Overview

Vagabond is a frontline class focused on avoiding damage by using its speed, while dishing out the hurt by using its ability constantly. Vagabond rewards an aggressive playstyle, constantly killing enemies to gain more dogtags, but at the same time leaves you extremely fragile, as any damage over 20 may lead to the loss of several nights worth of dogtags.

Stats

Positive:
-Increased melee swing speed
-Increased melee damage (+15%)
-Increased speed
Negative:
-Less defense (-11%)
-Less HP (-15)

Ability

Pressing F will swing the Nomad Blade, "Kira" launching a melee attack that bypasses parries. Depending on the percentage of your ability, the blade will deal more damage, reaching from ~18 to 75 damage, capable of two shotting most enemies. On top of that, Kira has one of the highest melee ranges at around 200% and the ability to go through thin walls. Should be noted that Kira is not affected by buffs or debuffs. Once the Nomad Blade kills an enemy, it will continue along its trajectory, possibly hitting another enemy. If the enemy it hits is on low enough health, Kira will also decapitate the enemy in that same swing. This can be done several times in one swing.The most important mechanic however, are dogtags. Each time Kira kills an enemy, a dogtag is gained. These do several things:

- Grant a speed buff (10% each, stacks up to 10)
- Make the percentage kira gets set back to when used (maxes out at 7 with 95%)
- Can be redeemed by holding F. Each dogtag will give 10 HP, and the game will use as many dogtags as are required to fully fill your health.
- Any damage taken has a chance to make you lose a dogtag and any damage above 20 will make you lose half of them, with the game rounding down if you have an odd number of dogtags.
- The "damage above 20" mark is counted before buffs/debuffs are applied, with the exception of innate traits (so the -11% reduced defense, fearless and dependable) and rations.
- Your current number of dogtags will be displayed above your ability meter.

Auxiliary Equipment

Vagabond has a few options to pick from when choosing an auxiliary, the better ones being:

- Koldera - Reduces 33% of the effects of morale while also giving a 10% movement speed and melee damage buff and a 15% defense buff.
- Shrapnel Device - Deals fracture & damage over a decently big area. Fracture makes gun scavs less accurate, melee scavs deal less damage (-80% damage) and makes both walk way slower whilst being damage. Also lower most scavs down to one shot range.
- Throwing Knives - Deal 150 damage to unaware enemies. Useful for quickly dealing with gun scavs during looting where time is of the essence. It also allows you to deal with MCX/Sniper Raiders when going for SQ kills, as well as letting you bring gun scavs into one shot range with Kira during waves.
- Tear gas - Stuns in an area and deals damage to the enemy *directly hit* by it. The Stun is long enough to get 2 Kira swings in, the damage dealt to the enemy directly hit will bring any gun scav into one shot range and after the stun wears of the the gun scavs affected by it will have less accuracy.

Crutch Equipment

The following equipment is useful for newer players, but, as they get better, these equipments stop being worth bringing. This includes:

- Dan Janiels - Gives the painkiller buff, but the effects only matter if either you're planning to take damage or already took damage, which shouldnt be happening
- Emergency respirators - Let's you stay in the storm without taking damage for 15 seconds. Due to vagabond's speed, this should never actually be required.
- Ballistic Dagger - Makes your shove faster and deal 12 damage, allowing you to combo enemies with Q + F. This become completely irrelevant once you can consistently outrange enemies with Kira.
- Holo Emitters - Sends out clones which the scavs will target. This is useful for luring out the Sledge Queen. However, as you get better, luring her out without these becomes a possibility, making them redundant

Traits

The following traits is what I would recommend bringing:

- Fearless
- 2 Gun traits of your choosing

For less experienced players, giving up one of your gun traits for Dependable is an option, but eating and drinking more than make up for not having Dependable. On a side note, due to defense in this game being multiplicative(with the exception being traits - they are additive there - getting both Dependable and Fearless will result in a 29% Defense buff against explosives and ranged weapons (25% + 15% - 11%)), the

more defense buffs you have, the less effective they are. Getting <u>Tormented</u> is also not worth it, as simply getting fearless gives you around the same effective hp, but also makes healing and death prevention work better, while raising the amount of damage you can take before you lose <u>dogtags</u>.

Weapons

Vagabond has no inherent gun traits. This blank slate makes it possible to use virtually any gun you want, but some should be pointed out as specifically worth looking out for:

- The Hi-Capa is the second most efficient weapon in terms of scrap spent per kill, and with a respectable dps to boot. Using Paranoid and Professional is recommended.
- The AKM is probably the standard when it comes to ranged weapons. Decent scrap per kill ratio, absolutely devastating dps and works on long ranges. Using Professional is recommended.
- The KSG is one of the shotguns with the lowest spread in the game, allowing for you to use it without having to get dangerously close to scavs. Decent scrap per kill ratio and using Paranoid is recommended.
- The Milbow is the most efficient weapon when it comes to scrap per kill ratio. The downside, however, is terrible dps, when compared to other weaponry. Looping around the map lets you counter this downside however.
- The Caldwell is also a shotgun with low spread so you can use that as well, if you happen to find one
- Vagabond can use the rest of the guns decently well, work with what you're given.

Looting Section

If you aren't playing solo, go to the backside of the map and leave the looting of the places closer to the safe zone to your slower teammates. If you are playing solo, follow the route displayed, as this gives the most amount of ammo, crate and workbench spawns. The blue line is the looting path when SQ is dead and the red one is when she is still alive.
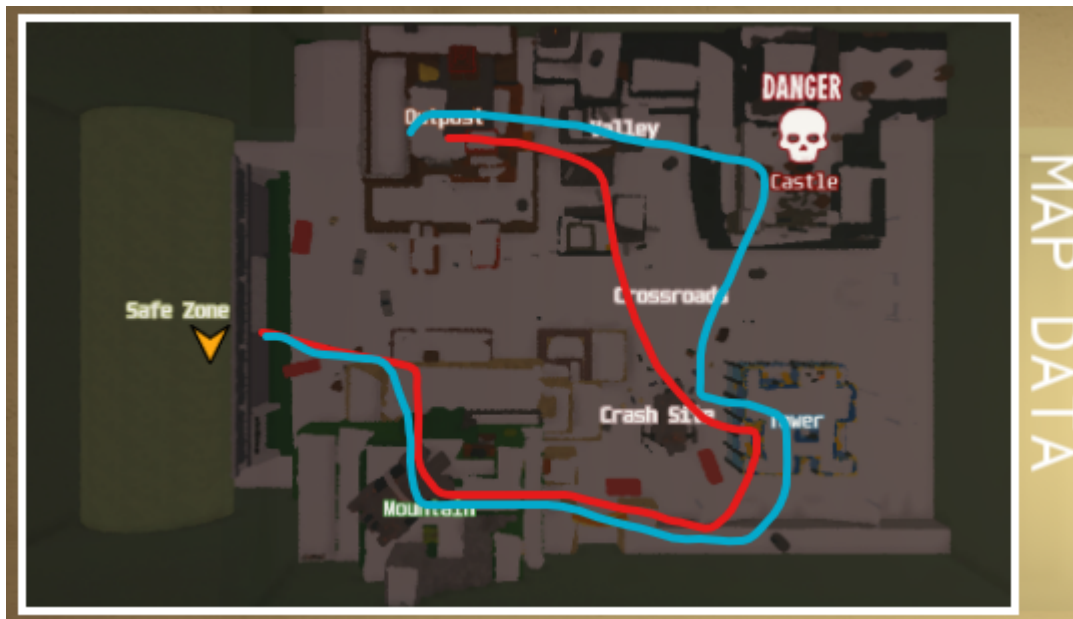
During the looting period, you should also kill a few scavs, in order to gain rations to eat before the wave starts. A few miscellaneous tips for the looting period are:
-While at the mountain, always check for scavs dropping from above
-Kira goes through thin walls. This includes trees, which you use as cover from gun enemies, the concrete roadblocks littered throughout the map which act like pavises -Enemies are also unable to shoot above stone and log piles, while Kira has enough range to hit enemies stuck on them from the other side.Useful for killing high dps scavs.
-Start crafting weapons on night 5, as starting from night 6 scav war can randomly occur.
-If you don't already have guns capable of dealing with the guards and Yosef, craft an AKM or a KSG whenever you get the chance. Alternatively, you can use a Firerier axe + I4S to kill them.

Wave Section (With Teammates)

Frontlining with Vagabond doesn't change much over the waves. Eat your rations, get in the front, and start swinging. Try to get the agro of as many scavs as you can, so that they dont slip by and go to your backliners. Rotate around the scavs, while spamming Kira and maintaining the range required to hit them. You can outpace them by simply walking backwards once you have enough dogtags. Pay special attention to gun scavs - a good amount of these people can ruin your day. They should generally be prioritized over anything else as they are the one thing which can damage you. You should try to get them with Kira if they aren't an AK, Winchester or any Shotgun scav. In order to throw their aim off, move towards them in a curve, and once you get next to them, rotate around them. All of this while spamming Kira, of course. Most enemies will die in 2 hits this way, with the exception of peacemaker (revolver) and smg scavs, which will be one shot this way. For the

scavs which you can't kill with Kira, have the backliners kill them for you by aggressively pinging them (or just kindly asking them beforehand). So, to recap:
- Target ranged scavs first
- Try to gain the agro of as many scavs as you can so that they don't fall upon your frontliners
- Use your range to bully the melee scavs while rotating around them so that you keep them in the frontline area, away from your backliners
- Get your backliners to deal with high risk scavs

Miscellaneous tips:
- ALWAYS be spatially aware.
- For getting your first few dogtags before you can outpace your enemies, simply hit an enemy with Kira, turn around, run a bit and repeat.
- Melee scavs are good meatshields to provide cover from ranged enemies
- Jumping before an enemy gets in range to attack you lets you dodge their attack.
- You still outrange Sledgehammer scavs, don't be afraid to try to get dogtags off them

Wave Section (Solo)

Use ranged weapons to shoot high-dps enemies from a distance, and deal with the rest with Kira. DPS does not matter on the gun as you can loop scavs infinitely by following this route:
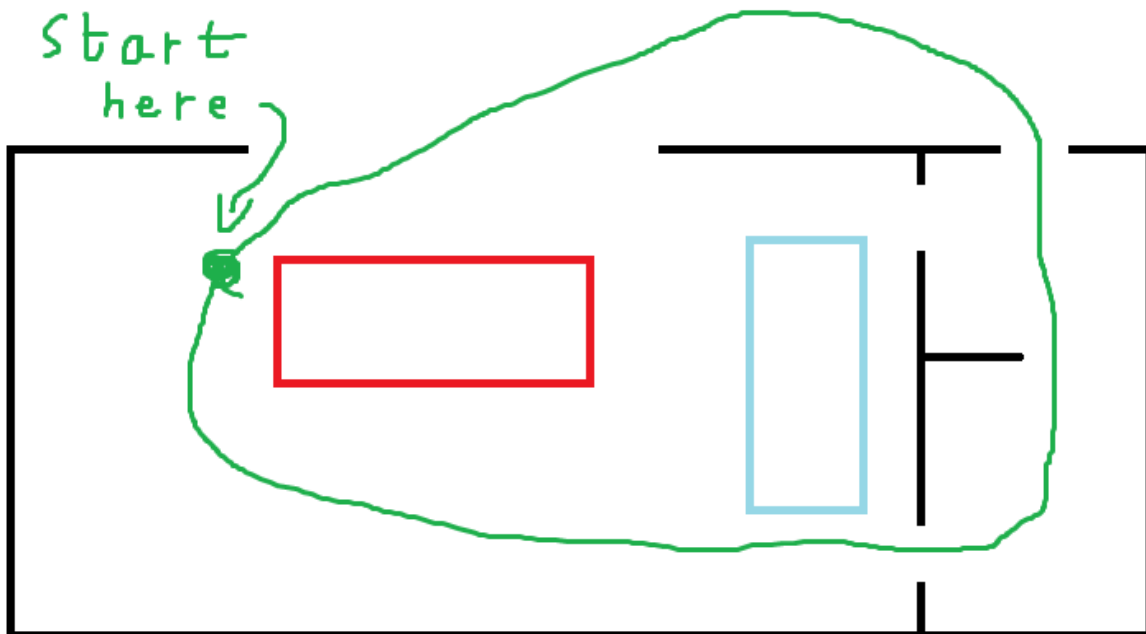
Remember to shoot the scavs whenever you outrange them enough. This also lets the scavs catch up to you a bit, so you can actually lead them through the entire loop without them taking some sort of shortcut and appearing where you wouldn't expect them to come from. This technique works on all waves, be it night 10 (Yosef not included) or Scav War.

Scav War

Scav War should be dealt with by staying on the left side of the red container (so that scavs dont accidentally flank you) and then throwing a firebomb towards the incoming horde. If you don't have a firebomb,throw explosives at the crowd and kill the rest with guns/bows.If you have neither, you'll have to unload a lot of ammo onto the incoming scavs. Frontlining in scav war with vagabond isn't viable, don't bother.

Scavenger's Final Push (Night 10)

During this wave, frontlining should take a back seat. Go once again to the left side of the red container and begin shooting, throwing firebombs and nades to deal with the scavs. Night 10 consists of 5 waves of enemies. The guards, extremely high DPS enemies with 250 health, will spawn on wave 4 and Yosef, the final boss, will spawn on wave 5. In order to deal with these enemies, you will have to use some form of death prevention, be it Lazarus' buff or using an I4S Stim. Preferably, a tankier class should use these and face tank the guards and Yosef, but, if you're alone, you'll have to do this yourself. Remember to pop any stims you have along with your auxiliary once the guards show up, as they'll last enough time for you to kill both Yosef and the guards. Use any high dps weapon (AKM, KSG, any automatic weapon will do) to kill the.

Dealing With The Sledge Queen

For the easiest way to kill SQ as a Vagabond, you will need a KSG, 10 (recommended 20) dogtags, and the paranoid trait. Once you acquire those things, get behind castle and position yourself as such: being too close to the bridge or too close to the wall will lead to the lure failing. Use the pillar and the ladder to arrange

yourself.
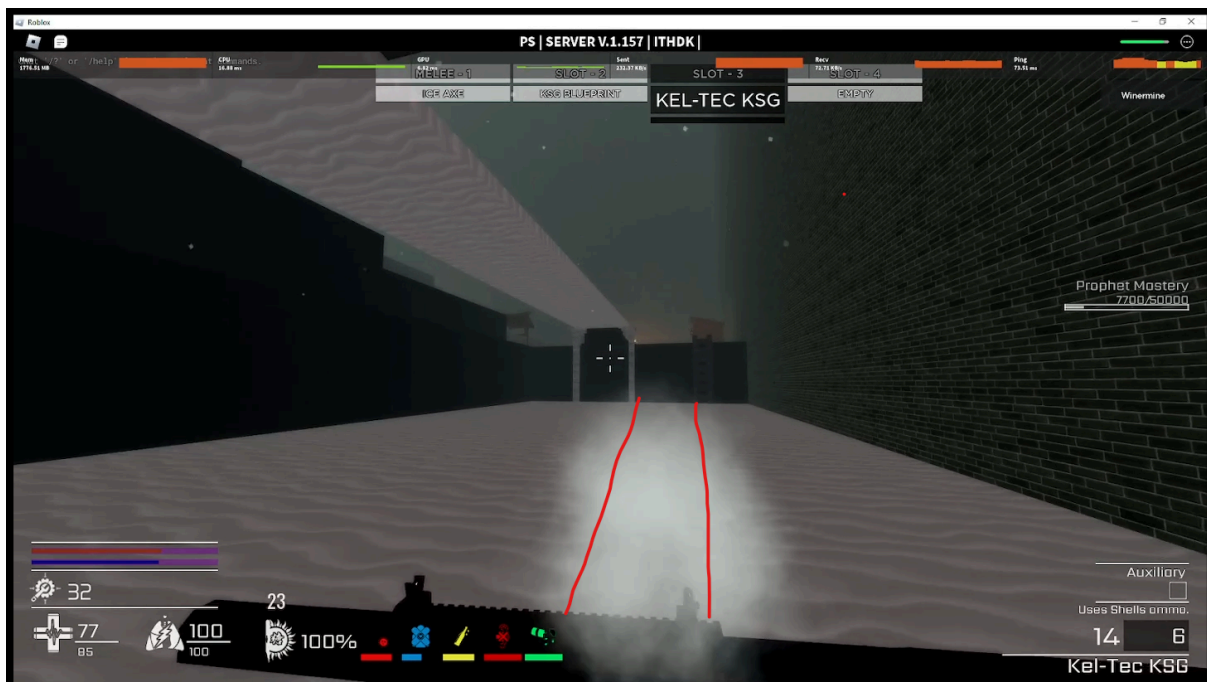
Once you hear a clicking sound, move out of the way. SQ's landing will deal splash damage, so that needs to be dodged. After landing , SQ will attempt to use her arbiter ability. Stop her from doing that by shoving her, then move backwards whilst magdumping her with the ksg. If she begins parrying, simply walk into her before resuming moving backwards. Altogether, it should look something like this: https://www.youtube.com/watch?v=oZaGWGdJgLc . Remember to get any buffs you can before attempting this.

If you have throwing knives, use them to kill as many MCX/Sniper Raiders as you can to lower the chances of failure.

Dealing with The Sickler

The sicker, like every other melee enemy, can be outranged. In order to abuse this for easy kills, you can : Sit on a tree, getting their ai stuck in the process, and spamming Kira; getting on a ladder, and then lowering yourself enough to where you can hit the sickler; getting on the sickler stuck on the first level of the tower and hitting the sickler through the floor (which can be done while crouched)

NOTE: This is considered *cheesing* and, as such, is not allowed in official challenges.

The Reaper's Scythe

The Scythe is by far the best melee a Vagabond can use. When pressing Q with the Scythe, instead of shoving, you execute a short range dash that stuns and deals 10 damage to enemies in range,but has a cooldown period of around 2 seconds and takes 50 stamina. This will bring most scavs into one shot range with Kira, allowing you to quickly deal with scavs. The weapon is most useful however when dealing with Ak, Winchester and Shotgun scavs. All of these scavs will go down with an Q + M1 + F combo. Alternatively, dashing into the scavs once, retreating, and then

shoving again before slashing with kira is a viable alternative in cases where the scavs are grouped up and you dont have time to focus on one scav. Make sure to use other scavs as meatshields when preparing to dash into high dps scavs, or you can use corners, and dash once the scavs are close enough. Be certain that you can either kill the scav or run away safely when dashing, as stunned scavs have 100% accuracy for their next shot. If you're not certain you can kill a gun scav with a Q + F combo, do the Q + M1 + F combo instead, as this will kill any gun scav.

If you're running the scythe, consider bringing shrapnel, as this brings the HP of all scavs (except Sledgehammer) into the range of being killed by a Q + F combo. Also consider taking calm, as that 75 extra stamina is really useful when your Dash takes 50.

Team Composition

Vagabond has a good synergy with:
- Crosslink, as its wires stun enemies and bring them into one shot range.
- Prophet, as its scan ability brings down most scavs to one shot range
- Sovereign, as you can help with the snowballing of thralls, while in return getting meatshields to use
- Mindflayer, which also offers meatshields to use
- Tickspider, whose ticks apply fracture and also bring down enemies to one shot range.

Vagabond has a bad synergy with:
- Executioner and Berzerker, as both classes also require kills to sustain themselves
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Misc. Tips

Remember to eat

Specialist Knife scavs, Peacemaker and SMG scavs go down in one swing, kill them for easy rations

Don't walk down the middle road while looting, it's full of snipers ready to steal your dogtags

Special thanks to mesolow, whose guide inspired a few parts of this guide.

Guide written by Winermine, dm me if you have any questions