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Rimworld combat extended mod

Edit Share This wiki contains information about Fighting NoImageAvailable extended mod for Video Games Rimworld. Combat Extended adds a wealth of new features to the game, many of which are not immediately apparent. This wiki is dedicated to providing easy access to information about the basic mechanics of the mod, as well as information about weapons, ammo and more. Check out the main categories below. To contribute, read it first. Community content is available under CC-BY-SA, unless otherwise stated. Combat Extended completely reconstructs the fight. It adds a whole new shooting and melee mechanics, inventory system and balances the health system. Requires a new Save Shooting Projectile rebalance: The vanilla percentage on the shooting system is completely gone. Instead, CE uses a ballistic model where bullets fly along trajectories and intersect hitboxes. The extent and damage was completely balanced. No more robbers shrugged off dozens of rounds or cut out guns. Weapons will dominate in their assigned role and range bracket. Rifles excel at mid-long range engagements, MG's are good at suppressing the area and shotguns and SMG are lethal in close proximity. Bullets track their height as part of their trajectory. When hitting a pawn it will affect where the bullet hits, i.e. someone crouching behind sandbags can only be shot in the head, so make sure you wear a protective helmet. New mechanics: Weapons can switch between different targets and fire modes. Pawns will cringe in battle when they don't move, making it harder to intervene. Projectiles create suppression at almost misses. As suppression accumulates, pawns will run for cover (even against orders) and have significantly reduced accuracy. If suppression reaches the critical threshold pawns will hunch up in panic and become completely unresponsive. Ranged weapons require ammo* and can switch between different types of ammo such as armor-piercing and high-explosive rounds. * Switchable menu options melee new melee system: New melee stats: critical hit and parry chance. Critical hits produce different effects depending on the source of the attack: blunt weapons will stun opponents, sharp weapons have twice as much armor penetration and animals cause knockdown. On a successful parry, the defender's weapon/shield will absorb the attack. Unarmed parries do half the damage. A pawn can only parry a limited number of times, depending on his melee skills and attack speed. Parries can roll for a critical hit turn into a riposte. If successful the defender gets a free non-critical hit against the attacker. In combat, critical hit and parry chances are compared to opponents to determine the final chance to hit. Don't expect your level 1 fighter to parry level 20. Various melee weapons provide bonuses on crit/parry/dodge. Dodge was balanced. Armor armor balancing: vanilla based armor system is gone. CE replaces it with a model based on the protrusion, where projectiles have an armor penetration that determines whether the bullet penetrates and how much damage it is reduced. The rifle bullet will go right through the synththread park, but will completely fend off the legendary power armor. Shields: The new shields provide additional fire protection in the range. Basic melee shields can be made for forging and will block darts, research machining allows access to modern ballistic shields with better coverage and protection against shooting. In the melee, shields increase parry chances. Equipment shield grants penalties to the melee to hit the chance and accuracy of shooting. It also prevents the use of two-handed weapons such as rifles, longswords and spears. Inventory inventory system: Pawns can pick up different items and carry them in their inventory for easy access. Load capacity is limited by weight and volume. High weight negatively affects the speed of movement. Bulk can be increased by equips tactical vests and backpacks, but will have a negative impact on the speed of work. Most clothes won't add up to bulk while wearing them, but some are very heavy and/or bulky, such as armor vests. If clothing has a worn bulk stat, it will increase en masse that much when worn. Loadouts: By default, colonists will only pick up ammo for their equipped weapons. Colonists can be assigned a line. Loadouts contain a list of things a colonist should automatically keep in his inventory, such as meals, ammo and sidearms. Colonists with loadouts automatically erase their stock of excess items and pick up everything they lack. Use them to automate the stroke of ammunition, grenades and other consumables. Medical body part balancing: RNG death on the downed was banned. No more wimpy visitors who die from one squirrel bite. The coverage of body parts has been overhauled. Hull shots are significantly more likely to hit a vital organ. The limbs are generally tougher. The rate of bleeding of internal organs is significantly higher. Someone shot in the heart or lungs will only have a few hours before bleeding and requires immediate medical attention. Internal organs continue to bleed when they are destroyed. Stabilization: Pawns can use a drug to stabilize bleeding. Requires one drug for a stabilized pawn. Stabilization temporarily reduces the rate of bleeding of all wounds on the pawn and eventually wears off. Stabilizing a badly injured colonist can buy you time, but it won't save you unless it gets the right treatment. Missing parts and internal injuries are harder to stabilize than external bleeding. The amount of reduction depends on the drug used and the skills of the doctor. Don't expect a guy with 2 doctoral and herbal medicine to stop a destroyed lung from bleeding. Supported CE third-party mods come with built-in support for a number of popular third-party mods can be found here. Page 2 This repository space archived by the owner. Now it's read-only. Check out the 34 Star 129 Fork 127 You can't perform this action at this time. You're signed in with a different tab or window. Reload the session. Sign out on another tab or window. Reload the session. We use optional third-party analytics cookies to understand how GitHub.com to create better products. find out more. We use optional third-party analytics cookies to understand how you use our websites so that we can improve them, for example, if they are used to collect information about the pages you visit and how many clicks you need to complete a task. Learn more on November 1, 2020, at 16:43:16 Welcome, Guest Theme Author: [1.0] Combat Extended - 1.8.2 CE Melee released (17.11.2019) (Read 650586 times) This mod can also be found on GitHub[github.com], as well as earlier versions. You can join us on Discord. [discord.gg] Combat Extended completely reconstructs the fight. It adds a whole new shooting and melee mechanics, inventory system and balances the health system. Requires a new save and cannot be deleted from existing saves. FeaturesShootingProjectile rebalance: Vanilla percentage based sensing system is completely gone. Instead, CE uses a ballistic model where bullets fly along trajectories and intersect hitboxes. The extent and damage was completely balanced. No more robbers shrugged off dozens of rounds or cut out guns. Weapons will dominate in their assigned role and range bracket. Rifles excel at mid-long range engagements, MG's are good at suppressing the area and shotguns and SMG are lethal in close proximity. Bullets track their height as part of their trajectory. When hitting a pawn it will affect where the bullet hits, i.e. someone crouching behind sandbags can only be shot in the head, so make sure you wear a protective helmet. 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A pawn can only parry a limited number of times, depending on his melee skills and attack speed. Parries can roll for a critical hit turn into a riposte. If successful the defender gets a free non-critical hit against the attacker. In combat, critical hit and parry chances are compared to opponents to determine the final chance to hit. Don't expect your level 1 fighter parry level 20.Different melee weapons to provide bonuses crit/parry/dodge. Dodge was balanced. ArmorArmor Balance: The vanilla percentage based armor system is gone. CE replaces it with a model based on the protrusion, where projectiles have an armor penetration that determines whether the bullet penetrates and how

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