

Top Floor

Risk: Getting to the Vault in itself is a bit of a struggle, having to go through vast sewers to find what you need. With a bit of meta-game knowledge, since Necropolis always spawns the same, it will always be directly under the furniture store above ground. Fighting your way through the sewer zombies can be simple, but once you find the vault, the swarms begin to start.

Reward: It's every unique building (FEMA Camp, Hospital, etc.) in the entire game, condensed into one. You can find everything you need, if you brave it.

Rooms:

For starters, what you have is a great big chain link fence with many locked gates. You can just jump over this to find the vault. The vault consist of three main areas: The open space, the security room, and two store rooms. In the security room, you can find the stairwell down into the bowels of the Vault.

Spawns:

There's two spawns here for Humvee's mounted with machine guns. You can use these to help clear the swaths of zombies, but since they are underground they are good for little else than spare Military-Grade vehicle parts. Within the open space, there are crates. These crates mostly contain canned foods, and rarely some clothing such as that of jumpsuits. If you're just looking for food, the sheer amount of canned goods can be a good boon.

Second Level

Risk:

While it seems like damage has been significantly bumped down on zombies, and that a simple flannel jacket can keep them staved off, there's a horde of zombies big enough to deplete /any/ sources of ammo. It doesn't take but six seconds to get swarmed, and it's so cramped that stealth is virtually impossible. Unless you're working with high explosives, fire, or heavy armor over everything (Like power armor), then you're likely to have trouble.

Monsters:

Irratiated Wanderer (Weak)

Charred Nightmare (Not so much)

Entrance

Motorpool

Barracks

Features military styled clothing, tools like mess kits and canteens, and can act as a choke point to funnel enemies. It lacks any weapons.

Armory

Like Military Surplus to a tee. Has no weapons, but oddly enough has full glass windows.

Utilities

Contains empty passage down to blocked area, as well as well spawns similar to that of Fire Stations, Garages, and Etc. Electronics, Tools, and Engineering-like wearables.

Has pumps which actively distribute water(unclean). If a safe route to this area can be made, you will have an infinite amount of water (provided you boil or process it first), making your following expeditions much easier.

Hospital

Advanced medical books, supplies, lab equipment. Has a lot of glass walls which makes it difficult to defend yourself in. Similar to the Overground Hospital's spawn, with elements of storage rooms within Labs mixed in.

Police Station

Similar to offices and police stations, that they don't have much in the way of usable resources. However, they have an easily accessed contraband lock-up which can contain any number of things from marijuana to tanto knives, or even rare to find guidebooks.

Jail

Requires a lock picking kit to access, much like that of prisons with locked metal bars, they have the same spawn as prison cells. Mostly not worthwhile, except as a safe area should you pick open the metal bars. The doors and bars are nigh unbreakable, making it a completely safe area to drag some zombies and shoot through the bars, or to establish a safe-house below the first level.

Courthouse

Similar spawns to the church or cathedral. Effective use of molotovs can make this a field of fire for chasing enemies with all the wooden benches laying about, but has limited areas to escape to if they make it past said fire.

Communications

With static NPCs enabled, serves as the hub for any NPC's within the vault. This can act as a safe haven, as it is blocked with a lever-gate, and are protected by non-hostile NPC's. Within the area itself, it has a small tool storage, a cleaning closet, and a bathroom (For toilet water. Yum.)

Offices

Nearly useless glass windows offices, which do not have much anything in the way of supplies or spawn, other than that of wood from tables and electronics from broken computers. Full glass windows make it /impossible/ to not get swarmed. If it can be helped, do not come that way at all.

Control

Cafeteria

A very wide open area, this is where one can find junk food spawns and random civilian items, similar to the tents within FEMA camps. There are food serving areas, having a wealth of junk food on their shelves for your self-indulgent delight. There are four of those in total, and two restrooms.

Labs

School

Visitor Center

Passage

Carts to get around halls in. A number of parking lots dedicated to such. Control levers help open metal gates, which serve to keep the hordes away for some time. The gates are unbreakable, so this makes them good for breaking of zombies chasing you.

Extremely dangerous swarms.

Third Level

Housing/Living Bays

Transition Bay

Maint. Bay

Library

Light Industry

Robotics Bay

Strategies

It's suggested to use a working humvee in the top floor of the vault to cut through your enemies, as it comes with ammo already within.

For clearing out the hallways within, Blade traps have their usefulness here, but only cause damage to the enemies. Most of the time the enemies will manage to live making it by them.

Fire is your best bet for killing zombies. For this, there's a number of things you can do.

Molotovs and Incendiaries act as 3x3 AoD fires, and kills most anything going through them. Since you are underground, these fires tend to last much longer than they might outside. There are not many particular benefits to laying down flammable materials like wood and using a molotov to set them off, as a normal molotov will serve long enough to kill most anything coming down at you. This does have the advantage, however, of spreading out said fire, saving your resources if you're on the run and had set up the laid out wood before hand. It's not effective to light it manually with a lighter, as the fire spread is generally not big enough and does not give you enough time to set it off, so molotovs are the preferred lighter here. You can skip the materials all together and just use the 3x3 molotovs in the commonly 5-7 wide hallways alone, but laying out the cheap and easily attainable resources can help you save on precious molotovs.

You can as well use landmines and booby traps to a similar, but less resourceful, effect, as they are not always guaranteed kills. Use your explosives primarily on thick mobs, to maximize their effectiveness.

The suggestions above are the most highly recommended. There are those of you who would like to go all run and gun and clear them out the old fashioned way. Beside the obvious issues of evading hordes, this is /EXTREMELY/ inefficient. One thousand bullets can just put a dent into the massive amount of zombies with-in.

It's suggested to make a camp just outside that of the vault, once the top floor is clear. Besides that of just having somewhere to drop off resources, you will need a large amount of supplies to tackle the vault and it's inhabitants. You may wish to do the same outside of the city, and work towards bringing all of your supplies below ground. Here is a recommended list of supplies:

- 3+ Different Ammo Type Ranged Weapons - It's insanely unlikely you'll have enough of one type of ammo to sustain yourself in the entire vault. Diversify, and conquer.
- /ALL/ of the ammo - No. I'm not kidding. Every bullet, arrow, pellet, grenade...Whatever.

Even if you don't have the gun for it. Weapons spawn pretty frequently inside the vault, and may provide you with a gun with a new ammo type, letting you kill more and more. If you have too much ammo for your own good, follow this convention: 1000-2000 heavy rifle ammo, 200-500+ light rifle ammo, 500-1000 heavy pistol ammo, 100-200 light pistol ammo. Interchange and expand upon these with your highest damage dealing weapons, special ammunition, and consumables (I.E. Grenades)

- Living Necessities - Your cooking equipment, however you process water, a bedroll...Bring everything you need to keep your status's up. You'll be at this for awhile, and establishing a safe zone (Especially if you play on static spawn) will serve as a place to recuperate and heal yourself with each attempt at scavenging the vault. It will /never/ take one try, and to attempt and do it in one attempt is virtual suicide. When you take enough damage, abort, and go back to heal. If you can't sleep, use this time to knock up some skills and learn some recipes with some books you might've brought.

-Note: Crates in the first floor often have a high amount of canned foods, which might make bring your own food pointless. Scout what you have available before deciding to take on the vault.

- Bring some tools - Not those in the conventional crafting sense, but instead in the exploratory sense. Flashlights, Crowbar, sustainable batteries, lanterns...It's dark down there, and not being able to see in front of you is your greatest enemy. The crowbar will serve to open the crates that carry precious supplies.
- Medical Supplies - Be sure you're well covered. At Least ten medkits, and around thirty bandages. Also be sure to keep disinfectant and styptic close at hand. But preferably, bring as much as you can carry.

Given the nature of the vault, some may find themselves wanted to progress in a safe way. Setting up barricades, traps, fall-back zones, and safe houses can be done relatively easy due to the condensed nature of the whole thing. This can be advised, not only to clear the area slowly, but to keep track of what's been covered, allow yourself time to think compared to the normal explorer, and give yourself more than ample room. If you wish to do this, here is what you want to do:

- Secure your way out - Keep your path to the surface clear entirely of enemies. It's your life-line when you need to get out alive.
- Secure the Utilities Area - Infinite water. Enough said.
- Progress slowly - Build within your means, and push forwards slowly only when you're sure it's in your ability. Go too far, and you get chased by 50+ zombies. Don't learn the path and you lose concentration. From there, trouble follows, and death shortly after. If you're short on materials, areas such as the offices, courthouse, police station, and school have wood and metal to construct barriers, traps, and everything in-between.