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Deus ex goty weapon mods

In: Deus Ex, Gameplay, Edit Deus Ex Item Share Comments Deus Ex, 8 weapon modifications available. Improve the characteristics of each weapon or add additional functionality to the weapon. Not all modifications are compatible with each weapon, as shown below. Weapon modifications [Edit | Source] property upgrade fixes can be installed on compatible weapons up to 5 times. Modifications that add weapon functionality can only be installed once. A correction summary of the actual effect property upgrade accuracy increases the accuracy of the difference between basic accuracy and 100% accuracy by 10%. Each clip upgrade increases the clip size to +1 (+3 for assault rifles). Reloading each upgrade reduces the duration of the middle part of the reload animation by 10%. Range Each upgrade increases the exact range of the correct hit weapon by 10% of the base correct range. This mode has no real effect on projectile weapons. Recoil reduces the base recoil per upgrade by 10%, reducing the total to 50% with 5 upgrades. Weapon function laser adds laser sight to switch. Laser field of view provides complete accuracy for attacker weapons (unless range is installed). Scopes add ranges that can be switched. When insensitive, heatscan weapons generate accuracy penalties and lose the laser's accuracy advantage. The silencer completely eliminates the weapon's firing noise. Compatibility [Edit | Editing Source] ✓ indicates that the modification is compatible with the weapon. ◊ Stealth Pistol already includes a range. * Stealth Pistol allows recoil modifications to the v1.000f gallery [Edit Source] Deus Ex Gameplay Deus Ex Entry Community Content is available in CC-BY-SA. 19 July 2010 at 19:30 #1 I just found the old good Deus Ex on my shelf and decided to play it. Anyway, I thought there might be a list of locations in the DX where weapon augmentation and augmented cans are placed, because I want my new hero to be well equipped for his adventures this time around. I checked out if I left nothing behind while exploring. Xp's list of hidden locations giving exploration bonuses doesn't hurt so Google didn't always help you find that just some exercises weren't completed this time. If you have a good index of important resource pool places in DX share dependence on others is a strong weakness but a force for the weak. Wisdom and Balance Lies Box, WL 2010 09:07 #2 You can check out DX Proximity Only Walk MyTheNightTerror and Myself - we both know their nature over time and are rather obsessive when it comes to exploring and collecting stuff. But there is no table - you have to read everything and extract the necessary information yourself. July 20, 2010 09:12 #3 July 20, 2010 09:48 #4 By Koki you suck on the internet. I found this after posting. In any case, there is no list of weapon mode locations. Thanks guys. Dependence on others is a strong weakness, but a force for the weak. Wisdom and Balance Lies Box, which know their nature over time. WL 26 July 2010 16:56 #5! Originally published on D'Juhn keeps Deus ex-weapon mode list Liberty Island 1. Range ---- Technology Sgt. Kaplan 700 2. Laser ---- broken generator 3. Clip 4. ---- the sunken cargo ship 5 in the air. Accuracy 6. The accuracy ---- gunter's prison outside UNATCO headquarters 7. Accuracy ---- Copperell Collins Office 8. The range is from Jacobson's False Floor Hell's kitchen ---- 9. Range ---- Smugglers (2100/700) 10. Clip ---- Mirror 11. Accuracy ---- MJ12 Sewer/Age Base (illustrated) UNATCO Headquarters 12. Recoil ---- mess room cabinet 13. Accuracy ---- Carter La Gardia 14. A large sewer leads to ---- 15 and re-air. Scope ---- Security Secret Room 16. Accuracy ---- box (figure) (see right red circle) 17. Range ---- Barracks Secret Room 18. Recoil ---- 747 Hanger Mechanic 19. The accuracy includes 20 747 hanger ----. Northeast Security Tower (21) ---- rebound. Clip ---- Broken Generator UNATCO Headquarters 22. 23 ---- desk. Mandry's bathroom will reload the room behind the bin ---- Hell's Kitchen 24. The accuracy is the top layer of the lit at 'ton 25----. Range ---- Smugglers (2400) 26. Clip ---- (1500) 27. Recoil ---- s Mirror 28. Clip 29. Accuracy ---- NSP HQ Cabinet MJ12 Base 30. Bot Maintenance '750 31. accuracy ---- mechanic. Range ---- Emery (32). Silencer UNATCO Headquarters 33. Rebound ---- MJ12 Helibase Amire (36) clips - Canal Road police officer (pictured) Accuracy ---- Boatwoman (750) 38. ---- the 600 39 in the system rebound ---- (400) 40. Laser - Canal Road Collapse 41. A cabin clip from the MJ12's apartment 42. Clip ---- faced Tong's Lab 43. Clip ---- Versace Lab. Security Office Hells Kitchen 44. Accuracy ---- MJ12 sewer base (illustrated) (this time instead the sewer pipe) naval base (45). Range ---- Naval Base Truck 45. ---- WPAF Ship 46. Laser ---- cargo 47. Silencer ---- Electronic Interpreter 49. Accuracy ---- Accuracy 50. Laser ---- rotating staff room subway station 62. Accuracy ---- Mechanic (750) 63. Range ---- 800 Knight Control 64. Recoil ---- 34500 colts (large barrel) large barrel 65. Range ---- Gold Bull 66. Recoil 67. Sci-Fi Extravaganza 68. Laser ---- C279. Water swimming missy sylom 80. ---- flooded area to the right of the sub-entrance. Committee ---- range 81. Silencer ---- Truck Area 51 82. Accuracy ---- Dead Soldier (Illustrated) 93. Laser ---- Dead Soldier (Illustrated) 94. July 27, 2010 09:56 #6 thank you very much - for the gray level! I was sure that if there is a good place to ask about too old games, it is a weakness for tlg others to rely on strength, but strength is a weakness in the early stages if you want to use a weapon of your choice, but you're not a fan of running through buildings (it's worth noting that the statistics provided below improve the accuracy of about 5 pts, but don't take into account silencers that reduce other statistics on weapons). Weapons can be customized from an easily accessible menu. You can upgrade each weapon. There are slots for specific expansions (suppressor, etc.). Upgrades can be purchased in stores or found in the gaming world. Pause at any time of the game and quickly customize your weapons in the mini menu. You can change the weapon mode when it is opened (it must be unlocked parts), turn on or remove the suppressor or change the ammo type. (It is also possible after holding the reload button on longer). The weapon can also be upgraded to a part that slightly increases the parameters: fire speed, strength or capacity. Note - It is useful to study this list and plan weapon loadouts from the very earliest days. Investing in crystals costs a lot of parts - even if you spend time collecting them, they won't be able to customize all your favorite weapons until the end of the game. At the same time, all custom weapons you don't use should be hidden in the lair of Jensen's apartment rather than for sale. A 10mm pistol and a 10mm pistol is one of the most common, though it is a very poor weapon. Throughout the game, you can see them lying around. In the early stages of the game, shooting is a basic skill - except for the enlargement of the protagonist, you can quickly see a big difference in the handling of the weapon, investing in a holographic spectacle. In any case, it is not a powerful weapon, and there may be problems with the stopping force until you do not plan to use frequent head shots (you can always use a strong weapon for a strong enemy). Nevertheless, after certain investments, combat rifles can be used during the entire game. In addition, installing range and semi-automatic mode allows you to use it from a greater distance. Use combat ammunition and ballistic ammunition. Available reconstruction: silencer, laser sight, hologram sight, 4 times range; Get the best stats available (fully upgraded and: D'Amage OutputAmmo Capacity Fire Accuracy RecoilReload Speed303853950305Revolver Safety can be found downstairs in Jensen's neighboring revolver - a greater alternative for the tactical shotgun described below, but impose certain restrictions on players. Use basic ammo and energy ammunition for shotguns; Available retrofits: silencer, laser sight; Best stats (fully upgraded and motorcycles); D'Amage OutputAmmo Capacitive Accuracy RecoilReload Speed85125125020 Machine Pistol Pistol, an alternative to the basic pistol machine pistol usually liked by various gangsters. It's a near-medium-range weapon, very common at first, but most of the time, you'll need to buy ammunition from the store, rather than be found on the street (this situation repeats itself almost throughout the entire game). It's hard to say whether this weapon will find the user: it can use full auto mode, or burst mode (3 shots). At close range, with constant fire, the machine pistol burns instantly through ammunition, sometimes even 100 bullets supply is a cake piece for this weapon. Nevertheless, if you don't enjoy other close range weapons, you have the worst choice. Use basic ammo and energy ammunition in mechanical pistols; Available reconstruction: silencer, laser sight, hologram sight; Best stats (fully upgraded and motorcycles); D'Amage OutputAmmo Capacity Fire Accuracy RecoilReload Speed32503060200Or Revolver Otar Gun You can get 300 credits for tech new store. You can get less than 0 credits (M3.14), or you can find it in Kohler's office on (M3.14), or before you type in 3.5. With the room door, you can find hanging shelves, guns behind the books. At the beginning of the game, it's an almost indispensable weapon for quietly removing enemies. It just knocked them out, without killing them. It only works at very close range (less than 100), but fails like a fly after a few seconds, regardless of whether the enemy is wearing gloves or not. Weapons are not so common, but in the early stages you can make basic weapons (after starting the game in Dubai, you can choose stun guns as part of your loadout). This weapon uses special stun ammo, which is also useful for temporary deactivation of certain robots. Ammunition is very common, and can be found during all the game. Using special sedative ammunition, this weapon has exclusive available modes: laser sight; Get the best stats (fully upgraded and: D'Amage OutputAmmo Capacity Fire Accuracy RecoilReload Speed15141503050Tranquillizer Rifle with a destruction wall behind the courtyard wall in northern Prague is another weapon to choose from during duba missions. But if you haven't acquired it, you can find it in southern Prague, in two different places, near a time machine, in a small outdoors behind a wall (which should be destroyed early using the ability, or weapons/grenades (M2.8); the second spot can be found north of Zelen in a small courtyard (M2.21) - a destroyed wall also exists, then go downstairs and be at the end of the corridor, on the mezzanine. A sedative amine rifle is a type of single-shot rifle with a useful scope for a greater distance, Sedative Rounds - The main selling point of this weapon is the type of ammunition as well as the bullet in the silencer. The advantage of using this instead of killing them? Nevertheless, regardless of where you hit him, each enemy needs a few seconds before he hits the ground. If he sees, he can be a cause for alarm. Overall, it's a pretty good weapon, but you should use it with caution. Amire is available for an upgrade, but the game world is "it". In addition, it works well at close range and is silent. Use special explosive ammunition. This weapon has several available modes: laser sight; Get the best stats available (fully upgraded and: D'Amage OutputAmmo Capacity Fire Accuracy RecoilReload Speed10035857040 Grenade Launcher Grenade Launcher is the perfect powerful weapon to take care of enemy groups. You can't upgrade in any way, but you can use up to four types of ammo depending on your current needs. Unfortunately, it's hard to find the main amount of ammunition for this weapon that traders don't offer a viable option - although a few of them have it, not to mention it's very scarce, expensive. Regardless, if you can save a place in stock, it pays to have this bad boy in hand, especially for tough situations. Grenade Launcher (Car Alarm Surveillance) Devastator Shotgun - When a unique weapon is heavily modified, it is not much different from a standard shotgun, but the stopping force is unrealistic, practically blowing everything into the wall with one shot. M72 missiles are the available ammo available from Mikael (M3.16) for about 5,000 credits. It does not allow modifications, and only damage output can be upgraded. Devastator is fully automated and is the only fire mode available. 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