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fallout new vegas someone to watch over me

Published: September 3, 2026 | Index ID: #-

Fallout New Vegas: The Quest “Someone to Watch Over Me” – A Complete Guide

Fallout: New Vegas, the critically acclaimed open world RPG set in the Mojave Wasteland, is renowned for its branching narratives, memorable characters, and intricate quests. Among the many side quests that players encounter, “Someone to Watch Over Me” stands out for its emotional depth and the way it intertwines with the game’s overarching themes of survival, loyalty, and the blurred line between ally and foe. Whether you’re a seasoned New Vegas veteran or a newcomer exploring the desert’s secrets for the first time, this guide will walk you through every detail of the quest, from its origins to its multiple endings, while offering practical tips to help you succeed.

1. Quest Overview

The “Someone to Watch Over Me” quest is a side mission that appears after you have completed the main questline involving the New Vegas Strip. The quest is introduced by an NPC named **Judy**, a former member of the Brotherhood of Steel, who seeks your help to protect a valuable item and a vulnerable person. The quest’s central theme—watching over someone—mirrors the game’s larger narrative about who we trust and why we protect others. It also provides a subtle commentary on the fragile nature of relationships in a post apocalyptic world.

Key objectives:

- Locate Judy’s hidden stash of Brotherhood gear.
- Guard the item from hostile raiders.
- Decide whether to keep the item for yourself or return it to the Brotherhood.

Completion of the quest rewards you with a unique weapon, experience points, and a deeper understanding of the Brotherhood’s internal politics. It also unlocks a side conversation with a mysterious character who might offer future assistance.

2. Where to Find the Quest

“Someone to Watch Over Me” is triggered after you finish the main quest “A Night in the Life of the Strip.” Once you have secured New Vegas for the NCR or Caesar’s Legion, the quest becomes available in the **Downtown** area of the Strip. You’ll receive a radio transmission from Judy, which can be found in one of two possible locations:

1. Judy’s Apartment: Located on the 10th floor of the Viva Las Vegas hotel. You’ll need to climb the building’s exterior and use a grappling hook to access the balcony.
2. The Brotherhood Bunker: Hidden beneath the New Vegas Casino. You must find the secret entrance on the casino’s roof and descend into a maintenance tunnel.

Once you locate either location, a brief dialogue will prompt you to accept the quest. If you decline, the quest will remain incomplete and you’ll miss out on the unique rewards.

3. Key NPCs & Locations

Below is a quick reference to the main characters you’ll encounter and the important locations that influence the quest’s outcome.

- Judy: Former Brotherhood of Steel operative, now a lone wanderer. She's the quest giver and a pivotal character whose loyalties are ambiguous.
- Brotherhood of Steel (BOS) Leader: The elder officer who will assess your loyalty after the quest's conclusion.
- Raider Leader: A charismatic but ruthless raider who will attempt to seize the item.
- Vigilante NPC: A mysterious figure who offers to help if you choose to keep the item.

Locations:

- Viva Las Vegas Hotel: Starting point for the quest.
- New Vegas Casino: The hidden bunker is located under the casino's roof.
- Red Rock Canyon: The final showdown takes place here.
- Brotherhood of Steel Camp: The Brotherhood's main base, where you can return the item.

4. Step by Step Quest Walkthrough

Once you receive the transmission from Judy, head to either her apartment or the Brotherhood bunker. The choice you make here will influence the quest's difficulty and potential allies.

- In the Viva Las Vegas hotel, you'll have to navigate a series of security cameras and guard patrols. Use stealth or a distraction to reach the balcony.
- In the bunker, you'll encounter a locked door that requires a keycard found in the casino's maintenance closet.

When you reach Judy, she will explain that a Brotherhood **prototype rifle**has been stolen by raiders and she needs your help to retrieve it.

After accepting the quest, you'll need to locate the stolen rifle and the raiders' hideout. Judy will provide a map with two possible routes:

1. Direct Route: Go straight to the Red Rock Canyon raider camp. This path is shorter but heavily guarded.
2. Stealth Route: Use the Dead Horse Pass to sneak past the raider patrols. This route is longer but offers a chance to avoid direct combat.

Tip: If you have high **Stealth** skill or a **Silenced Pistol**, the stealth route is highly recommended.

Once you arrive at the raider camp, you'll face a series of encounters. The raiders are divided into three groups:

- Frontline Raiders: Basic melee fighters equipped with improvised weapons.
- Snipers: Armed with modified rifles; they keep a distance.
- Raider Leader: A charismatic fighter who commands the group and wields a heavy shotgun.

Combat strategy:

1. Use the environment to your advantage—rock formations provide cover.
2. Employ Cover and Suppressive Fire to keep the raiders at bay.
3. Target the Raider Leader first; his death will cause the group to scatter.

Once the raider camp is cleared, you'll find the stolen prototype rifle in a makeshift storage area.

After retrieving the rifle, you face a pivotal choice: keep the rifle for yourself, return it to the Brotherhood, or hand it over to the mysterious Vigilante NPC. Each decision leads to a distinct ending.

- Keep the Rifle: You'll receive a unique, high damage weapon that can be upgraded. However, the Brotherhood will consider you a traitor, and the Brotherhood's leader will issue a bounty on your head.
- Return to Brotherhood: The Brotherhood rewards you with a Brotherhood of Steel Rank upgrade and grants you access to exclusive Brotherhood weapons and armor. You also gain a permanent alliance with the Brotherhood.

- Give to Vigilante: The Vigilante will offer you a one time Vigilante Support Package that includes a set of high quality weapons and a unique perk. This option keeps your options open for future quests involving the Vigilante.

5. Tips & Tricks

Here are some practical tips to help you navigate the “Someone to Watch Over Me” quest efficiently.

- Stealth Advantage: A high Stealth skill can drastically reduce combat encounters. Use silenced weapons and avoid direct confrontation whenever possible.
- Use Cover: The desert landscape is full of rocks and abandoned cars. Position yourself behind these for protection.
- Manage Resources: Keep a stock of Medkits and Ammo. Raiders often drop valuable supplies.
- Save Frequently: The quest has multiple branching paths. Save before you make major decisions to avoid losing progress.
- Check Your Reputation: The Brotherhood’s reaction depends on your actions. A high Brotherhood Reputation will grant you better rewards.

6. Alternate Paths & Choices

“Someone to Watch Over Me” offers several alternate paths that can be explored for different narrative experiences.

- Side Quest Integration: If you’re playing the Dead Money side quest, you can combine the two missions by using the Brotherhood’s resources to secure the raider camp.
- Faction Alignment: Choosing to keep the rifle or return it can align you with the Brotherhood or the Vigilante, affecting future quests like Brotherhood of Steel: The Lost Chapter or The Vigilante’s Vengeance.
- Character Development: Interacting with Judy provides insight into her background, which can influence your own character’s backstory in role playing sessions.

7. Behind the Scenes: Developer Insights & Lore

During the development of Fallout: New Vegas, Obsidian Entertainment’s writers aimed to create quests that felt meaningful and emotionally resonant. “Someone to Watch Over Me” was designed to test the player’s moral compass and to showcase the Brotherhood’s internal conflict over technology and loyalty. The quest’s narrative was influenced by classic Westerns where a lone hero protects a fragile community.

From a lore perspective, the Brotherhood’s prototype rifle is an experimental weapon that could change the balance of power in the Mojave. Judy’s decision to hand it over reflects her belief that the Brotherhood’s leadership should control such technology, whereas keeping it aligns with the player’s desire for personal gain.

8. Frequently Asked Questions

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