

BORDERLANDS™



COVERS XBOX 360[®] & PLAYSTATION[®]3
COMPUTER ENTERTAINMENT SYSTEM



Casey Loe & Doug Walsh

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Planet Pandora is a sparsely populated wasteland where the rule of law gets rewritten daily in the smoke of the last gun battle. Civilization consists of small outposts on the fringe of human influence, in an area called the Borderlands. Pandora's one tourist attraction is a mythical Vault packed with fantastic riches, supposedly stashed eons ago somewhere on the planet by an advanced alien culture.

ABOUT THIS GUIDE

In your hands is one of the biggest and best strategy guides we at BradyGames have ever created. Our team of authors, editors, and designers has worked tirelessly—and in direct cooperation with Gearbox Software—to pack this book with every possible gem of information you need to survive the journey to the Vault...

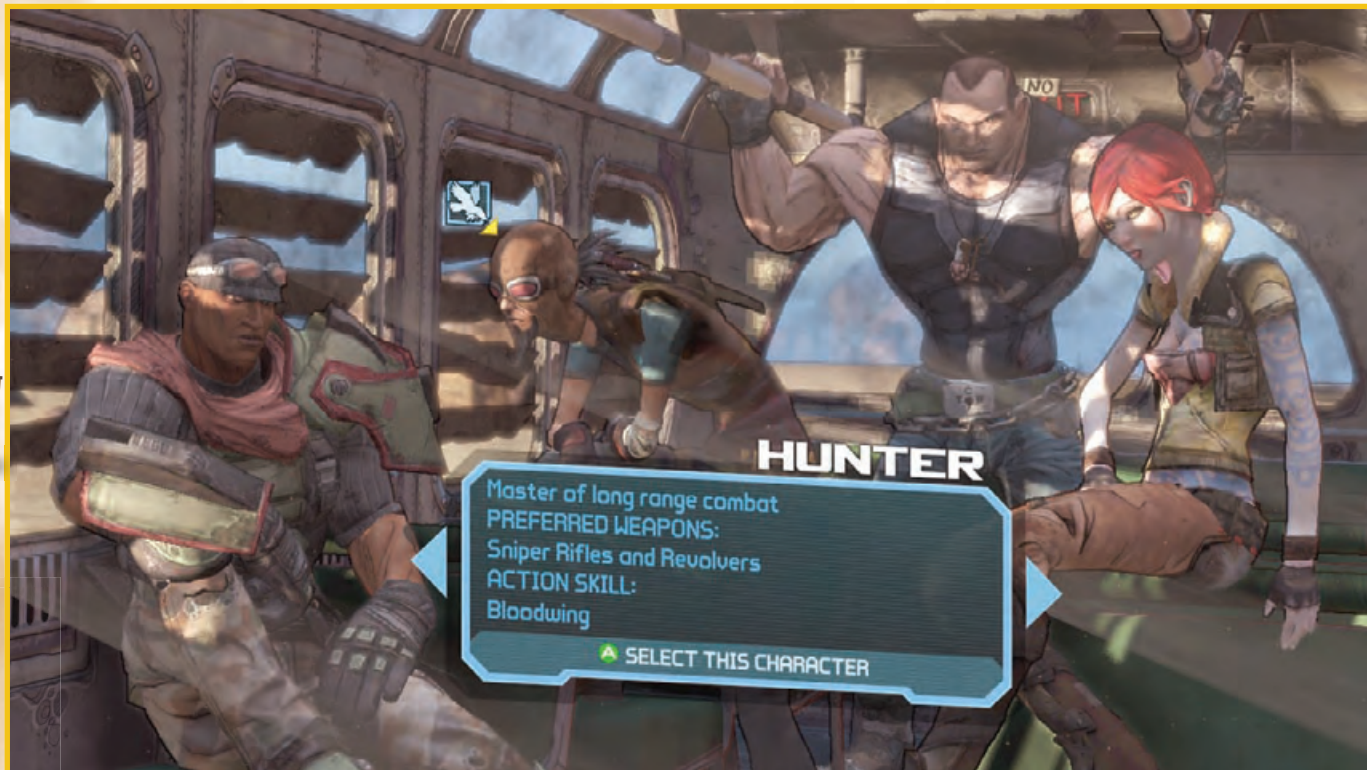


Survival BASICS

THE BASICS OF CHARACTER BUILDING

CHOOSING YOUR CHARACTERS

When you begin a new game of *Borderlands*, you can choose between one of four characters: Roland the Soldier, Moredecai the Hunter, Lilith the Siren, and Brick the Berserker. All four characters have the same stats and can use any weapon in the game, however, they differ in the following three ways:



KING
OF CLAP





□ **ACTION SKILLS:** AT LEVEL FIVE, EACH CHARACTER WILL EARN THEIR FIRST SKILL POINT, WHICH CAN ONLY BE USED TO UNLOCK THEIR ACTION SKILL. AN ACTION SKILL IS A SPECIAL ABILITY THAT ONLY THAT CHARACTER CAN USE. IT IS ACTIVATED BY PRESSING **△** (XBOX 360) OR **□** (PS3). AFTER ITS USE, IT ENTERS A COOLDOWN STATE IN WHICH IT SLOWLY RECHARGES. LATER, YOU'LL ACQUIRE ARTIFACTS THAT CAN ADD ELEMENTAL PROPERTIES TO THE DAMAGE DEALT BY YOUR CHARACTER'S ACTION SKILL. ONCE SELECTED AND USED FROM THE INVENTORY MENU, YOU CAN EQUIP THESE ARTIFACTS IN THE SKILLS MENU.



□ **SKILL TREES:** AFTER LEVEL FIVE, CHARACTERS WILL EARN AN ADDITIONAL SKILL POINT EACH TIME THEY LEVEL UP. ONCE THEIR ACTION SKILL IS UNLOCKED, ADDITIONAL SKILL POINTS CAN BE SPENT TO PURCHASE SKILLS FROM THREE SKILL TREES. EACH SKILL TREE ENHANCES A CERTAIN STYLE OF PLAY EXCLUSIVE TO THAT CHARACTER. FOR EXAMPLE, SIRENS CAN PURSUE AN ASSASSIN SKILL TREE, WHICH IS DESIGNED FOR PLAYERS WHO ENJOY USING THE PHASEWALK ACTION SKILL TO CREATE DEADLY, MELEE STRIKES. SOLDIERS CAN PURSUE A MEDIC SKILL TREE THAT IMBUES THEM WITH THE ABILITY TO HEAL ALLIES WITH GUNFIRE OR BEING WITHIN CLOSE PROXIMITY TO THEIR TURRET. SEE THE "VAULT HUNTERS" CHAPTER OF THIS BOOK FOR FULL COVERAGE OF EACH CHARACTER'S SKILLS.



□ **CHARACTER-SPECIFIC CHESTS:** EACH CHARACTER HAS A FAVORED WEAPON TYPE THAT WILL APPEAR MORE OFTEN DURING THEIR QUEST. WHEN A RED CHEST IS OPENED, IT WILL OCCASIONALLY CONTAIN CHARACTER-SPECIFIC CONTENTS THAT CONSIST OF A RANDOM GUN OF THE CHARACTER'S PREFERRED TYPE AND A CLASS MOD FOR THAT CHARACTER. THE LONE EXCEPTION HERE IS FOR BERSERKERS; THE OVERSIZED ROCKET LAUNCHERS IN THEIR CHARACTER-SPECIFIC CHESTS LEAVE NO ROOM FOR CLASS MODS. THERE ARE OTHER CHARACTER-SPECIFIC, RED-CHEST CONTENTS FOR THE CHARACTERS WHO YOU OR YOUR TEAMMATES USE MORE FREQUENTLY.



CHARACTER	FAVORED GUN
SOLDIER (ROLAND)	Combat Rifle
HUNTER (MORDECAI)	Sniper Rifle
SIREN (LILITH)	Submachine Gun
BERSERKER (BRICK)	Rocket Launcher

CLAPTRAP
DANCE OFF



PURCHASING SKILLS

As noted previously, your character will earn one skill point after leveling up after level five. After unlocking the action skill, you can spend the remaining skill points on the 21 skills that are exclusively available to each character. By spending a second skill point on a skill that is already unlocked, you'll raise its level and the strength of its effect. Note that you can purchase up to five levels in each skill.

The skills are arranged into three skill trees, each of which is arranged into four rows. At first, you can only buy the two skills on the top row of each tree. After spending a total of five points in a skill tree, you can acquire the skills in the second row of that tree. Spend another five points (on any row of skills within the tree) and you'll unlock the third row. You must spend 15 skill points in a single skill tree before the ultimate skill at the bottom is unlocked.

The maximum level a character can reach is 50. So at most, it's possible to reach the ultimate skill of two different skill trees. Putting a few points into every skill provides a taste of each ability, allowing you to enjoy the effects of a wider variety of Class Mods. After selecting your favorites, though, it's wise to focus on getting all five points into your chosen skills. When combined with Class Mods, it's feasible to boost these skills above level five, potentially creating devastating combos!



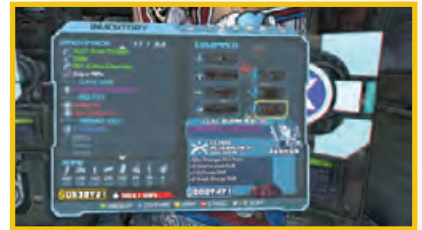
RESPEC-ING YOUR CHARACTER

Your skill purchases are not set in stone. If you want to explore a different skill tree or re-build your character with online teamwork in mind, just visit the terminal of any New-U station and select "Reset Skill Points." For a nominal fee, this refunds all of your used skill points, so that you can reassign them. There is no limit to the number of times you can purchase a respect.



EQUIPPING CLASS MODS

You receive your first Class Mod after completing the final plot mission in Fyrestone. Class Mods are specific to each character and offer a special stat boost (oftentimes for a single type of gun) and free levels in multiple skills. High-level Class Mods are among the game's most valuable items. These mods are found in red chests, the occasional pile of skag vomit, or purchased from medical vending machines.



It's not possible to fully utilize your Class Mods if you don't already know the skills they boost. For example, if a Class Mod offers a +2 bonus to the Siren's Quicksilver skill, but you haven't spent any skill points to acquire that skill, the bonus will not take effect. Note that there is no max level for skills; if you already have the Quicksilver skill at level 5 (the maximum you can buy), the Class Mod will raise it to level 7 and the +25% Fire Rate bonus offered by level 5 Quicksilver will increase to a +35% bonus.

EARNING WEAPON PROFICIENCIES



Regardless of the preferred weapons listed on the Character Select screen, any character can become proficient with any weapon simply by using it on a regular basis. There is a list of seven major gun types on the Character page of the menu screen (Revolvers and Repeaters are

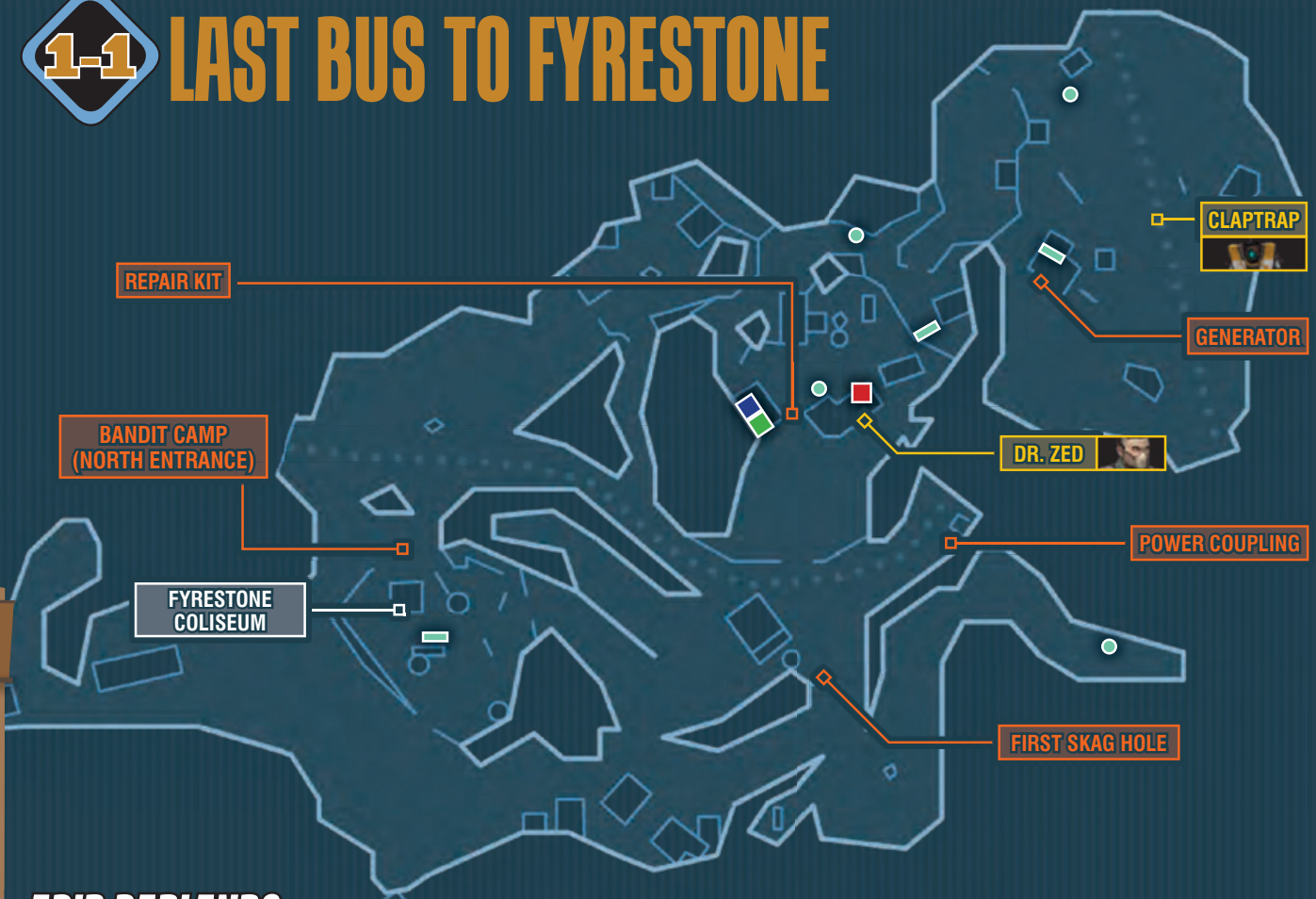
combined into a single "Handgun" type). Whenever an enemy is hit with a shot from a gun, a point is added to that gun type's weapon proficiency bar. A level in that weapon's proficiency is gained when the bar fills, providing a small bonus whenever a gun of that type is used (+3% to damage, +6% to reload speed, and so on). The effect is particularly noticeable on sniper rifles, as you can repeatedly earn "stability" bonuses to reduce the wavering of the gun's sights when lining up a shot.





1-1

LAST BUS TO FYRESTONE



ARID BADLANDS

LEGEND	TREASURE CHEST	NEW-U POLE/STATION	MEDICAL VENDING MACHINE	AMMO VENDING MACHINE	GUN VENDING MACHINE

The Arid BADLANDS

Next stop: Fyrestone. There are no signs of the Vault in this miserable dump of a city, but the mysterious voice in your head is convinced that you belong here, and your driver is just as eager to have you off his bus. Thus begins the first six missions of Borderlands, which act as a quick tutorial to the game's basic controls and structure. If you already know what you're doing, they'll fly by in a flash.

QUESTS:

- | | | | |
|----------|-------------------|----------|--------------------|
| 1 | Fresh Off The Bus | 4 | Claptrap Rescue |
| 2 | The Doctor Is In | 5 | Fix'er Upper |
| 3 | Skags at the Gate | 6 | Blinding Nine Toes |

LET THE CLAPTRAP LEAD THE WAY

You'll step off the bus to find yourself at the east entrance to Fyrestone, with nothing in your possession but a single low-quality gun. Speak to the Claptrap to get your HUD online, then follow it to the New-U station, where you'll automatically save your progress. If you use the console at the New-U station, you can open up a menu that allows you to change your character's name and color scheme (to distinguish yourself in multiplayer sessions). Later in the game, the New-U stations will also offer an option to redistribute your skill points.



CLAPTRAP
DANCE OFF



GEAR UP IN THE HOTEL RUINS

After demonstrating the New-U, the Claptrap rolls toward the north gate of Fyrestone. Rather than following him, give the area a thorough search for money, ammo, and guns. You can search any object with a flashing green light (even discarded toilets), but around here, only the dumpsters have a chance of holding new guns.

Red chests, on the other hand, always hold weapons (or at least Grenade Mods). The game's first **red chest** is on the roof of the hotel, and there are several ways to reach it. The easiest way is to jump from the generator on the hotel's south porch directly to the roof. The chest typically offers two new guns, both of which are probably more powerful than your default weapon.



CHARACTER CLASS	STARTING GUN
HUNTER	Sniper Rifle
SOLDIER	Combat Rifle
SIREN	SMG
BERSERKER	Shotgun

CRASH THE RAIDING PARTY

Now that you have a gun in each slot and a pocket full of ammo and cash, it's time to catch up with your Claptrap. Meet him at the Fyrestone gates, where he opens the door just as a bandit raiding party bursts into town.

Instead of rushing at the bandits, use the ruins of the city to your left as cover. This allows you to fire at the nearest bandit while keeping a wall between yourself and his friends. If you have a reasonably accurate weapon, like a combat rifle or repeater, aim for headshots to score deadly critical hits. With shotguns or submachine guns, you should instead aim to score as many hits as possible with dead-center body shots.

After you take out the first wave of five or six bandits, Claptrap stops at another **red chest** containing a fixed set of Repeaters. These basic handguns provide a good opportunity to see each manufacturer's specialty: The Torgue deals extra damage, the Hyperion has superior accuracy, the Vladof has a faster fire rate, and the S&S offers an extended magazine. Grab them even if they aren't better than your current guns—you can always sell them later for cash at any vending machine.

Duck under some rubble to follow the Claptrap to a second New-U pole, then leap over a small iron wall toward a second group of bandits. As you blast your way through town, keep an eye out for piles of green-glowing skag vomit that may hold ammo and recovery items. You'll also find a dark **grey chest**, which contains a large supply of ammunition, at the westernmost point in town.



1-1 MISSION TAGS

1 FRESH OFF THE BUS

LEVEL 2

Client: Guardian Angel
Follow Claptrap into Fyrestone

A mysterious, disembodied woman spoke to you and told you to follow this little robot into town. That seems like the best course of action, for now.

REWARDS: NONE

2 THE DOCTOR IS IN

LEVEL 2

- Building 03 open (1)
- Dr. Zed talked to (1)

Client: Dr. Zed
Open Building 03 in Fyrestone, and meet Dr. Zed.

I thought I was a goner that time! Damn bandits won't leave us alone. Had to lock the place up tight, and now the damn door won't open. Blasted circuits are on the fritz again. Give it a go from the switch out there, would you?

REWARDS: 48 XP

GET A CHECK-UP FROM DR. ZED

With the raiding party slain, the residents of Fyrestone can safely open their doors to the world. Or at least, they could if they weren't stuck shut. Accept the "The Doctor Is In" quest, and follow the green waypoint finder to the door switch just to the left of the Claptrap. Talk to the newly liberated Dr. Zed to complete the quest, collect your reward, and unlock a new quest: "Skags At The Gate." When you're done looting Dr. Zed's lockers, cashboxes, and mailbox, catch up with your Claptrap and follow it to the gate.



TAKE THE HIGH GROUND

IF YOU FEEL OVERWHELMED WITH BAD GUYS, QUICKLY FIND A HIGH, OUT OF REACH SPOT (LIKE THE ROOF OF A BUILDING OR A TALL BOULDER) AND SNIPE.

—NATHAN OVERMAN, LEVEL DESIGNER

CLAPTRAP DANCE OFF



1-1 MISSION TAGS

3 SKAGS AT THE GATE

LEVEL 2

■ Skags killed (5)

Client: Dr. Zed

Kill skags and return to Dr. Zed.

Outside of Fyrestone, just past the gate and across the road, you'll find several skag dens. A skag is a vicious four-legged creature, and they'll eat anything, including you. I wanna know if you can handle yourself in a fight against some of these beasts, so head on out there and kill some of 'em for me. If you're still in one piece, then c'mon back.

REWARDS: 144 XP + \$313

4 CLAPTRAP RESCUE

LEVEL 2

■ Diagnostic performed (1)

■ Repair Kit (1)

Client: Claptrap

Perform a diagnostic on Claptrap, then find the Repair Kit and repair him.

Claptrap has been shot by the bandits, but the damage looks minor. Perform a quick diagnostic, then see if you can find a Repair Kit somewhere in Fyrestone. You might be able to revive him.

REWARDS: 72 XP

BRACE FOR AN AMBUSH AT THE GATE

When your Claptrap goes to open Fyrestone's southern gate, he takes a hit from a sudden bandit strike. Try to rush in and peg the bandits with headshots as they land from leaping over the walls. If you're too late, then take cover and pick the bandits off as they attempt to maneuver around it.



Once the coast is clear, examine your whimpering friend to unlock "Claptrap Rescue" and make that your active quest. After diagnosing the wound, follow the waypoint finder to a Repair Kit outside the building across from Dr. Zed's. Bring it back to complete that quest and resume the skag hunt.



You won't have to venture far into the Arid Badlands to find the skag hole—it's right across from town. If you have a weapon with a good scope, try to snipe out a skag or two before they see you, then switch to a heavier weapon like a shotgun or SMG to blast them as they close the distance. A skag's weak point is its mouth, which it exposes right before it charges or when it's in mid-lunge toward you. If they catch up to you while you're reloading, use a melee attack to knock the skag back without interrupting your reloading process.

You won't have to venture far into the Arid Badlands to find the skag hole—it's right across from town. If you have a weapon with a good scope, try to snipe out a skag or two before they see you, then switch to a heavier weapon like a shotgun or SMG to blast them as they close the distance. A skag's weak point is its mouth, which it exposes right before it charges or when it's in mid-lunge toward you. If they catch up to you while you're reloading, use a melee attack to knock the skag back without interrupting your reloading process.

Visit Dr. Zed after downing your fifth skag to collect your reward and unlock the next quest, "Fix'er Upper."

AN EYE TO THE SECOND WIND

IF YOU FEEL LIKE YOU'RE ABOUT TO BE DOWNED, KEEP A WEAKER ENEMY ALIVE SO THAT YOU CAN QUICKLY TARGET AND KILL THEM TO RECOVER.

—CHRIS BROCK, DEVELOPER



TEDIORE

GUN CATALOG ★ ★

REPEATER PISTOLS

TEDIORE MAKES ROUGHLY 81,000 VARIETIES OF REPEATER PISTOLS.



BLR REPEATER



		LEVEL	BUY	SELL
		-	\$315	\$45
DAMAGE	ACCURACY	FIRE RATE	MAGAZINE	ELEMENTAL
7	74.2	3.3	12	-

- +50% RELOAD SPEED
- 1.8X WEAPON ZOOM

HRD WICKED REPEATER



		LEVEL	BUY	SELL
		31	\$89,768	\$12,824
DAMAGE	ACCURACY	FIRE RATE	MAGAZINE	ELEMENTAL
95	85.0	2.4	12	-

- +50% RELOAD SPEED
- +28% DAMAGE
- 4.1X WEAPON ZOOM

RF4-A CRUEL REPEATER



		LEVEL	BUY	SELL
		13	\$4,375	\$625
DAMAGE	ACCURACY	FIRE RATE	MAGAZINE	ELEMENTAL
33	79.2	3.0	16	-

- +100% MELEE DAMAGE
- +46% RELOAD SPEED
- +5% DAMAGE
- 2.6X WEAPON ZOOM

LEGENDARY WEAPON

PRO4-A WICKED PROTECTOR



		LEVEL	BUY	SELL
		40	\$1,689,877	\$241,411
DAMAGE	ACCURACY	FIRE RATE	MAGAZINE	ELEMENTAL
135 (x2)	74.4	5.5	19	-


- +46% RELOAD SPEED
- +16 AMMO REGENERATION
- 4.7X WEAPON ZOOM

THE **PROTECTOR** GENERATES ITS OWN AMMUNITION.

AMMO IS NO LONGER AN ISSUE!

TK5-B WICKED REPEATER



		LEVEL	BUY	SELL
		22	\$37,450	\$5,350
DAMAGE	ACCURACY	FIRE RATE	MAGAZINE	ELEMENTAL
55	76.2	4.7	18	-

- +60% RELOAD SPEED
- +6% DAMAGE
- 3.1X WEAPON ZOOM

BLR5-B WICKED REPEATER



		LEVEL	BUY	SELL
		40	\$568,141	\$81,163
DAMAGE	ACCURACY	FIRE RATE	MAGAZINE	ELEMENTAL
83	91.7	3.3	18	☣ x1

- +60% RELOAD SPEED
- 16% DAMAGE

KING OF CLAP



Pandora is a hostile place filled with dozens of nasty critters of unimaginable shapes and lethality. And that's just the indigenous life! The following pages contain all there is to know about each variety of every species that roams, flies, or slithers across the wastelands of this desolate planet. There are several varieties of data presented in this chapter; to completely understand the significance of each statistical category, please read the following:

- 1 NAME:** This is the name of the enemy as encountered during the initial playthrough. Many enemy names change during additional playthroughs (see “varieties” below).
- 2 THREAT METER:** This is our subjective assessment of how tough each enemy is, assuming you are equal in level with it. As this gauge fills from left to right, the color within gradually changes from blue to red (a short, blue meter denotes a relatively weak enemy; a full red meter indicates an extremely dangerous foe). This gauge is entirely relative to the player-character’s level and that of the enemy.
- 3 VARIETIES:** Many of the enemies have different names and statistical ratings if you play through the main campaign a second with the same character. It typically requires two playthroughs to reach level 50. The entire game balances to level 50 on the second playthrough or whenever the player reaches the level cap at 50, whichever comes first.
- 4 STRATEGY:** This paragraph of tips and background information is designed to give you some practical insight into each enemy, along with solid tactics for killing it! Much of this information came directly from Gearbox Studios, so you know it’s good!
- 5 DATA:** The rows of data presented for each enemy do not reflect the actual HP rating or any other attribute for the enemy. Instead, every figure representing health, XP, and damage is actually a measure of how that individual enemy compares to all other creatures if their levels were equal. This can be difficult to understand, but all you need to know is that small numbers work in your favor and high numbers, particularly those with damage ratings above 1.00, are bad for your health. We created the Threat Meter to help give you a quick-glance assessment of the relative danger each enemy poses.
- 6 CRITICAL SPOTS:** Most enemies have a particular vulnerability—usually the head or some part of their face—that yields a Critical Hit damage bonus when shot. Read the strategy text for tips on getting each enemy to reveal its weakness, and refer to our Hit Regions targeting diagram at the beginning of each species to see exactly where to score the most damage.
- 7 RESISTANCES:** Many enemies are elemental by nature and are, therefore, immune to attacks from that same element. This often shows up in the enemy’s name, but it’s sometimes concealed (particularly in the case of bosses). Consult this column in the tables to determine which elemental attacks to avoid when fighting a given type of enemy.
- 8 SHIELDS:** Not every enemy type has a shield, but many do. This column lets you know whether or not the foe has a shield that you must overcome and, if so, how many. Guardians, for example, have numerous shields. Use shock-based weapons to inflict extra damage to a shield.

1 MIDGET SHOTGUNNER

2nd Playthrough: Angry Little Shotgunner
Fuming Stunted Shotgunner



Variety	Health	XP	Melee Damage	Range Damage	Radius Damage	Leap Damage	Charge Damage	Critical Spots	Resistances	Weapons	Shields
Midget Shotgunner	0.65	0.65	Varies	Varies	X	X	X	Head	-	Shotgun	Yes
Angry Little Shotgunner	1.30	0.78	Varies	Varies	X	X	X	Head	-	Shotgun	Yes

6 HIT REGIONS

LEGEND
DAMAGE
MODERATELY VULNERABLE
CRITICAL HIT

4 These little guys come running up to you out of nowhere, just hoping you start to laugh at them—nothing pleases them more than blasting the smirk right off someone’s face. Don’t let their diminutive size or low health fool you; their shotgun packs a punch. Take them out as quickly as possible!



BORDERLANDS™

OFFICIAL STRATEGY GUIDE

Written by Casey Loe & Doug Walsh

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CREDITS

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