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Fallout 3 best weapons

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This page is about unique weapons in Fallout 3. For unique weapons in other Fallout games, see Unique Weapons. There are several unique weapons in Fallout 3, of which there is only one weapon in the game world. Some are found in certain places while others are obtained as quest rewards. Unarmed weapons[edit | edit source]
melee weapon[editing source]
type of weapon from the location of the ant receives a knife bite when you complete the Supermanian Gambit mission. Give him the antagonist and the place suit for weapons. The nail education board found in clifftop straps inside smaller than two dies, in the hands of skeletons, under the bed. Butch's Tthpick Switchblade shipped by Butch DeLoria during a troubled Homefront effort. Electro-suppressor shock batons are found in the engine room during the demolition generator phase of the main attempt. Walk down the stairs and follow that corridor until you open to the big area. Take a sharp left in the open area, and then first left on the same wall you came from. Go to that room and then follow the small hallway and it will be on the table at the end. Fawkes's super sledge Super sledge Speak to Fawkes when he is taking you to the G.E.C.K. in Vault 87 and ask him to trade. Bill the manure obtained from tribal Croatoa (keeper of the fruits of Ponga at Ark & Dove Cathedral), with the child perk in the heart, or by passing the speech check after asking about his 'secrets'. Iron Tire Friend Highwayman was found on a shelf in a back room of Dominic and Machte's home in Canterbury Commons. Jack Ripper was found on the body of the second dead Enclave officer in the southern area of the cave after struggling to live in the Death Act shelter. The sword of chinese officer Shuk Jinguy is found in a sealed armory at the exclusionary outpost, which opens after completing the Anchorage Revival simulation in Operation: Anchorage. An automatic axe opening man found on a bed behind the supply plant in Pete Siliard close to a single steel iron. Enter the supply factory, then head east through the corridor. Turn north and continue until you get to the two exits. take the left . Continue through the crossing, climb the stairs, and eventually exit into a large room. The bed is on the left when you arrive. Okam's razor-bladed combat knife was found at Commander Jabsko at the Talon Company base in Fort Banister. The unique repellent wood obtained from Moira Brown at craterside supply in Megaton during the bayer land survival guide effort. A ritual knife was found in caves beneath the ritual site, stuck in the skull on the victim's desk near Krivbeknih, after starting blackhall's dark heart quest. Chinese officer samurai sword found in Zeta waste disposal area, accessible through maintenance level (which can be imported During the quest among the stars). It's in the southwestern area outside in a closet full of medical supplies slasher knives obtained during Lane's quiet quest if you decide to help Betty kill all residents of Tranquil Lane. The dog house is next to the abandoned house. A knife fighting Stabhappy has been found in an attack on Ward, a short distance east of the ruins of Bethesda. A pool-breaking sign is found on a pool table in the centre of Paradise Falls, next to roasted Ber near the entrance to the Eulogy Pad. The shredding axe is obtained from the pelican in the coastal Grotto by completing Safari Play. Mauler's automatic axe obtained from Everett during an unsafe working condition attempt once 80 steel irons are lost. The Sledgehammer hardliner is found in the Anchorage Memorial inside the utility room with a broken door. Enter the entrance to the Memorial Service on the East Side Memorial. At the intersection, turn left and this is your second door to your right. The door can be fixed by finding the door component, with repair skills of 35 or higher. No component of a repair skill of 95 is required to unlock it. A knife was found south of a turtle detention camp in the west of one of the yellow signs. It's behind a bush sitting on a wood box. Trench knife fighting knives found in a sealed armory at the exclusionary outpost after completing the operation: Anchorage. The Chinese officer's sword was found edging a vampire in a locked (hard) sword cabinet in Vance's room at meresti metro station. Small arms[editing]
type of weapon from the place of backwater gun lever action gun found on the shelf in a Chinese information bunker during the velvet curtain. Blackhawk Scoped.44 Magnum Obtained from Agatha upon completion of Agatha's Song by bringing her a sheet music book. You should use the bonus lecture option yes, anything you can afford. Magnum Domain Callahan .44 Magnum found in a hard-locked safe in the ruins of the Citadel if you choose to destroy it during an effort that dares win. Enter the opening at the bottom, head up the stairs and enter the chamber against the distant wall. Colonel Autumn 10mm 10mm Pethanche shipped by Colonel Autumn during the quest of living waters. A repeat of lincoln lever action rifles found at the Lower Halls History Museum. Climb the stairs into a room with several broken display cases, in the left corner behind the room will be a door leading to the Museum of History Offices. Once entered, go to the top of the stairs. Take a left and then go right to the end of the hall, through the prison door (very easy locked surface) and into a large room with turds. You'll find a staircase file in this room. Go through the hole in the wall and you'll see the body in the left corner behind the room A dead attacker on the ground and a show file with a Lincoln repeater found himself safe next to his seat inside the first painless hunting rifle in Dave's office at the Dave Republic Capitol. Special dave key is needed to unlock safely. You can pickpocket Dave to find the key, you can attempt election day onstwhile to get it perfect, or you can get it through conversation options and speech checks if you're trying you should shoot 'Em in the head.' Revolver Paulson Scoped. 44 Magnum is found on Paulson's body, should he die during the events that occur in Zeta's motherhood. The perforated intrusion obtained from Everett during an unsafe working conditions attempt once 90 steel shengs turned on. Reservist sniper rifle carried by Drifter at Dickerson Tabernacle Chapel. Sydney 10mm Ultra SMG 10mm SMG shipped by Sydney. This can be obtained by killing him, letting him die during an attempted theft of independence, or finishing the effort and then giving him a note from little Moonbeam's father. A sawing shotgun off the Kneecapper carried by Ronald Larne in Girdershade. A terrifying shotgun fighting shotgun carried by Jack Smiling, an attacking businessman at Evergreen Mills. The sniper rifle victory found inside a locked (very hard) closet in the sniper strap overlooking rockbreaker's latest gas from the hill to the west. Wild Bill's Sidearm.32 pistol Found in the Pitt steelyard, close to Wernher's hideout, on the corpse of Wild Bill. The Xuanlong Chinese assault rifle was found on Prime's body in a canteen near the jury street metro station. Prime didn't spawn until Jiggs' looting ended an namless attempt. Zhou Rong v418 Chinese postcards found in L.O.B Inc., behind a very hard locked door, in the CEO's office about on his desk. The file key is inside his desk. The big gun [editing | editing source]
type of place weapon Eugene Minigun obtained by completing the Rangers Rail quest and asking for it as a reward, either by pickpocketing or killing bricks at the Statesman Hotel or Combining Ranger. Burnmaster Flamer Found in Franklin Metro utility, beneath Falls Church/Mason Dst Metro. Navigate the utility to where the tunnel goes down into the water. Go into the water and then go through a broken passage in the tunnel to the left. Swim to the right and climb the ramp. Continue down the corridor full of radioactive barrels. Lies at the end of the tunnel. Unmanned is a former Canon B drone found in a weapons lab, where you can spawn brahmin for drones to kill. Enter the room and kill drones for weapons. This item is listed as unique, however, two of them can be received. Where you find the listed drones, there will be another close-up that also drops weapons. Experimental MIRV fat man found in National Guard warehouse armory bunker, finishes quest Keller Family Refuge. The Maiden launcher rocket is found in a weapons storage room inside Fort Independence, near the map center on the lower floors of the lower levels. Gatling Laser Precision Gatling laser carried by master armory during Who Dare Wins, inside the reptile armory mobile base at Adams Air Force Base. A fast torch flamethrower is found on a counter at the Adams storage facility, slightly south of the mobile base reptile. Slo found flaming burns on the upper level of the southeastern part of the base of the platform set up inside the mobile base crawler during who dares win. Gatling Laser's revenge found in or near a pool of blood in the southeastern corner of deathclaw shelter, west of Paradise Falls near Potomac, and southwest of Fort Constantine just next to kb5 broadcast towers. Energy Weapons[Edit | Edit Source]
Fallout 3 is a unique weapon of community content available under CC-BY-SA unless otherwise noted. This page lists all weapons in Fallout 3. The contents on this page are not fully described. For more information, see the relevant articles. For weapons in other Fallout games, please see the weapon. For an overview of fallout 3 content, please visit the Portal:Fallout 3. Myth - Damage: This information comes straight from G.E.C.K. and shows damage caused by a click of the mouse/trigger. For most small guns, that's a bullet, but for a shotgun it's a single shell (containing a few small bullets), and for galling lasers it's a single beam. This stat is more useful for comparing semi-automatic weapons like rifles, where you can see the full damage caused by a single shot, no matter how long it takes to load and fire the next one. - Damage per second: Maximum cyclic damage collides in a second, expressed as fire time damage rate. Weapons that need to reload each damage shot per second shown including reload time, all others show stable rates without reloading. L-Fire Rate: Maximum cyclic number of photos/attacks per second, regardless of reload. - Spread: This is the Min Spread stat from the G.E.C.K. (the Spread stat is not used). It refers to the accuracy of a winning weapon. 0 means that the weapon could potentially fire quite directly, if the position, weapon skill, and weapon status are desirable. Anything above 0 means that shots may be diverted from the center by that many degrees regardless of stance, skill, or status. - Critical odds are twice as many: twice as many as applied to your character's critical hit chances. This change applies to each individual attack you take (as per 5mm bullet fired from your minigun). For example, if your character has a critical hit chance of 5%, and your weapon uses crit% MULT of x2, then each shot has a 5% x 2 =10% severely hit chance. for automatic weapons (assault rifles, SMGs, miniguns, Crit % Mult stat in the G.E.C.K. is divided by the G.E.C.K.'s Fire Rate stat, hence the very small multiplier for automatic weapons. This is done to compensate for the number of clean bullets being fired. Note that single-attack V.A.T.S., with automatic weapons, is the only check for critical impact once. use damage bonuses for all bullets in such an attack if a critical hit is carried out. - Critical impact damage: The amount of damage that is added when you score a critical strike. The more specialized sneak attack critical deals are twice as common critical strike damage. - Action Point cost: The amount of Action Points used per shot in V.A.T.S. - Area of effect: The blast radius of the explosion in units of measurement displayed in the G.E.C.K. - Durability: This is the maximum number of times a weapon can attack/fire from full health before completely breaking. - Ammunition used: the type of ammunition that the weapon uses. - Magazine capacity: Maximum weapon ammunition capacity. Photo per reload: The maximum number of possible photos from a full magazine. - Weapon weight: The weight value of the weapon is applied to encumbrance. - Value of weapons in hats: the base value of the weapon in the hat. The amount of resale is affected by Barter's skill. - Value-to-weight ratio: The value ratio of the base weapon in the warhead to the weight of the weapon. Unique weapons are highlighted with a darker background. The guns are influenced by Gunslinger. 13- The weapon is off. [?] is a domain weapon. Gun [Editing | Edit Source]
featured unique weapons with a darker background. The guns are influenced by the commando. 13- The weapon is off. [?] is a domain weapon. Shotguns[edit | edit source]
unique weapons with a darker background are highlighted. Saw pellets are influenced by Gunslinger. All other shotguns are affected by the commando. Sub-machine guns[edit | edit source]
unique weapons with a darker background are highlighted. SMGs influence Gunslinger. Large arms[editing]
direct fire [editing | source editing]
unique weapons with a darker background are highlighted. Area-of-Effect[edit | edit source]
Unique weapons are highlighted with a darker background. The area of the crit % modifier weapons effect of 0, which eliminates any chance of hitting them severely. Energy weapons[editing]
energy pistols[edit]
source edit]
unique weapons with a darker background are highlighted. Energy rifles are influenced by the Perk Musketeer. Energy guns[edit | edit source]
unique weapons with a darker background are highlighted. All energy guns except the Tesla canon are affected by commando perk. Explosive[editing | editing source]
Placed [Edit | Edit Source]
AoE Base ID Mine Bottlecap 1+500 155 0.31 256 35 14.31 0.5 75 1 50 0000433a Creeve Mine 1 0.47 0.47 210 35 0.03 0.5 25 50 xx006f0 Stun &np; freeze for 3s Frag mine 1+100 47 0.47 192 35 2.89 0 5 25 50 0000433c Plasma mine 1+150 71 0.47 192 35 0.5 50 100 0000433d Pulse mine 1+10 5.17 0.47 450 35 0.31 0.5 40 80 0000433e +200 to robots Thrown[edit | edit source]
AoE Base ID Cryo grenade 1 0.65 0.65 250 24 0.04 0.5 50 100 xx002a71 Stun &np; freeze for 3s Frag grenade 1+100 65.6 0.65 450 24 4.21 0.5 25 50 00004330 Nuka-grenade 1+500 +2 /5s 275 0.65 328 24 20.95 0.5 50 100 00004342 +100 Plasma grenade 1+150 98.5 0.65 450 24 6.29 0 5 50 100 00004332 Pulse grenade 1+10 7.17 0.65 450 24 0.46 0.5 40 80 00004331 +200 to robots Melee Weapons[edit | edit source]
Bladed[edit | edit source]
Unique weapons are highlighted with a darker background. Melee damage has doubled in the V.A.T.S. Blunt[Edit | Source Edit]
Unique weapons with a darker background are highlighted. Melee damage has doubled in the unarmed V.A.T.S.[Edit | Source Edit]
unique weapons with a darker background. Unarmed damage is double in the custom-made V.A.T.S weapon[edit | source edit]
used weapons[edit | editing source]
cut off content/not in the game[edit | edit source]
unique weapons with a darker background highlighted. Melee and unarmed damage in V.A.T.S. non-player double weapons[editing | editing source]
See: Fallout 3 Non-player weapons concept artistic weapons[edit | editing source]
These weapons were made into concept art but never made to the base of Fallout Powered 3: Cryolator Mason Jar Mining Piggy Bank Grenade Air Hammer Gun Notes[Edit | Edit Source]
Base damage from these weapons, both unique and non-unique may be changed due to specific add-ons in perks, such as Pete Fighter, Top Defender and Xenotech Expert. See also [Edit | Edit Source]
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