Military tunnels rust

They are spotted around the unique Military Tunnel monument and do not roam it alone. They are better geared than other Scientist NPC's. These scientists can and will throw F1 grenades at you, so it is recommended you don't stand in one place for too long. TomatoTony skinhub. DarkRider 6 pts. Anna 27 pts. Stephano 6 pts. DemonBolt 1 pts. Hush Child 1 pts. PHASE pts. Officer Diggler 60 pts. Orsina pts. HP Report 8 TomatoTony skinhub. They have a lot of damage but bad range. Keep your distance, use a bolty, SAR or any weapon with decent range to effectively kill them. Military Tunnel Count Main: 1 Scientist often times outside or to the right Caves: 1 in caves and sometimes 1 outside of cave inside of tunnels Elite Crates: 2 right outside of the crates Elite to Well: 1 on top of the train next to crates Well: in the well These scientists often times have LR's, rarely MP's and very rarely a Spas Report 2 DarkRider 6 pts. Their aim at a distance is quite bad, but their aim at close range is exceptional. Do NOT get close to them. A good trick I realized is making F1 Grenades, and whenever you hear them, throw one at them. Grenades have had a lethality boost, so it will only take 1 grenade and maybe a bullet or two to finish them. Report 2 Anna 27 pts. Also 2x HS with a crossbow with normal arrows is a kill. Report 1 Stephano 6 pts. Report 1 DemonBolt 1 pts. Report 1 Hush Child 1 pts. Report 1 Officer Diggler 60 pts. Report 1 Orsina pts. Add Tip Sign In to add a tip. Medical Syringe. Weapon flashlight. Semi Automatic Body. Spas Shotgun. Salvaged Cleaver. Salvaged Hammer. Salvaged Icepick. Salvaged Sword. The Military Tunnels are a type of Monument that can be found on procedurally generated maps in Experimental Rust. Unlike the majority of other monuments, the Military Tunnels do not provide access to public utilities. Nonetheless, they remain popular locations due to the high quantity of coveted loot on the premises. Military tunnels are abundantly radioactive. There are Scientists spawning inside and outside the tunnel, which are stronger than regular ones found near Crates and Barrels. They are equipped with High-End weapons such as LR This type of Scientists also shoots player on sight, unlike normal Scientists, which shoot only at close range. The Military Tunnels are part of an area, comprised, leading up to an underground military facility. There is a small manhole outside, which provides an alternate entry point for the underground facility. Leading up to the main tunnel entrance is a downward sloped ramp, on which a cut-off railroad track has been built. The Military Tunnels area also includes a single sheet metal storage shed as well as a bigger, sheet metal building, housing a control panel and electric generators. The Military Tunnels provides access to a Recycler that can be found inside the sheet metal shed. Outside, around the monument and its outskirts, including the dirt road track and cliffs, it is possible find regular loot Barrels and Food Crates. The main loot crates are located inside the tunnels. The first military crate and normal crate spawn can be found inside the main entrance and to the right. There is an armored door and a short hallway with a room on the right hand side. This room spawns the military crate, a normal crate, food, and medical crates. Further inside the tunnels there can usually be found two Elite Loot Crates on a flatcart. In the tunnels there are two other main loot areas, one being the mines and the other the laboratories. The mines spawns many resource nodes, some barrels, and 2 military crates as well as large wood crates. Inside the sheet metal building only regular loot Barrels can be expected, whereas the storage shed spawns different Large Wooden Crate variants. On top of the broken ventilation pipe outside, Medical Crates spawn roughly in the middle. The pipe is accessible by jumping from a nearby cliff ledge. This guide video contains all the essentials you should know about the Military Tunnel, it even has a full walkthrough on how you should loot the tunnel. This wiki. This wiki All wikis. Sign In Don't have an account? Start a Wiki. Do you like this video? A view of the Military Tunnels complex. An overview of the area. The dirt road surrounding it is clearly visible. Large and Military Crates are often lodged inside these cliffs. An alternate entrance to the underground military facility. Categories :. Universal Conquest Wiki. FandomShop Newsletter GalaxyQuest. The Military Tunnel spans a wide area, in which the majority of the monument is located beneath the ground, as the name implies. Players venturing into the Military Tunnel will encounter low visibility conditions, sporadic areas of intense radiation, dark winding halls, and large corridors patrolled by trigger happy scientists. There are secured areas requiring players to solve key card puzzles to gain access. Combine this with a large number of loot containers spread across the monument, along with the potential for encountering other hostile players vying for the same resources. The Military Tunnels monument can become quite a lucrative hot spot. Beyond the standard loot barrels and crates found at most monuments, inside the Military Tunnels players can find military crates and elite crates, which hold high-quality loot. In addition to what naturally spawns inside this monument, players often camp the exterior areas of the monument waiting to ambush unsuspecting players venturing into the tunnels. Running the full breadth of the Military Tunnel monument requires considerable preparation and resources, making all who wander inside valuable targets. With 29 scientists scattered throughout the compound, a flanking enemy group can quickly become a death knell to anyone making a run on the

monument. Unlike the scientist found at junk piles, the Military Tunnel scientist will engage players upon line of sight and remain engaged, rather than run away. They will also attack players upon hearing footsteps, explosions, and gunfire and call for back up. The scientists are also equipped with F1 grenades, visible on their hips, that they will lob at players. When engaged in combat, the scientists will take cover behind solid objects to reload, peaking, and charging you at the opportune time. They also retreat to heal themselves. Their AI is enhanced, and they will work together to protect each section of the Military Tunnel. Each scientist has a rare chance to drop one of their weapons, but most commonly, they drop green access cards, flares, scrap, medical syringes, pickaxes, and other miscellaneous items. Not only is it essential to bring the appropriate supplies and necessary gear, but understanding the general layout of the monument can prove to be critical. Players wishing to venture into the Military Tunnels will want to consider bringing a solid supply of food, water, medicine, ammunition, the proper key cards, and fuses. Most importantly, have a plan for going in and for getting out. It is highly advised to venture out to the Military Tunnel monument with a partner or small group. Players will face off with the intense radiation and improved scientists AI, while also having a high probability of encountering other hostile players waiting to ambush. The scientists inside the monument will often engage players well before players establish a line of sight due to the lighting conditions. Without this, certain areas of the monument will cause players to accrue high doses of lethal radiation. Inside the monument are numerous puzzles that require key cards of various colors and fuses. In addition to this, players will want to bring with them a significant amount of healing power, as time is not an ally when running the Military Tunnel. It can be accessed by foot, horse, hot air balloon, and minicopters. There are four exterior access points that players can enter and exit the Military Tunnel. Each entrance leads to a unique section of the Military Tunnel and carries with it unique challenges. Here are the four access points that players can potentially enter and exit the Military Tunnel through:. The main entrance, the real face of the Military Tunnel, has two rusted doors at the bottom of the large cement ramp. Be aware when approaching the area as there is a single sentry scientist pathing along the walkway just before the doors. The scientist can be difficult to see, but it is typically the first to be encountered at the monument. The scientist will engage with gunfire the moment line of sight is established and may also lob grenades. Just past the overhead walkway, the entry doors will be apparent. Entering from this point allows you to quickly access the Armory take an immediate right , where the first key card puzzle begins. The Shelter 4 Storage Exit is a cave mine with railway tracks leading into it, located directly to the left of the metal shack containing the recycler. The mine itself is well lit most of the way through with overhead lamps. Inside players will find metal, stone, and sulfur rocks along with loot barrels, loot boxes, and military crates. At the end of the tunnel, there is a locked door, which requires a green key card and the fuse to have been inserted and powered on from the inside. This entrance works when someone has activated the puzzle from inside, Then and only then will the green key card work on the door inside, which leads to the Shelter 4 Storage bay. The Primary Laboratory Exit Silo , is located directly behind the main entrance over the hillside. When approaching this area, there are many loot barrels and foot crates scattered across the rear exterior of the Military Tunnels. This can be a great location to build a base near for farming scrap and other supplies. A tall cement wall surrounds the silo itself. This exit point is tucked well into the rock face and appears as a large circular metal grate. Players should be aware when approaching this area, as they can see through the rusted metal grate but cannot shoot through it, even though scientists below can. Two scientists patrol this particular silo and will engage upon establishing a line of sight. On the bottom floor of the silo, there is a locked door, which cannot be opened from the outside. This door can only be opened by players from the inside, by pressing a large red button to the left of the door. Take note that once the door is open, it cannot be forcibly shut. Inside the cave, players can find metal, stone, and sulfur nodes. This will lead to the same door as the Primary Laboratory Exit Mine ; however, this approach can give a tactical advantage when attempting to engage the two scientists. Players will be able to use the walls and floor to peak an individual scientist, as opposed to engaging both from above where they will shoot simultaneously. Assuming the approach into the Military Tunnel will be from the main entrance, be warned that there is a sentry scientist positioned on the overhead walkway. This scientist will path back and forth and will engage players that are mid-way past the train cart. If players do not quickly kill this scientist, an additional scientist from the Armory will eventually rush outside to assist. This will cause additional noise that may call attention to the area. Be prepared for a fight just past the doors. Once inside the main entrance, the lighting will darken significantly. Keep an eye out to the left of the sandbags as you come in. This is important to note because going in any deeper will cause radiation to build up. However, if camping the entryway for unsuspecting players, you can have the advantage of wearing more protective

gear. Moving deeper into the tunnel, hang a hard right past the sandbags. There will be a couple of barrels and crates that can potentially spawn along the way. If the scientist outside was killed quick enough, there would be another scientist ahead. Sometimes the scientist will be roaming outside of the Armory. Inside the hall and to the right will be another metal bunker door. There is the potential for two loot containers to spawn in this room. Inside this room is the beginning of the first puzzle. A fuse box and timer switch can be found on the wall, This fuse box and timer switch will enable two different green key card doors, that lead to the same access point â€" the Shelter 4 Storage area. To start the puzzle, open the fuse box and insert a single electrical fuse. The moment the fuse is inserted, a red light will appear on the timer switch to the right. The fuse itself will begin to wear down, and after 3 minutes it will expire. Once the fuse is inserted, activate the timer switch to the right of it. This will enable the green access key card points in the tunnels and will keep them active for a total of 2 minutes. Be quick in navigating to the next point. If the allotted time expires, restarting this process will be required. Exit the Armory and follow the corridor that leads deeper into the Military Tunnel. Numerous blue scientists will be scattered throughout the corridors, so be prepared for a few fights along the way. Pick up and use the flares that scientists drop to help light up the pathway. There will be a specially designed train cart carrying a white spaceship fuselage. To the left of the fuselage and along the wall is a chain-link fence. There will be a section that has been cut out and allows players to pass through. Enter this cut out section or else continue forward and hook a hard left at the chain-link door. Some backtracking will be necessary if you skip the chain-link cutouts. In this area is a raised metal grate platform, with sheet metal lining the sides. On the backside of this platform, often behind a box, will be a single scientist patrolling the immediate area. Behind the box at the back of the platform will be a door, requiring the green key card and the fuse and timer to be still activated in the Armory. Once the green key card has been swiped, the Shelter 4 Storage door will open up and remain open for approximately 1 minute and 45 seconds. This door cannot be closed manually and will automatically shut after the time has expired. Activate the Laboratory switch so that it is in the on position. A green light will appear when successful. If the allotted time expires before reaching the next puzzle door, restarting this process will be required. This also involves going back to the Armory to reset the fuse and activate the timer, effectively restarting the whole process. A significant number of scientists patrol the areas between the green puzzle at the Shelter 4 Storage area and the blue puzzle at the Laboratory. Consider clearing these scientists first if before activating the timers if solo, as they can take a considerable amount of time to clear out safely. Once the switch has been activated, quickly head back out of the Shelter 4 Storage area to the raised metal platform. Look for the hole in the chain-link fence and head back out to the fuselage. Continue going deeper into the Military Tunnel, keeping the fuselage on your left. Ahead of the fuselage will be a few sandbag barricades. Be sure to approach them slowly, as multiple scientists are guarding a red train cart, which can contain up to four elite crates. These elite crates can re-spawn within 25 minutes if you decide to camp the area. Many players will enter the tunnels to get the elite crates and head straight back out simply. For those running the full tunnel though, it is a point of interest between the green key card and blue key card areas. Once the elite crates have been looted, exit the train car and proceed forward into the tunnels while staying alongside the right wall. Continue forward past three more train cars. In order for this puzzle to work, it requires the timer to be active from the Shelter 4 Storage area, which was locked behind the green key card puzzle. When there is a visible light on the card reader, swipe the blue key card. The door will remain open up to 30 minutes, and unlike the previous door, there is a red button on the inside that allows players to close the door forcibly. Once the scientist is dispatched, move to the door on the right wall, with a red key card reader. Below the key card reader is a timer, activate it then slide the red key card. The door will open for approximately 10 seconds, then automatically close. Once the scientists are dispatched, head into the far left room. Here you can find loot crates, military crates, and elite crates on two shelving units. There are no additional loot containers in these openly connected rooms. Inside this loot room, there is an exit door that leads to the alternative entryway for the Laboratory. There are no additional loot containers in the alternative entryway, but a single scientist does patrol the hallway. Inside the far right room of the Laboratory will be a second exit door. This leads out to another hallway with two additional scientists and two loot barrels. To open the exit door, press the red button on the left-hand side of the door. Be ready to engage the scientists upon opening the door. Once the scientists have been dispatched, there is one more exit door leading to the silo. There will be two scientists in the silo, so be ready to engage them. One of the scientists will patrol the staircase, while the other is almost always on the ground level. Push the red button on the left-hand side of the door to open it. Once the door is open, it will automatically close after 5 seconds. There is no way to open this door from the outside. In addition to running the internal

portions of the Military Tunnel, there are over 20 different loot barrels and food crates surrounding the monument. This makes a great monument to build a forward operating base near, allowing you to quickly farm components around the perimeter and melt them down using the recycler when needed. Dg is the founder and co-owner of Corrosion Hour, a niche gaming community established in focusing on the survival game RUST. He is an active and contributing member of numerous other RUST communities. As a community leader and server owner for over 15 years, he spends much of his time researching and writing guides about survival games, covering topics such as server administration, game mechanics, and community growth. February 20, February 20, February 19, February 20, February 19, February 19, Skip to content. Shelter 4 Storage Exit Mine The Shelter 4 Storage Exit is a cave mine with railway tracks leading into it, located directly to the left of the metal shack containing the recycler. The first door is accessible from inside the Military Tunnel and is located at Shelter 4 Storage area. The second door is accessible from the Shelter 4 Storage Exit Mines located outside. If there is a visible green light on the door, pull out the green key card and swipe it through the card reader. If the card reader does not have a green light visible, a new fuse will need to be inserted back at the Armory. Be ready to immediately engage a single scientist just inside the hall and to the left. Be ready to engage up to 4 scientists immediately in the openly connected rooms. There are two options for getting out of the silo itself. Follow the spiral staircase to the surface. Climb the ladder to exit through the mines, which offer a chance at additional loot. Summary In addition to running the internal portions of the Military Tunnel, there are over 20 different loot barrels and food crates surrounding the monument. Until next time, stay Rusty! About dg Dg is the founder and co-owner of Corrosion Hour, a niche gaming community established in focusing on the survival game RUST. Advanced tier puzzles are accessible once you've obtained a red card from Medium Blue puzzles. They provide better loot than Medium puzzles, and are the hardest to complete overall. Note: Puzzles are brand new to the game and subject to change. We'll try to keep this information as up to date as possible. Also, loot estimates are just that Red cards are found by solving Medium puzzles. If you have not yet completed any of these, check out our handy guide on how to complete all Medium Blue Puzzles. Unlike Blue cards, Red cannot be purchased at the outpost. That said, individual players may sell them at vending machines around the map. Scientist NPC's in tunnel. Protection needed 25 rad protection to flip all the switches in order to enter the main building The main building itself requires a Rad suit and at least one full water jerry can. View fullsize. Monument Puzzles: Advanced Red Solutions Advanced tier puzzles are accessible once you've obtained a red card from Medium Blue puzzles. This guide shows you how to complete each red puzzle, step by step. Where do you find Red Cards? Can you buy Red Cards? Red Monument Puzzle Solutions. Military Tunnels. Scientist NPC's in tunnel Protection needed 25 rad protection. Head to th

1999 bmw 328i interior
2008 honda civic coolant type
1996 dodge neon stereo wiring diagram

e right then look for a door marked 'Armory' on the right. Go down the hall, first door on the right, find a fuse box and timer place fuse and activate. Head back out the way you came and down the tunnel as it curves right. Look for the hole in the fence on the left, go through it and head left. Look for a door marked 'Storage' across the tracks. Swipe Green card. Keep heading straight till you see a Blue door on the right marked 'Laboratory'. Launch Site. Requirements 2x Electric Fuse Green Keycard Red Keycard Protection needed 25 rad protection to flip all the switches in order to enter the main building The main building itself requires a Rad suit and at least one full water jerry can. Go down the stairs and into a room on your left - flip that switch. Go over to the far side of this building, near the two blue containers. Exit that building and head to the large building, enter the red door on the right. Climb up and get loot. To get out make sure you flick the switch in this room.