

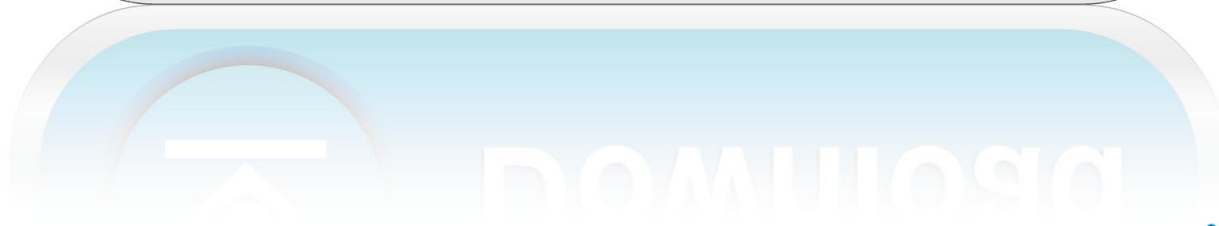


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Specialisation of trade hubs Independent trade hub: + anomaly chance in already explored systems.. Pirate Trade Hub: Exclusive to Nihilistic Acquisition +piracy to adjacent border systems, +credits dependent on piracy level.

+ piracy chance +small increase in credits The independent traders often come back with wild stories of strange things they've encountered.. Karg Redeye hereby given permission to raid UNE space - Seen painted on the side of a Gantulli gunship, Terra Nova system.

Stopped those raiding fleets cold But when the Tyznn came heavy, we learned the hard way that it wasn't invulnerable.

Bos'puuk Station was a stellar bastion, constructed during the closing stages of the Tyznn Conflict.. While garbage removal mods for Fallout 4 already exist, GenghisKhanX's requires you physically approach and engage with each pile of trash yourself, which in turn lets you harvest whichever.. The half of them that aren't part time pirates do anyway - Sevat Calgar, Voon Tech Trader.. NEED HELP WITH INSTALLATION? If you need help with installation or you have mod suggestions for our future mod list updates, please join Ultimate Immersion's Discord below.

Space Stations and System stations need some love imo Range of hubs is determined by size of station, not number of hubs.. Base weapon hub has 4 small turrets Starhold adds 2 medium turrets, next stage adds 2 large, and 4th stage adds maybe a spinal mount to the hub.. 68 core mods and Ultimate Immersion PRC ENB preset to make your game look incredibly beautiful and renewed.. Anyone have a copy of Upgrades from the Commonwealth? The successor to the original Mod Piracy with more enforced rules.. Upgrades From The Commonwealth Mod DownloadSpecialisation of defence hubs Weapon hubs can be specialised into Kinetic, Missile, or Energy depending on focus of RP or player choice. e10c415e6f