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Fallout 4 gun mods guide

Fallout 4 has an extensive manufacturing system when it comes to gun changes. It may be a little overwhelming at first, but understanding these basics and looking at some of our useful tips will bring you the weapon you've always wanted. The weapons can be modified in the armorybench, a unique design crafts bench, which will be able place from its simple design. You can find them in most settlements, and you can always create one if it is missing. These work works can also be found in the wild, so keep an eye out if you have itching to craft! Not everything is free when it comes to making weapons. For starters, you're going to have to have a weapon to modify. Many of the weapons you find in the wild will already have some modifications and you will be able to add or remove whatever you want in the making process. Some of the more common basic weapons you'll find include: For a complete list of weapons in their nude components, check out this list! Crafts are also very important for obtaining a weapon modified. Collecting scrap and all the useless junk actually has a purpose in Fallout 4. Take all your junk to a worktable and enter the item transfer menu. Use the menu option to transfer and scrap all junk into components. Glue is a rare but necessary component that is essential for the production of weapons. If you do not find enough tape in the wild, the decay of vegetable starch will provide you with an amazing five glue! Go to the culinary station and artisanal starch vegetables, placing three mutuga, three corn, three tata and one purified water together. Tips are also pleasant, but not necessary to make some of the more basic modifications. Perks that will help you modify weapons include: Gun Nut (requires 3 intelligence): Gives you access to rank 2, 3 and 4 cannon modifications, depending on the rank of pearl. Science (requires 6 intelligence): Gives you access to rank 2, 3 and 4 laser weapons modifications, depending on the rank of pearl. Kovacho (4 force required): Gives you access to rank 2, 3 and 4 meleee modifications, depending on the rank of pearl. Scraper (requires 5 IQ): Is this perk active to get better components when scrapped junk! Different weapons will allow you to modify different aspects of weapons, but they all fall into some or all of the following categories. Keep in mind that each weapon is different, so some modifications will not be available to all weapons. Affects disability and weight. Changes to this slot will make some drastic changes, but usually come as a compromise. Increase the damage, but increase the weight! It also affects things like bumper penetration, critical damage and firearms. It affects accuracy and range. Long barrels usually improve the range and while shorter barrels reduce range and improve accuracy and un freaking out. It affects accuracy. For pistols, expect better thigh accuracy, while rifles will accuracy. - It affects ammunition. This one's pretty straightforward. Small changes in weight and firing speed may be included. It affects accuracy and range. An improved view will not only change some of your statistics, but you'll also have some difference in the way you target an enemy in the action itself. More modern modifications will include target tracking and night vision. It affects the freak and the range. Different muzzle mods have different effects. Suppressors will reduce range and improve recoil, and also silence the sound level of your weapon. The shield will add to the damage, but they'll weed off. Compensators and muzzles break down, but reduce the range. Each weapon comes with its own set of values. These statistics are key to finding the weapon that suits you best. Most are self-inflicted damageAmnoFire RateAngleTaiCharingChaitValue that you have the basics down, it's time to create your own weapon! Looking for inspiration? Check out some of our modifications and see if they suit your style! Nickname: End Long Barrel Of HopeTai Magshore MagSort Night Vision RangeOnce you've found alien blaster, you'll be able to apply some powerful mods to make an already awesome weapon even better. Applying Long barrel will greatly increase your range, while Sharpshooter's Grip will slightly increase accuracy. Switch to The Fusion Mag (requires science! 4) to start using Ccll ammo, allowing you to use the weapon once alien blaster ammunition expires. You can also throw on a range of your taste! Nickname: Exterminating .50 receiverLong BarrelMarksman's stock quickly subtracting MagLong Recon RangeCompensatorUsing a sniper may be much more interesting when applying some of the higher mods to the weapon. First, try to find the legendary instigating sniper, which does double damage to enemies with full health. Or with the two-shot shotgun that allows you to hit two shots in a row. With that in mind, install .50 receivers for a different type of ammonium and increase errors, then throw it over long ported barrel and Sagittarius Warehouse for super freak. Add in a large quick subtraction Mag for better ammunition capacity and then select the range and final add-on to your liking. Nickname: Double trouble Advanced receiverLong as BarrelFull StockReflex Sight (Do)No MuzzleIf you get the most out of your weapon, you'll want to be legendary. Given that when it comes to the Two-Barrel Rifle, try to find the one with the explosive status. This will cause bullets to explode on impact, causing 15 points of damage. Add in the extended receiver for a big jump in damage and throw in the long barrel and full stock for a better respondent and range. Nickname: Whirlwind yes! Just a mod! This already powerful weapon gets even bigger when you add Stun Pack, an extra mod of causes damage and can even sside the enemy. Take it in the legendary form and it will be self Note that He's going to need science! 1 and forge 3 rank, c: English Edit Share This page lists all weapons mods in Fallout 4. The content is not detailed on this page. For details, please see the relevant articles. For weapons in other dropout games, please see Weapon mod. To view Fallout 4 content, please see Portal:Fallout 4. Weapons mods can be built from raw materials and attached to weapons in weapon working benches. There are over 700 fashions[1], which usually include sights, barrels, shares, receivers, magazines, etc. The gun nut is needed to create better modifications for weapons. Science! is used to create better changes for energy weapons and to create modern modifications for firearms with bullets. The blacksmith's steak is used to create better modifications for meleee weapons. Tips and modifications of weapons[edit source] Most firearms, including energy weapons, offer the ability to customize grip, receiver and vision, changing what advantages affect the weapon. An automatic receiver weapon receives bonuses from Commando Percy. A firearm with a non-automatic receiver and a pistol receives bonuses from a lucky pulk. Firearms with a non-automatic receiver and stock mod receive bonuses from rifles. The sniper only works with a non-automatic range weapon that uses a breath-holding mechanic. Adhesion mods create gun weapons, while stock mods create rifle weapons. This allows almost any firearms to be customized to suit the character of the player. Action Points and Software Mods[Edit | Source Editing] This section is based on research presented in YouTuber RedMage's[1] video: 4 VATA and AP Formula Solved! 10mm pistol The formula[edit source] Attack by V.A.T.S. uses action points (AP). There are three numbers that determine what AP costs are for each type of weapon modification: the base cost of the weapon, the AR multiplier of the weapon and the mod's AP effect, and they do so based on this formula: ap cost+ (arming gun x mod AP effect) Each weapon has a different base value of the action points it uses for a shot. For example, a 10mm goal receiver costs 21 AP per shot in the V.A.T.S., so its base value of AP is 21. Each type of weapon also has a multiplier that determines how much effect modifications have on AP of this type of weapon. Combat rifles, for example, have an AP multiplier of 1.75, while laser pistols have an AP multiplier of 1.25, meaning mods attached to combat rifles will have a greater impact on AP (up or down) than mods of laser guns. Finally, each mod has an AP effect, which is how strongly it changes the cost of AR. There are some common models for how strongly all types of pistols are affected, but is inconsistent. For example, the reflex view has a consistent effect -3 on all tested types of guns, but the long barrel module has an effect of +1 by 10 mm pistols, but + 4 of hunting rifles. Guns, and mod details[edit edit] known source of weapons Type base AP multiplier 10mm gun 21 1.4 Battle rifle 31.5 1.75 Hunting rifle 25.2 1.4 Combat 1.25 Laser cannon 21 1.25 Sample combat rifle (base price = 22.5; AP multiplier = 1.25) with reflex vision (AP effect = -3); 22.5 + (1.25 x -3) = 18.75 AP photo costs 10 mm Receiver Mods 10 mm Reception modules AP price multiple step values Basic: 21 (0: default) Light: 14 (-5) Heavy: 14 (-5) Heavy: 14 (-5) Heavy: 14 (-5) Calibrated: 21 (0) Tempered: 21 (0) Automatic: 28 (+5) AP Auto : 28 (+5) Hair Trigger: 18.5 (-2) Powerful: 21 (0) Tempered Auto: 28 (+5) Rapid Auto : 28 (+5) Calibrated Powerful: 21 (0) Hardened Piercing Auto: 30.8 (+7) Advanced: 18.2 (-2) Powerful Auto: 28 (+5) Barrels MODS ap multiple step values Short: 21 (0: default) Long: 22.4 (+2) 1) Long lighting: 28 (+0) Long gates: 22.4 (+1) Long light, port: 21 (0) Grip Mods price multiple step values standard : 21 (0) Comfort: 21 (0) Sharpshooter: 19.6 (-1) APs magazine price multiple step values Standard : 21 (0) Large: 23.8 (+2) Quick subtraction: 19.6 (-1) Large quick subtraction: 21 (0) Ballistic weapons[edit source] Energy weapons[edit | source] Weapon Slot Module AP Change Description Req Rank Base ID Laser Gun Capacitor Standard Unchanged Standard. No 0012ced Photon excites unchanged Improved critical shot damage and accuracy. No 001877f1 Beta wool tuner Unchanged adds burning damage. Improved range. None 001877f2 Reinforced capacitor Unchanged Improved damage. Reduced cartridge capacity. No 001877f3 Photon agitator Unchanged Superb critical impact damage, accuracy and ammunition capacity. Science! 1 001877f4 Gammavon emitter Unchanged adds better burn. Greater range and ammunition. Science! 1 001877f8 Maximized capacitor Unchanged Better damage. Science! 2 001877f6 Reinforced photon stirrer Unchanged Superior property and ammunition. Better accuracy. Improved damage. Science! 2 001877f7 Reinforced gamma wave emitter Unchanged adds better combustion. - Higher cartridge capacity. Better range. Improved damage. Science! 2 001877f8 Overpriced capacitor Unchanged Superior damage. Improved ammunition capacity. Science! 3 001877f9 Barrel Short barrel -10% None 0009983d Long barrel +10% Better range, improved damage, vision accuracy and freak. Reduced cartridge capacity. Poor fire accuracy. Science! 1 00091b5 Automatic barrel +25% Improved fire speed, range and visibility accuracy. Worse runoff. Reduced cartridge capacity. Poor fire accuracy. Science! 1 000997e9 Sniper barrel +35% Superior damage and range. Worse runoff. Poor ammunition capacity and hip accuracy. Science! 00099835 Improved short barrel -10% better damaged. Science! 1 001877e7 Improved long barrel +10% Better damage and range. Improved and freaks out. Reduced cartridge capacity. Poor fire accuracy. Science! 2 001877e6 Improved automatic barrel +25% Higher fire rate. Improved damage accuracy, range and accuracy of vision. Worse runoff. Reduced cartridge capacity. Bad hip fire Science! 2 001877e8 Improved sniper barrel +35% Outstanding damage. - That's great. Worse runoff. Poor ammunition capacity and hip accuracy. Science! 2 001877e9 Handle Standard handle -10% Standard. No 00099836 Comfort grip -10% Improved accuracy of res res and pelvic fire. 001877ea Sharpshooter's grip]] -15% Better accuracy of unhook and pelvic fire. Science! 1 001877eb A short amount of unchanged exceptional remarkable accuracy. You'd better back off and aim for ranges. Improved bash. No 00091b7 Full stock +20% outstanding visibility accuracy. You'd better back off and aim for ranges. Improved bash. Science! 1 00091f86 Shares of Markman +20% outstanding accuracy. Superb rea and aim for ranges. Improved bash. Science! 2 001877d Kyle stock compensation + 20% Outstanding visibility accuracy and response. Better target with ranges. Improved bash. Science! 2 001877ec Landmarks Standard attractions Unchanged standard. No 001877fa Improved sights -5% Improved focus and observational accuracy. No 001877fb Short range +30% Improved magnification. Higher accuracy. No 001877fd Reflex look -15% Better focus and vision accuracy. Science! 1 001877fe Medium range +40% Better zoom. Highest vision accuracy science! 1 001877ff Long range +50% Better zoom and visibility accuracy. Science! 2 000bdcf8 Short night vision range +30% Night vision. Improved magnification. Highest vision accuracy science! 2 00187801 Average night vision range +40% Night vision. Better magnification. Higher accuracy. Science! 2 00187800 Long night vision range +50% Night vision. - Higher magnification and spooky accuracy. Science! 2 001877ff Short deployment range +30% tracked targets. Improved magnification. Higher accuracy. Science! 3 002492b4 Long-term range +50% Tracked goals. - Higher magnification and spooky accuracy. Science! 3 00187802 Muzzle No muzzle Unchanged Standard No Beam Entire Beam Unchanged Splits beam into multiple projectiles covering a wider area. Poor accuracy and range. Science! 1 00020b01 Beam focuser Change Greater range, accuracy and freak. Science! 1 0000dcf9 Giro compensating lens Unchanged Superior defatant. Reduced range. Science! 1 000c38-extended amplify beam beam Without changing the projectiles of multiple projectiles covering a wider area. Reduced accuracy. - He's not 10. Science! 2 001877f0 Finely tuned beam focus beam Without changing range and accuracy. You'd better no. Science! 2 001877e Quantum gyroscopic compensating leaching disgrace Unchanged exclusive defendant. Reduced range. Science! 3 001877ee plasma gun capacitor standard capacitor unchanged standard. No 00100ae6 Beta Wool Tuner Adds Burning Damage. Improved range. ? 0019ecc5 Reinforced capacitor Improved damage. Reduced cartridge capacity. ? 0019ecc6 Photon exciter Improved critical impact damage and accuracy. ? 0019ecc4 Photon Superb critical damage. Better accuracy and ammunition. Science! 2 0019ecc7 Gamma wave emitter Adds better burn. Greater range and ammunition. Science! 2 2 Maximum capacitor Better damage. Science! 2 0019ecc9 Reinforced photon agitator Superior critical damage and ammunition. Better accuracy. Improved damage. Science! 3 0019ecca Boosted Gammaimat emitter Adds better burning damage. - Higher cartridge capacity. Better range. Improved damage. Science! 3 0019emx capacitor with superior damage mark-up. Improved ammunition capacity. Science! 4 001a8aaa barrel Short barrel -10% standard. ? 00127792 Splitter fires multiple projectiles. Improved damage. Poor accuracy. ? 0010d531 Automatic barrel +25% Improved fire speed, range and visibility accuracy. Worse runoff. Reduced cartridge capacity. Poor fire accuracy. Science! 1 00102b5c Sniper +35% Superior damage and range. Worse runoff. Poor ammunition capacity and hip accuracy. Science! 2 0010b9d6 Flamer barrel 30% flame-throwing fire conversion. Science! 2 0005e6d2 Improved short barrel -10% Improved damage. Science! 2 0019ecc0 Improved separation fires multiple projectiles. Better damage. Poor accuracy. Science! 3 0019ecc1 improved automatic barrel Higher fire speed. Improved damage accuracy, range and accuracy of vision. Worse runoff. Reduced cartridge capacity. Poor fire accuracy. Science! 30019ecc3 Improved Sniper barrel Exceptional damage. - That's great. Worse runoff. Poor ammunition capacity and hip accuracy. Science! 3 0019ecc2 Grip Standard grip. ? 00100ae7 Comfort grip Improves un freaking and thigh and fire accuracy. ? 00100ae7 Standard warehouse Outstanding remarkable accuracy. You'd better back off and aim for ranges. Improved bash. Science! 20011f7c Markman is extremely visible accuracy. Superb rea and aim for ranges. Improved Bash Science! 3 0005e6cf Recoil compensates the warehouse for exceptional accuracy and response. Better target with ranges. Improved bash. Science! 3 00108038 Sightseeing Standard. ? 00188a1a Short range Improved magnification. Higher accuracy. ? 001b6363 Reflex look Better focus and vision accuracy. Science! 1 00115ab9 Medium scale increase. Highest vision accuracy science! 2 001b6361 Long range Higher zoom and visibility accuracy. Science! 2 001b635f Short for night vision range Night vision. Improved magnification. Highest vision accuracy science! 3 001b6364 Night vision range Night vision. Better magnification. Higher accuracy. Science! 3 001b6362 Night vision range Night vision. - Higher magnification and spooky accuracy. Science! 3 001b6360 Short Reconnaissance Area Tracks targets. Improved magnification. Higher accuracy. Science! 4 002492ba Long Reconnaissance Range Tracks targets. - Higher magnification and spooky accuracy. Science! 4 001357cf Gamma gun Barrel Standard. ? 0014f6e6 Deep dish Better range and damage. Science! 4 0014f6e7 Grip Standard grip. ? 001889d3 Sharpshooter better freak out and precision of pelvic fire. Gun Nut 2 0014f6e8 Electric signal bearing antenna Hold fire to charge additional electrical failures. Science! 3 0014f6ea signal signal Better fire speed. Science! 4 0014f6e9 Melee weapons[edit | edit source] Other[edit source] Notes every time a new mod is built, the only survivor gets a little xp. Building the weapons replaces the current model attached to the weapon, the replaced mod weapon is stored in the inventory of character. The attempt to make a weapon modification, already present in the character's inventory, will apply the modification from the character inventory instead of using materials (no experience is gained). Mods stored in a workshop can be reused and will be available in all other locations associated with a delivery line. Mods can also be stored in containers. Each dismantled mod weapon has a weight of 0.5. Mods purchased by merchants can be reused an unlimited number of times on as many suitable weapons as you wish. The value of the resource for the weapon will reflect the addition of the modification. Codsworth and Paladin Danse will love it when the player's character creates weapons and Preston Garvey likes him. Unlike armor modifications, most weapons mods can't just be removed from weapons except for muzzle modifications. They must be replaced by an available or newly created modification before the desired mod is placed in the Sole Survivor inventory. If the sole survivor does not have the skills or resources to create higher-level mods, the fashion of an acquired weapon can be replaced with standard mods with fewer resources spent and no skills required. Each model can have up to eight qualities describing the degree of influence of modification on gun statistics. These qualities are always sorted in descending order in the modification description, ranging from a big bonus to a big penalty: Exclusive - Superior - Better - improved - (Standard) - Worse - Worse - Lower - Poor The Nuka-World supplement includes new gun meleee mods that include rockets (like the super sled) along with weighted and heating coil mods. References[edit] Source of weapons 4 Community content is available under CC-BY-SA, unless otherwise specified. Noted.

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