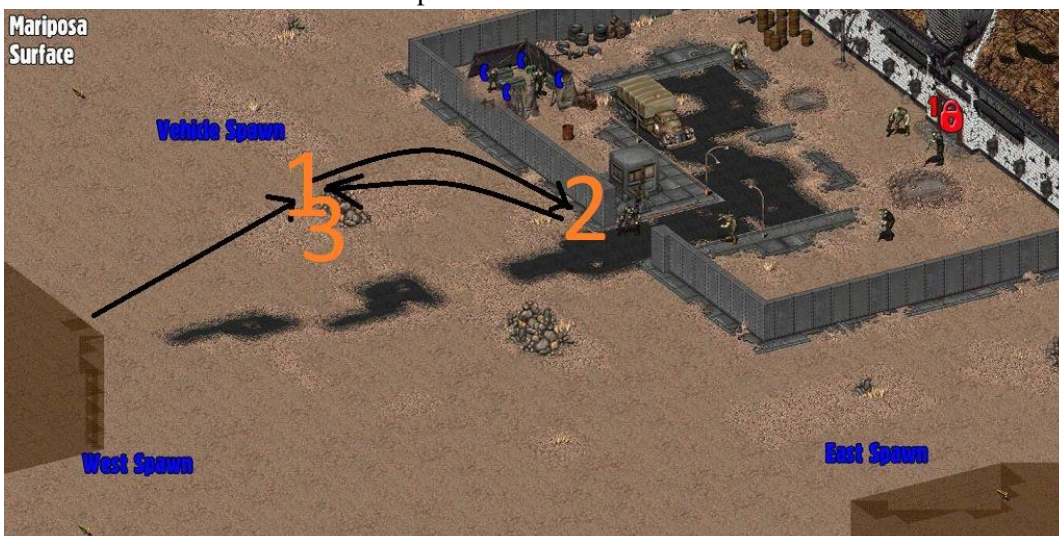
Requirement same as previously + 3 rad x (or 4 if you have fast meta) but! you need the character with stonewall, sorry but no way to go around it. However, I will show you.



Go from 2 to this place is marked you, just 2 of them should be able to attack you, and now grind Begin, you can either hex every one of them, kill them with nades or use flamer, depending on build. But you need stonewall. You can also try to go from 1, but it is more risky, because you are more likely to be blocked by centaurs.

### Mariposa Surface\*\*

It can be quite hard for you but I will show you how to make it. Stuff like for warehouse, but tesla armor can or combat armor can help a lot.



You spawn, kill dogs, go to 1, peek for mutants coming, wait for them, when they come hex them, watch out for miniguns, Avengers, allow them to shot first after that hex them, make step back let them shot again and after that finish them off. Keep healing yourself. When you kill first way you are moving to 2, depending what will come you are either killing them or moving to 3 if Gatling/avengers came. After this point you should have only 2 mutants alive, Gatling and bazooka, you can try to rush to the tent which is in my opinion best idea, or you can lure them outside and kill them in 2. Up to you, you will most likely die at this certain point but knowledge comes from practice.

### Glow pvp area\*\*

Just don't xD it is best pvp are and you most likely suck in pvp. Not yet my brother. If you want badly you can check wiki how to do it. In general, it is a very easy dungeon, <https://wiki.fonline2.com/Glow>.

### Big Dungeons\*\*\*

#### Ares\*\*\*

(atleast 7 for newbies, 4 for pross) – ares is very simple if you have enough players. Remember to have atleast half team of grenadiers. In other cases you might not do it. Chars with high FA and stonewall are very welcome.

Stuff required depend on characters and numbers of ppl, 2k 5mm ammo, 120 nades, 800 10mm ammo + like 15 or 20 stimp. Tesla or Ca armor. I prefer teslas over Ca for this dungeon.



1 – you are going always from north, always, going from south is suicide. Everyone spawn and rush to 2 but watch out for mines. That is why path looks like that.

2 –Make vertical line and shot mutants when they cross corners. Watch out, they can do it from both side. Remember to **use FA on OTHERS** not yourself, you heal allies more than you heal yourself.

3 After you grind some of them ( first or second wave of mutants ) rush inside warehouse. Make vertical line nearby elevator and wait for mutants to come. When they show up, kill them.

3,1 you can try to pull mutants from 4 with nader, but it doesn't work always.

4 When you kill enough mutants move above truck. Kill what remain and move to 5.

5 repair yourself and go down. If mutatns show up you can kill them or move to 4 to lure them.



**Ares Rocket Silo  
Level 1**

1 – First person who go down should be some kind of hexer. First mutant should be hexed. stick to wall and shot enemies which show up in door. That’s all folks. Range burst them and nade them unless it will be clear. Nothing more. You have to feel it. When to heal yourself, when ally ETC.



**Ares Rocket Silo  
Level 2**

1 you start in 1, hex mutants in this room. After you are done make vertical line and send one person to 2. Mutants will come from door but they will focus on person in 2. So team should be fine.  
3 You can repair this engine to make elevator on surface to work. It is easier way to make this dungeon. If you want make it hard way go to second elevator.



**Ares Rocket Silo  
Level 3**

1a route – you spawn and first thing you are doing is to use first aid on yourself. Almost always atleast 1 person die here. Depend on spawn. When you heal make line and kill mutants nearby you using range bursts. Send 1 person to 2a where he will be only healing and making mutants to target him just

by standing there.

1b – hex 2 mutants guarding door. They almost always have some EW weapon.

Make line nearby elevator and face door. You have to grind a lot of mutants so if you are almost dead heal or hide behind the corner. Best loot is in the room with 3 pink L nearby bed.

Second opinion <https://wiki.fonline2.com/Ares>

### Sierra\*\*\*

Sierra is in general very easy dungeon, you can do it even by yourself, problem start just with 2<sup>nd</sup> floor where you need a lot of players or pulse nades. So for rest of dungeon I send you to wiki.

[https://wiki.fonline2.com/Sierra\\_Army\\_Depot](https://wiki.fonline2.com/Sierra_Army_Depot) maybe i will make it properly but I don't really see the point because I will just repeat stuff from wiki.

Camk2, nothing less.



You have 2 option how to do it. A1 or B1 (C1 is Clifton)

A1 is easier but require more ppl. You all gather nearby red line and wait and wait for order to rush to 2a and make line, keep shooting unless you kill them all. Atleast 9 ppl all with bursters, no naders or other shit. Or 7 with pulse nades

Second way is a bit harder but need less ppl. 1b 2b 3b 4b 5b are positions where your ppl should be standing. Role of 1b is to hex this robot and start everything, 2 ppl should be enough to kill him. 5b role is to run around elevator and lure enemies. Rest of team should stay inside and keep hexing enemies when they come it.

Clifton – Easies part of of this floor. It just need ppl, 12 players with like 10 puls nades are more than enough. If you have some c4 on 2c you made it. Make great line on 1c and that is all.

Second opinion [https://wiki.fonline2.com/Sierra\\_Army\\_Depot](https://wiki.fonline2.com/Sierra_Army_Depot)

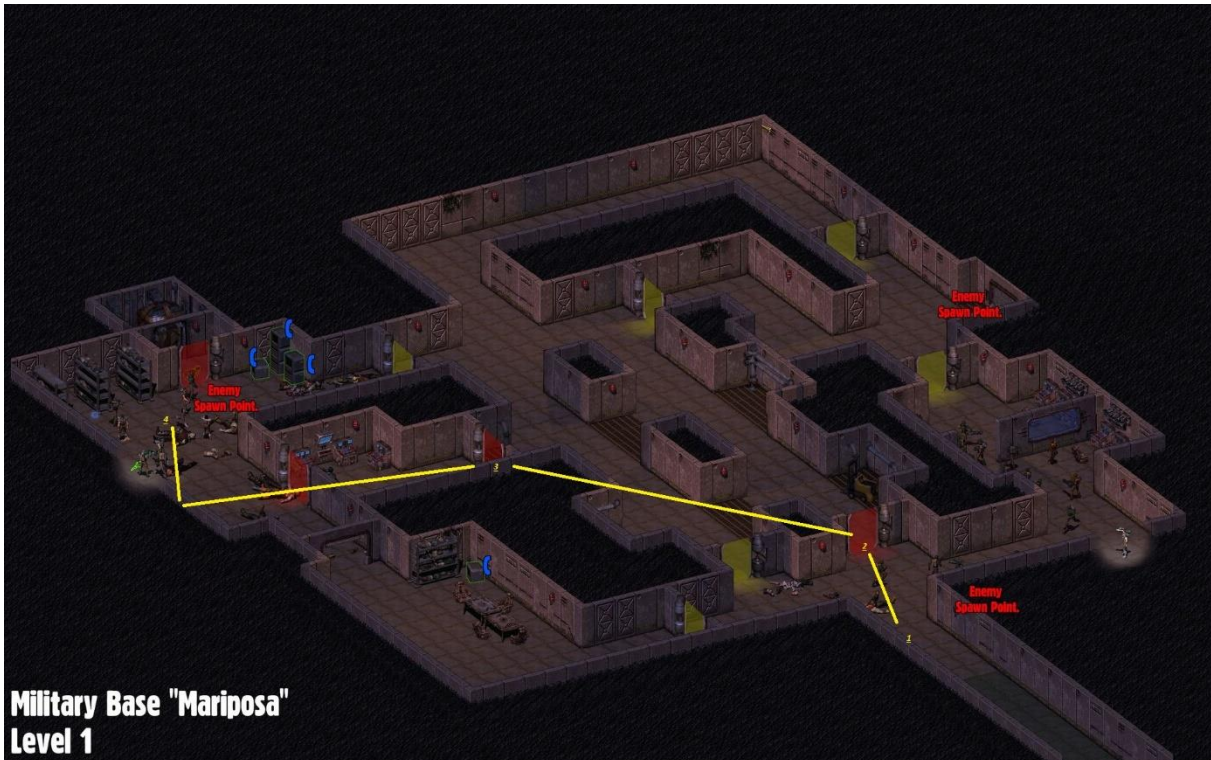
### Mariposa inside\*\*\*

My favorite dungeon, I love it so much. You need Camk2, Tesla, 2k ammo and 20 stimp. 1 hypo is welcome. Also super tool kit.

First of all you need Backpack filled with explosive. Also one things before we start. Dungeon itself isn't hard. You have to be worried about backstabs and if your team pass the force field. Or if make some unacceptable mistake (FUCK YOU SWATKILLER)

First of all divide your group ( atleast 16 ppl who know how to make it) you need 2 teams each 8 ppl. Doesn't matter if you rush it or not.

BUT I will describe just how rush variant work because amount of backstabs in mariposa is too huge to make it slowly.



you spawn in 1, you have to quickly kill the most aggressive mutant here. (gatling) and move to 2 where you rush throught it, you don't have time to repair it. Rush forward to 3 where you are doing the same shit like in 2. In 4 you are making your positions nearby wall and kill everything which is coming in the way. This is moment where team is needed. After you kill way of enemies you are sending 1 group to elevator while second team is killing mutants. After they go down, second team clear next way of enemies and rush to elevator where it is clear and go to level 3 ( both team go to level 3)



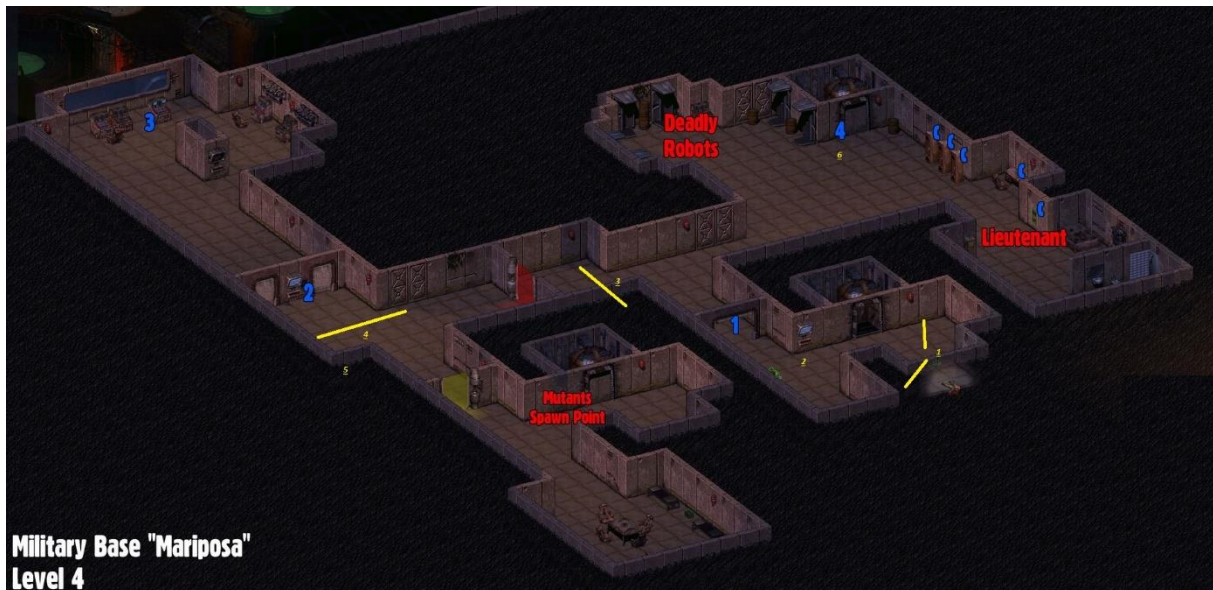


Best floor, also place where 90% failed runs end. After you spawn rush outside to 1, if mutant block you you have to hex him and rush forward. Keep killing mutants. After you cleared one way rush to 2<sup>nd</sup> And preper yourself in 3<sup>rd</sup> Second group should go down and repeat your way ( or just rush to you)

And now we start longest part of dungeon, forcefield. Group in 3 is focused in killing npc while ppl in 4 are passing, you need just 1 person with science 130 in 4 and person who is passing, rest of team should be focused on protecting 3.

Key to pass are hexes, 2 2 1 2 1 2 1 2 1 is how much you have to move each pulse. After you pass you have to rush on left side, nearby to elevator.

After whole team pass you are going to 4<sup>th</sup>.



IF you have less than 7 ppl on this floor you have lost this dungeon and need backup. If you don't have tesla you can easily die here. Everyone have to dress them up. Gather in 1, send person to 2 to open door, after that he have to lure robots, you are killing robots first ( pulses are really welcome) After lieutenant come you have to split, 3 person are hexing him while rest go to 3 and kill mutants. After you are done, few min, you are taking his hand and move to 4 while one guy is running above to open rest of the dungeon. One in 5 is ok to lure mutants. When you are done run to 6 and go to last floor, 2<sup>nd</sup>.



Last floor, whole 1 is leaved behind for leaders of raid to loot. Rest of the team run to 2<sup>nd</sup> to kill mutants, when you are done you can send 2-3 dudes to 3 for killing mutants while they are passing doors not when they are in room. When leaders are done looting gather in 2 and move to 4. In this room you may want to run to 5 for looting, not many groups is doing it because there is nothing valuable from what I heard, mainly crafting stuff. And mutants used to strangely spawn from 6 in group like 8 so either you are rushing outside or wait for their spawn kill them and then go outside.

Video [https://www.youtube.com/watch?time\\_continue=4&v=7fLTr47cMzk](https://www.youtube.com/watch?time_continue=4&v=7fLTr47cMzk)

### RED DOTES\*\*

Are something like mini event on the map which is quite good because there is no global message about that so you can quickly do it and run away with the loot.

### Broken car\*\*

2 versions, but in both, you will mainly hex enemies. Cheap one – car like buggy – weak enemies but you should be fully drugged and with stuff like for warehouse, maybe a less ammo. 1-2 jet, in generally very easy.

Harder one – highwayman or police car – it is harder, way harder to the point when even if older player is careless he can die. Stuff is like 5 jet 3 psycho 2 k caps, quite nice. Enemies are regulators, khans, rouges so you can die from bazookas. You have to use cactuses to fight against them.

Second opinion [https://wiki.fonline2.com/Broken\\_Car](https://wiki.fonline2.com/Broken_Car) Unlucky a bit outdated not involving harder versions

### Minefield\*\*

– if you have traps on 60 you can easily do it. No need drugs, but armor is welcomed (with like 330 - 350 hp and 2 super stimpacks. And set of lockpick or tools if you don't have lockpick yet. How to make it?



You just have to go straight line and disarm everything. Did you blow up? Ok so keep going in straight line. DON'T CHANGE POSITIONS YOU ARE ALWAYS GOING IN STRAIGHT LINE, even if you will don't have to disarm stuff a bit on bottom or top. Why? Because if mine blows it will just push you to place where you disarmed mines. So you will not blow up twice which would be certain death. When you loot it ( 3-5 yet and some psycho + caps and ammo) just make the path to the

grid by disarming it.

Second opinion <https://wiki.fonline2.com/Minefield>

### Suspicious cava\*\*

– ok newbie dungeon. Watch out for mine, go like I showed you in the screen below. Nothing interesting inside. But you have to watch out. Inside there is the swarm of NPCs. Gear same like for warehouse. And you need tool or lockpick set if you don't have a lockpick. But watch out you can die here. I can compare the level of it to the slightly harder, cheap broken car



Second opinion [https://wiki.fonline2.com/Suspicious\\_Cave](https://wiki.fonline2.com/Suspicious_Cave)

### Raiders camp event\*\*\*

There is no straight recipe for it. You have to be geared and lure enemies out of their base. Enemies are quite hard so I don't suggest it if you are new in the game. You have two types. Bigger and smaller. You can more easily make bigger because you don't have instant agro from the whole map but you have to know how to pull NPCs out of camp.

The smaller one will be more or like certain death for a solo newbie.

Second opinion [https://wiki.fonline2.com/Raiders\\_Camp](https://wiki.fonline2.com/Raiders_Camp) Second one is B version

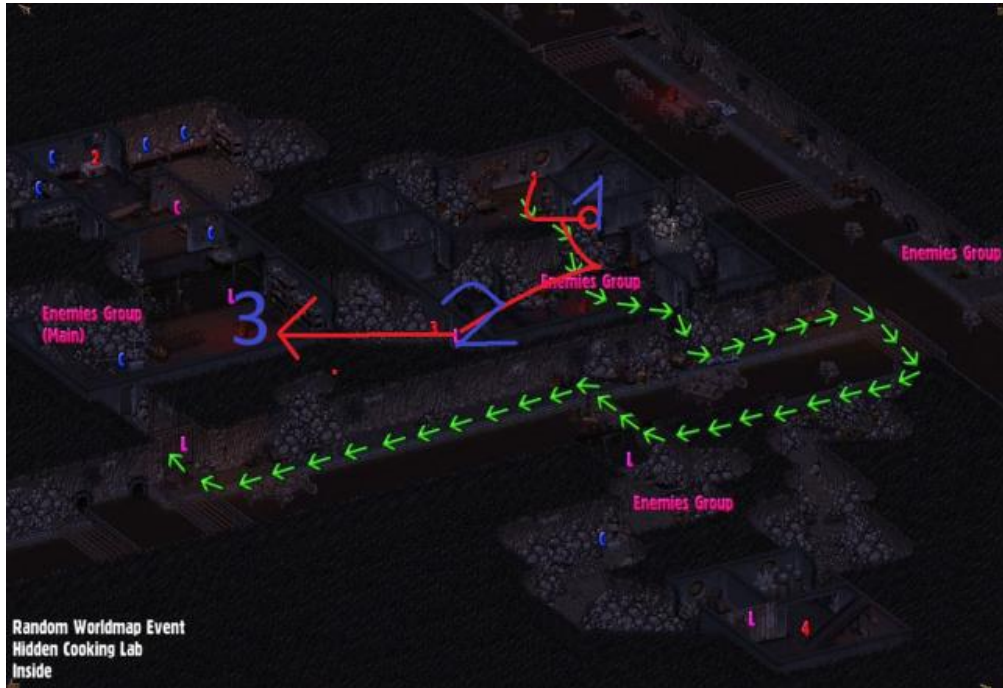
### Suspicious ruins\*\*

small and big

small have just mines and like 1 k of caps and nothing interesting.

Second opinion [https://wiki.fonline2.com/Strange\\_Locker](https://wiki.fonline2.com/Strange_Locker) because i don't even care about them.

But, big one are way better.



10 -20 jet 3 -15 psycho, a lot of other drugs, really nice dungeon, loved by basically every swarm faction, because of pvp not loot of course ( but also, we love pixels)

Run looks more or like that. You are spawning and going to location in the middle, you are using stairs and going down

Big blue numbers are for you. Ignore rest. You are spawning on the beginning or red line. You are quickly hiding in 1, you are hexing all NPCs. You heal and go out to 2 opening it, your range burst every NPC. Disarm mines. Move to 3 range burst remaining raiders. Lockpick door and loot everything. Go back. Remember this is one of the main pvp are so you can easily met top pvp faction here.

Second opinion [https://wiki.fonline2.com/Suspicious\\_Ruins](https://wiki.fonline2.com/Suspicious_Ruins)

## WORLD EVENTS\*\*

Are event which happens sometimes and everyone knows about them

### Bonus for caravans\*\*

caravans are paid 50% more and 50% more exp on certain runs. Nothing interesting

### Drug sale\*\*\*

– spawn of drugs every 1 min. you can get like 60 yet, hypo, psycho all drugs etc. Don't go and avoid city where it happens, you will die. All swarms are going to this event when it happens. You can try however

### Books sale\*\*\*

– basically same as with drugs sale but with books, you can try however

### Wright family arming\*\*\*

– every 1 min Wright will spawn 4k caps which you can trade for junk weapons like m60 – swarms will come. You can try however

### Modoc tannery\*\*\*

you can sell fire geckons pelt for 350 caps per each, it is a nice source of caps if you like grinding of course.

### Enclave supply\*\*\*

Swarm in APAS don't go. There are no much ppl who can do it by themselves. There are some, but you are not yet one of them. Change for t4

### Convoy\*\*\*

swarms again, Chance for t4 again you can't go again unless you know how.

### Drug transaction\*\*\*

you can't go if you know how to make it, swarms will come – there is like 20 jet and psycho + hypo for it. Quite nice.

### Hungry games\*\*\*

you have 3 options, normal hungry games where only swarm matters, and cave edition which is better and you can try to win if you are lucky and skilled enough. Every Friday at 20 server time Saturday 19 server time and Sunday 20 server time ( 3 different RT cave, TB cave, and bank even which is now inactive )

## Tb section\*\*

First of all you need to remember about simple fact, playing in RT and playing in TB are 2 entirely different things. Build tactic and all. So you are basically playing two different games. If RT is like dance TB is like chess game

TB is boring, really boring, you have to really enjoy playstyle like that. Otherwise you will end hating it.

### Build\*\*

You have few build, but main build are made for Sierra cave/TB pvp/Cathedral solo.

As most basic build you can use one I suggested you at the beginning of buide. It offer good balance of defence and offence.

<https://goo.gl/zkfsbC> TB caws/xl spammer, offer more possibilities and more option in cost of dmg. I personally love this build, won few HG TB with it.

<https://goo.gl/1pPMAq> Gunslinger. 223 pistol and p90 best combination.

<https://goo.gl/ZHrmbt> Mutant EW spammer/LSW just in case of hexing

<https://goo.gl/74dmkB> Mutant cathedral.

### Tips\*\*

Same problem like with RT, you have to experience it to know what it is about.

1 If you don't see enemies they will not see you most also most likely. Unless game bug or they will have more PE.

2 NEVER end your turn in the middle of road, always try to end your turn hided somewhere or close to wall. IN this case you will be more likely to survive enemy turn.

3 You should always have bursting weapon, because hexing in TB also have place, but it is more strange for lack of better word. You are just coming to someone, when you are sure you will kill him and 2 bursts on hex ranger. GG

4 Always take with you doctor bag, it can save your life.

Try to stay nearby corner and during your turn peek outside, in this case you will be able to notice where enemy is while you will end your turn in safe spot.

### Cathedral\*\*\*

<https://www.youtube.com/watch?v=e2-OgESDIhU>

If you are making it in tb with atleast 1 person alongside you. You have won. Unless you make some terrible mistake.

HOW TO DO IT IN TB.

This is the questions many have asked, and answer very simple, but execution is where all problem lies.

You have 2 options, Mutant or humans. First option is easy mode while second is hard mode. For mutant cathedral I suggest this build <https://goo.gl/74dmkB> why no bruiser if you are hexing anyway? Because % of NPC you are going to 3 times hex instead of 2 to killing them will increase of like 1/3. You don't want it.

Human version is harder but the build is basicly the same, expect you gonna to take fast shot instead of mutant, and tag SG instead of BG.

Why science and other shit? Because it is build for only cathedral anyway. Science for decrafting stuff you wouldn't be able to carry anyway.

HOW TO DO IT?

Mutant route.

IF you want to go mutant you should take, as follow.

brand new tesla armor. LSW ( 0/30 atleast ) or brand new. 1200 ammo for LSW, 20 stimps for safety.

Doctor bag, you can take nades also but they aren't needed.

The only thing you are interested is 3<sup>rd</sup> floor

### Sierra caves\*\*/\*\*

Second option

<https://forum.fonline2.com/index.php?topic=8403.0>

Before you even go inside you have to remember about one characteristic of sierra caves. You can easily spend hour inside, or hours if you want to make it in TB. You have to be ready for that.

I personally suggest taking 2 sets of all drugs +3 or 4 rad x ( depend if you have fast meta or not) and 2 rad away, lock pick set.

2 Armors ( I prefer metal armors with durable ) 2 weapons ( and ammo for like 200-300 bursts/burst

which will easily run out, trust me) 10 super stimpacks and doctor bag if you do it in tb. Prepared like that you can to enter them 11:7 and 11:8 are the zones where you can enter sierra caves. You are just dropping into encounter and going inside the cave, not every cave I mind you but ones like wooden barrier, you will know you found it.

You have 4 total types of playing it, TB and RT, on 1<sup>st</sup> or 2<sup>nd</sup> floor.

Bot TB and RT are rather easy on the first floor, the only problem you can have with raiders which sometimes spawn in really big numbers. In cases like that I would suggest to run away if you are in RT. TB is way safer at both 1<sup>st</sup> and 2<sup>nd</sup> that is why I would suggest it you if you just started.

Rembert about TRAPS, bear traps aren't that painful but MINES can easily make you dead if you aren't careful.

1<sup>st</sup> floor is rather safe, you can have problem only with raiders which sometimes spawn around there. In situation like that I would suggest you to run away if you play in RT, if you do this TB you can try to kill them which should be rather easy in this mode.

2<sup>nd</sup> floor is where fun (and loot) begin. You can get t4 here. But it is hard, sometimes very hard. You can be easily over swarmed and you usually are, doing it in TB basically mean taking good spot and killing everything, while in RT sometimes you aren't even able to do it. The only easy enemies are geckons but don't count on them too much.

Deathclaws, khans with bazookas, wanamingos, floaters and centaurs. Everything which is able to kill you. I will focus only in RT for now. So you have few option. You have to decide if you can clear whole level, in which case you know that there is like less than 10 enemies. If you are runner you can outrun enemies, loot like true turbolooter and go away. And this option is to clear entire room. I know it might sound bad but sometimes it is better to just leave are if you will spend most of your ammo, stimpacks and stuff for one encounter.

If you every spot the nest( you will know you found one if there will be a lot of enemies or if you will spot green pile of thrash on the ground. If you decided to clear this even if there is most likely like 40 or sometimes even 50 enemies you should find correct place, all enemies except humanoids are using mele. That is why you are searching for place with just one hex entrance. What does it mean? It simply mean that just one NPC is hitting you. It makes everything way easier.

Traps, you 3 types of traps in sierra caves. Landmines, which are deadly, bear traps which cripple like hell and explosive traps on boxes and doors. That is why 60 traps is minimum. But some players prefer 100.

HOWEVER if you have met NPC first things you are doing is checking the type, raiders mercenaries are easy. While Khans, rouges, regulators and higwaymans are deadly. You will learn it by experience how to deal with them and if it isn't better to just run out. In most cases you will just run out.

## Last but not least\*

### Cleaning Robot\*

<https://forum.fonline2.com/index.php?topic=20176.msg180768#msg180768> Thx to vilgefartz for checking this out.

### Implants\*

There is currently 11 implants but 10 possible to obtain. I will rank not rank them because of simple fact that those implants just push different style of play. From cheapest to most expensive. You can have only one per char. Remember price can change but it used to stall like that. Atleast in this order

Environmental – 25k – 100k. Yea you see it right. This is top kek implant I used to collect. I had like 10 or so. Idk what happened with them. Usage? Builds with fast meta because you can regain like 40 hp every 10 sec. Is that good? Yea, but not to the point where you want it over something better. Or you can go all way musashi style and put them in your checker. Prices are just example, it used to go down a lot during time I play, so implants are more likely to lose value than gain it, but it will not change that much overnight. ( I BUY ANY AMOUNT FOR 40K )

chem control – solid 200k – 300k Good for TC bazookas. Just, nothing else for this implant.

Medical implant – 250k – I hate this implant, for me it is useless shit but some people like it. For naders and hth builds. Just.

Accuracy – 350k around – Good for sneakers, bazooka leader, sniper leader. And for special chars with 2 int.

scouting implant – 350k – sneaker exclusive. Or troll Armor class build.

survival implant – 400k – Good for bazookas and some hexers like it also. Or you can take one and make over 500hp mutant.

enchantment – around 500k – versatile.

3 top implants all above 1,250kk why no exact price? Because for long time marksman was top implant and one day everyone want speed.

Marksman – if you want sniper build you need it. Don't play sniper if you are serious about pvp without this implant.

Defense – Implant for small pvp, good for hexers and characters on first line.

Speed – another versatile implant. currently most expensive. Good basicly in every build exept sniper.

### Caves\*

You will most likely met those caves in random encounters, is it worth it to visit? IF you are newbie maybe, but you will not find anything great inside of them. And you will have to face some nasty monsters soo...

<https://wiki.fonline2.com/Caves> If you are instereded.

### Digging graves\*

Same like with caves but in this case I have second hand opinion from someone who is making them almost always ( THX Bond ) Loot from graves is similar from normal chest in random encounters which already mean it is bad.



### *Toxic caves\*\**

To make this dungeon you have to read ,,

### *Chest hunting nearby New Reno\**

This is nice place to hunt for chest because those two have chance for special stuff, like avenger recipes etc. Just walk below New Reno and search for chest in random encounters

### **ROLEPLAY ON SERVER\***

Same problem like with faction in general, you can't say much about RP faction here, if you want to RP you are basically doing it on your own and players who want it. There are some faction which do it more, and rest which don't do it at all. I am not saying RP is dead but it is hard.

### **Who you should to know? \***

Those ppl can be important to you, can help you join faction or are just nice ppl.

Knight shift - Leader of NCR

Richard harrison - Leader of JTS

Lucek - Leader of the Unity of broken hills

Big Papi - leader of The Khans in Fo2

Protos – leader of zergs

Pyra – Leader of nuclear legion

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