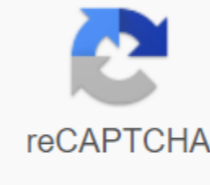




I'm not robot



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Max settlers in fallout 4

For accommodation in Fallout 4, see Fallout 4 player accommodation. In Fallout 4, Sole Survivor can build and manage its own settlements at various sites throughout the Commonwealth. The new workshop interface is used to create and connect prefabricated structures as well as individual parts (walls, floors, roofs, etc.), allowing the player's character to build their own base (s) at will. The contents of the show OverviewEdit Once built, these settlements can be configured widely. Inside buildings and structures, furniture, decorations and lights can be placed for aesthetic purposes; Outside of these structures, the player's character can plant crops, create water and food sources, and usually the defensive needs of their new settlement. To accumulate resources for their calculations, a player's character can opt out of most of the interactive inventory items. Once the settlement reaches a certain size and/or the player's character gets the necessary perks, they can invite others to set up a store on their base by building unique resources such as a trading post that adds the NPC vendor stocking some of the game's best items. In addition, supply lines can be established between settlements to exchange resources and supplies between them. Settlements require constant maintenance with the NPC, usually more basic functions such as harvesting. However, without this crops will fail, and over time the equipment will require repairs. The player's character will have to use the workshop and have the necessary debris to complete the repairs. Approaching a damaged or failed item in workshop mode, the player's character will be offered a choice to scrap/repair the subject. Most of these sites are available during Minutemen quests; however, others will require visiting them and completing location-specific quests. Settlement sitesEdit All possible settlements in the base game, except Home Plate, which does not have most settlement options, except for add-ons there are 37 detectable/unlocked settlements with a total of 30 in the base game, one in Automatron, four in Far Harbor, one in the Vault-Tec Workshop and one in Nuka-World Supplement. Most of them are obtained by completing the purpose of killing hostile/residents in the area and then opening a workshop. SettlementsEdit ReviewEdit questsit the Only Survivor can purchase various radiant quests from various settlers. After joining the Minutemen, these quests are also obtained when talking to Preston Garvey or listening to Radio Liberty. These quests involve fulfilling various purposes for settlers, from destroying a nearby raider gang to repairing a damaged generator. Completing these quests is the main way to acquire new settlements, and Provides a constant supply of busy to earn caps and XP. Recruiting SettlersEd See also: Fallout 4 Expert Merchants Throughout the Game. There Are NPCs that are not available as followers but can be persuaded to join a property settlement, provided that the requirements are met. Gun Nut allows you to create more advanced protections. Scientist (in different ranks) is required to create various advanced power structures and defense. The local leader allows the settlements to be connected by supply lines, separating many of their resources. Rank 2 nonsense is necessary for suppliers of kiosks and craft stations. Cap Collector Rank 2 is an additional requirement for non-medical level 3 stores. Medical rank 1 is an additional requirement for all medical stores. Armor Rank 1 is an additional requirement to create power armor craft stations. See: Fallout 4 Settlement Objects During nuka-World Supplement. Sole Survivor has the opportunity to lead three raider groups included in the expansion (Operators, Apprentices and Package) and capture settlements through violence. These captured settlements are called raider takeovers and will be populated by members of the raider group that helped capture it. Although they will no longer be called the characters in the game, these outposts are settlements for the purposes of achievements and trophies. The differences between the Minutemen settlement and the raider outpost are few, but significant; For example, you can lead raiders to seize other settlements, extract tributes from Minutemen settlements, and make other settlements your vassal states. In addition, captured and intimidated settlements will pay Sole Survivor in caps back to their base in Nuka Mir. After Power Play however, regardless of the raider group has been betrayed, and any outpost they control will no longer pay homage after the quest. This will begin cleaning the house where the lone survivor must destroy enemy outposts. However, it is no longer possible to travel quickly to these outposts. Get out there the old-fashioned way and eliminate the Raiders. To create a raider outpost, the player's character must talk to Schenk. They will then be given the opportunity to take over a new outpost or intimidate the settlement to supply nearby outposts. Both jobs will allow the use of violence or intimidation. When violence is chosen, the player's character is joined by three gang members of their choice and they must kill or maim the settlers and back them up the Minutemen. Intimidation can be used in settlements with non-random NPC settlers, where the player's character may threaten or bribe residents. Take care when creating the first Raider outpost, as it will drop Preston Garvey's affinity to the lowest level, even if it is not present. It is therefore recommended to set him aside from any desired settlements before setting up any raider outposts or becoming a hunt in Nuka Mir before he becomes Minutes. It is impossible to establish a supply line two raider outposts, but all raider outposts are automatically connected to each other, so it would be unnecessary. It is also impossible to establish a supply line between the raider's point and the usual settlement, so a separate supply of building materials will be required for raider seizures. In order to convert the outposts back into Minutemen settlements, you will need to kill all the raiders on this outpost. If the raiders go hostile, then the turrets will also go hostile as well. Keep in mind that once all the raiders at this outpost are killed, The Only Survivor will be declared an enemy for the Nuka World Raiders, thereby losing control of all outposts and failing to have any incomplete Nuka-World raider-related quests, starting the Open Season, a quest where Lone Survivor must perform a Nuka-World Raider Gang leader (Nisha, Mags Black, William Black, and Mason) in order to end slavery needs and dependency. Each need will also depend on other necessities; i.e. people need water, food, beds and protection to live and prosper. PeopleEdit Home article: Settler (Fallout 4) Settlement Population. People are required to collect from resource units and human objects Sole Survivor builds. Each settlement has a maximum default population of 10 settlers plus each point charisma character has, which has a base maximum of 21 (10 from alignment and No.1 from bobblehead) before factoring in the additional charisma of armor and consumables. A beacon is usually required to attract more settlers, but can send comrades to settlements and can dial a few characters, are not companions to join, as an alternative, settlers can be told to move out of an already populated settlement. The pharmacists will continue to rely on the population of the settlement, but only on the one from which they were sent. Increasing the population and reducing happiness will increase the arrival time of new settlers through beacons. If more than four settlers were not assigned to the reservist, the settlers would not arrive on their own. Additions: Water, Food, Beds, Defense, Beacon FoodEdit Home article: Food (Fallout 4) How much food the settlement produces. Increases due to the placement of food resources. Every 24 game hours, regardless of the timer for the food resource that will manually collect the player's character again, and subject to the minimum passed in real time, each food resource assigned to the farmer over the needs of the population will generate approximately 0.75 food of the same type for each unit produce food of this type to be added to the inventory of the workshop settlement. The exact type of food produced depends on the settlers' preferences for types (such as tato). The figure of 0.75 is influenced by the settlement of happiness and the presence of brahmin. Food will not be produced automatically in any settlement whose workshop contains more than 10 food items (including goods that cannot be produced from settlement resources such as meat, gum drops, etc.). This production limit increases by 1 per capita. Addition: people, water. The harvest will die without water. WaterEdit See also: Cleared Water (Fallout 4) How Much Water Can Produce a Settlement. Single pumps produce a small amount of water; large-scale water production is possible, but large pumps and cleaners (both normal and industrial class) require materials, energy and a body of water in which to operate. Every 24 hours, subject to minimal real-time excess, the settlement, regardless of population, will produce approximately 0.75 purified water per unit of water production beyond the needs of the population (if any). This water will be automatically stored in the workshop of the settlement. The figure of 0.75 depends on the settlement of happiness. Water will not be produced automatically in any settlement whose workshop contains more than 5 beverage items (including items that cannot be produced from settlement resources such as dirty water, alcohol, etc.). This production limit increases by 1 unit for every 4 units of the settlement population. In survival mode, hand water pumps (only) can be used by the player's character to quench your thirst and convert empty bottles into purified water. Water pumps and cleaners, both large and small, are subject to damage during raids and may need to be repaired in the event of an attack. Dependencies: Power (only with water purifiers and pumps), PowerEdit See also: Generator (Fallout 4) Generated energy is used to work everything that needs electricity, including lights and protective towers. Power is needed for some towers, traps, lights and pieces of furniture. The generators are wired. Each wire costs 1 copper block, regardless of length. Distance is limited, and large networks may require pylons and relays, or multiple generators. Repairing generators after attacks, they are the main target of dependencies; n/a DefenseEdit Measures obvious defensive settlement improvements based on settlement buildings with defense ratings. Only protection built in the workshop is provided; Mines are not counted in the settlement defense ranking, even if they can capture attacking forces if the player's character is also present. Some creatures that can be captured using cells (best in the Wasteland Workshop) also add to the defense rating such as deathclaws and yao guai. Defensive range from fortifications, which require the appointment of a settler as a guard, to autonomous towers (small towers operate at their own capacity, while larger ones require separate power sources), as well as an assortment of traps. Settlers can be provided with weapons and ammunition and arrive in settlements on their own. As long as they have at least one piece of ammunition in their inventory, they won't run out. The settlers themselves do not contribute to the defence rating, but rather well-armed settlers will better repel attacks if the only survivor is present. You can build a siren near the guard post and the guard activates the siren after the enemy is detected. The siren will warn settlers in the area that enemies are approaching and they will move to the siren to help protect. There is also a wandering seller named Jin who sells landfill dogs that provide 5 defenses. The enemies the settlement will encounter are based on the range of cell levels in which the settlement is located on the map. In general, settlements further south will face tougher enemies. Each point of defense reduces the probability of attack by 1%. Each unit of the population reduces the probability of an attack by 0.5%, in addition to any other defensive value provided by the settler. Each unit of food and water production in the village increases the probability of an attack by 0.1%. Each edible and/or drinking item stored in the work bench increases the likelihood of an attack by 0.1%. The minimum chance of an attack on a settlement per day is 2%, regardless of defense. The maximum probability is unknown, but it is assumed that 100%. Whatever the possibility, the settlement cannot be attacked if it has already been attacked in the last 7 game days. Defense values do not directly correlate with actual combat effectiveness. Tower mk. 5 machine guns can kill enemies several times faster than the Mk. 1 heavy machine gun tower, but will contribute to the lower cost of defending the settlement. Additions: People, Power (with certain turrets and traps) BedsEdit Home article: Bed (Fallout 4) Number of beds in the village. The settlement needs one bed on the settler to keep the settlers happy. Settlers tend to assign themselves to affordable beds automatically upon arrival or as beds are built. It is possible that the settlers will not assign themselves to the beds unless the general needs of all settlers are met. Once additional beds have been built, it may be necessary to manually appropriate individual beds for all settlers. In some pre-existing beds, such as Abernathy Farm, Tenpins Bluff and Covenant, settlers often need a manual bed. Others such as the Sunshine Tidings co-op work automatically. Troubled settlements may show the proper number of beds in the building overlaying, but settlers can comment on the bed situation and happiness will have a negative impact. Even in settlements that do not start with pre-existing beds, happiness can suffer without the complaints of settlers, simply because they are not automatically appropriated beds. Manual appointment To ensure every settler has a bed is a good way to ensure there are no hidden negatives dragging down happiness. Scrapping/disabling/ignoring all existing beds in the settlement and building new ones in their place can help avoid this problem from the start. To disable the bed on the PC, enter the console, click on the existing beds, type unplug, and then exit the console and build a new bed in its place. It can also be done on a bed that will not take manual tasks. Otherwise, additional beds may need to be built equal to existing beds. To quickly identify all settlers without a bed, sleep or wait until midnight when settlers except guards and provisions will sleep. Any others left awake require manual use. Assigning a job to a settler in a problem location can result in their bed assignment being lost, so assign assignments before manually assigning beds. Addition: n/a HappinessEnite Home article: Happiness (Fallout 4) Is the Morale Settlement. Increasing the happiness of the settlement will increase the productivity of its settlers. You can lose control of a very unhappy settlement. Happiness is primarily correlated with the needs of settlers. Keeping settlers happy is as easy as keeping all other settlement resources (food and water, beds and defense) at a sufficient level. Each must be at least equal to the number of settlers; power itself does not affect happiness, but requires more efficient equipment. The displayed value of happiness is calculated by adding all points of happiness and division to the general population. SizeEdit shows the number of objects placed by the player's character in the village, as well as the maximum number of objects that can be placed through the Settlement interface. Each item that exists or is built by the user occupies the size of the settlement. If the size of the settlement is maximum, other objects within its borders should be disposed of to accommodate more structures. You can bypass the size limit in the calculation game by dropping items on the ground and scrapping or storing them manually. Each recycled item returns a small number of selection points, allowing you to build more objects. Placing a large number of objects in any settlement can cause staffing and lag in any settlement. By delighting the local leader, food/water and unwanted resources can be divided between settlements connected by a supply line that allows the player to quickly build new settlements or even specialize them. Additions: n/a Settlement AttacksEdit As soon as the only survivor gets control of the settlement, will have to protect him from attacks by raiders, super mutants and other hostile. The upcoming attacks will be reported in Pip-Boy's only survivor, showing how different the targets are. A lone survivor can travel in to deal with the attackers if they want to. Otherwise, the attack will be resolved behind the screen and the results will be reported to Pip-Boy. Failure to successfully protect the settlement would damage various buildings and reduce happiness. Raising the defense rating of the settlement reduces the probability of an attack, as well as increases the chances of successful defense. Satellites living in populated areas, as well as robots with Automatron can help the village in the event of an attack. Several Minutemen quests also include scripted attacks on settlements. These attacks use similar mechanics, but with great rewards (and sometimes large consequences for failure). DamageEdit During the attack, the attackers can damage various settlement facilities including towers, water pumps, cleaners, generators and crops. If the attack is resolved behind the screen and crashes, the damage will be applied to the random selection of settlement objects. Settlement quests will also cause damage to settlements from time to time by scripted. This damage will repair itself over time. Sole Survivor can also use the workshop to repair the settlement facilities manually, using some of the materials needed to build the facility. Damaged settlement facilities will no longer perform their functions. For example, the damaged tower will not shoot and will not improve the defense rating of the settlement. Damaged crops, cleaners and pumps will not contribute to food or water. This can lead to a significant reduction in happiness if the settlement is attacked frequently, so the establishment of a settlement defence system is crucial to maintaining a happy settlement. Attack chanceEdit the likelihood that the settlement was attacked, calculated as follows: {2} \$ (text) Text (Population) {2} - text Defense He said Food and water in these formulas also include food stored in the work bench, meaning that the likelihood of an attack may increase over time for over-produced settlements. For example: If there are 5 foodstuffs, 6 water, 2 protections, and a population of 5, The chance of an attack is calculated as follows: 5 x 6 {2} - \$5.5 (text) Reduction - fracas{5}{2} - 2 - \$ 4.5 (text) Attack chance (5.5% - 4.5%, 2%) - max (1%, 2%) - 2% - NotesEdit Objects that are combined in full structure, can be moved as a single object, hold the choice button ('e' for the PC) on one item, and the entire structure will be selected and moved as a whole. If more than four settlers are unemployed, new settlers will not arrive. Settlers include humanoid and Brahmins, but exclude provisions. Brahmin produces fertilizers and improves yields. Unemployment is not Happiness. Robots can never have individual happiness above 50. Production stops when the stock of the workshop reaches certain, rather modest levels. The largest water-producing settlements are the island of Spectacle at the level of 10,000 euros, a castle for 2,500-4000 water and the Hills-sanctuary at the level of up to 3,200 water. You can have ghoul as settlers outside the ghoul settlement Slog. They arrive as ordinary settlers and can even be replaced by a synthesizer. They come from the usual random pool of possible settlers. Unlike companions, settlers do not consume ammunition. As long as they have a small amount of ammunition in their inventory they will be able to use any weapon given to them. For a weapon that uses a minimum amount of ammunition per activation like a minigun, you need at least that minimum. The same applies to grenades. This does not work for a rocket launcher or fat person as they are labeled with NPCs consuming ammunition. An exception to this exception are robots that have unlimited ammunition for all built-in weapons, including rocket and bold launchers (can be powered by the sentry bots in Automatron add-ons). Excess water and crops will be placed in the work bench. In the case of the former, the use of industrial water purifiers makes for a great way to make large sums of money out of settlements, especially when paired with trading booths. Harvests can be added to the work bench, but much slower than picking them by hand. Water and crops will be placed in workbenches after 24 hours and 8 minutes of real time. Staying in the same village as the workshop, or staying directly next to the workshop does not affect the time it takes for water and crops to be placed in the workshop. The purified water does not add up to the work bench. For example, if 200 purified water is placed in a work bench, it will no longer be placed there until it is removed. The lids will continue to grow whether removed or not. The population of the settlement is limited by the charisma of the player's character. The default cap is 10, The No.1 for each point in charisma, meaning a player with basic charisma of 10 will see a population cap of 20 (10*10). This can be increased to 43 with several special elements, and the use of charisma to enhance clothing and consumables. While in the workshop menu, the player's character may discard some static objects in components such as cars, lampposts, mailboxes, toilets, etc. transferred to the workshop, even if it is a locked container, such as a safe. When the workshop menu is open, you can assign settlers to structures such as trade stands, guard posts and crops. A lone survivor can also order them to go somewhere to constantly go to settlement, or to create a supply line with another settlement. Setting up a supply line between settlements allows you to share and help between items classified as garbage. This means that things like steel, wood, melon, muffrut and caps are common. Food and water production will be shared for the feeding of settlers, and the goods for which the workshop will be shared will be shared for production. This applies to all elements, and even full weapon/armor mods (and Automatron robot parts). Cleaning stations can be used to collect unprocessed resources. Such as steel, concrete, nuclear materials, rubber, cork, etc. What resources one gets seems to be random. The player's character must appoint a settler to work on the Scavenger bench. One settler assigned to collect food can run 6 units of food worth of crops, whether it is a standard 0.5 units per plant or a muffrut in 1.0 units per plant. One settler assigned to the defense will patrol between several guard posts and can maintain an advantage of up to three guard posts (giving a total of 6 defenses to the designated guard, assuming that the Only Survivor has sufficient guard posts). Traps (Tesla arc, radiation emitter and flamethrower trap) require power and immediately go off if connected to a live power connector. They can be connected to a manual switch, or laser triplets or pressure plates for automatic triggering. By default, any presence will trigger these automatic triggers. If the terminal is connected to these triggers, it can be used to change them, so only a hostile presence launches them. The traps must be repaired after they are triggered. The construction of the bar leads to the settlers going out in the evening to have a drink, they will sit and drink around the bar if the chairs are provided next to it. They often make a line near a bar or shop, even when no one is serving there. After the quest line with Bunker Hill one will start to see caravans from there after the construction of a trade caravan post, found in resources and various. Power sometimes turns red in workshop mode, despite being more than enough. This means that a broken generator that needs repair or something that requires power has been placed but not connected to a placed power source. Some settlers may be synthesizers, which can lead to an attack on the settlement by the Institute. These settlers may also be uncovered or discovered, leading to them becoming hostile and usually quickly killed by the rest of the settlement. Settlers consume food and water, while any excess water and food that is generated in the worker's container indirectly divided between settlements, which means that one settlement can produce enough food for several settlements. If called to defend the settlement but can not find any hostile on arrival, it usually means that the group of attackers is not yet in the settlement, but approaching and is about to initiate an attack. Patrol the perimeter and inspect the surroundings, but be careful not to leave the border of the settlement for a pre-emptive strike. The game may not register the defense as successful in this case, leaving without more attackers to kill and the goal of the mission that can not be completed anymore. When the settlement attack is triggered (and the purpose of the quest appears) and the player's character is away from the target settlement, there is a chance that he will be able to defend himself without the player's character interfering by completing the quest. This chance is determined by comparing the defense force (defense and population rating) - the random number of 1 to 100 and the force of attack ((food and water in the village) - a random number from 1 to 100. so it is not useful to have more than (100 - population) defense when not responding to settlement attacks. But not a defense that can reach 200. This means that high defense is likely to win, but even when it's maxed out there's still a fair (30.6%, roughly 1/3) chance of losing in attack to a rich settlement. The defense settlement rating should be equal to (or more) 100 minus the total population of the settlement, and should be sufficient only food and water (each equal to the total population) and nothing more. For example, if the settlement has a population of 13 people, it must have at least 87 protective, exactly 13 foodstuffs and exactly 13 water. Settlement attack simulations using the Bethesda algorithm (sample 10M simulated attacks for each case): Food and Water Defense - Population Attackers Win % 0 1 48.5 0 27.7 0 50 12.2 0 75 3.0 0 0 50 1 85.7 50 25 70.4 50 49.5 50 75 28.3 50 100 12.8 100 1.9 7.7 100 25 91.4 100 50 78.4 100 75 53. The 7,100 100 30 6 tamed/cage creatures in the settlement greatly increases the likelihood that it will be targeted by attack groups, and most attacks will come from members of the same kind of creatures the player character captures in the settlement. Machine-gun towers and heavy machine-gun towers have several levels that are built randomly ranging from Mk. 1 to Mk. 7. The level of the tower can be changed by storing it and then building it again. When building a tower, look at the model on the side before placing it; another version can be selected (accidentally) by returning to the main list of towers, then type of tower. The color of the barrels on the tower towers varies depending on their level, as does the ammunition and damage they have. It appears that the level of the tower level is similar to the enemies, based on the distance from the Sanctuary Hills. Higher-level towers cause more damage and have stronger munitions (explosives, incendiary, etc.). The text on the trunk and the hull of the tower describes ammunition carried in the tower. If the frequency of Minutemen quests to help existing settlements becomes excessive, they can be slowed down, leaving them in the final stages of a conversation with Preston Garvey. Waiting for the final stage, the full timer of the quest expires before another is generated, after which the quest is completed and XP will be given without even talking to Preston. However, quests initiated by the settlers directly, not Preston or Radio Liberty, will fail if the settler's timer is not to come true. This also does not apply to calls to protect communities from raids. Each settlement has an upgrade timer that activates every 24 game hours, starting when the workbench mode first became available. The timer for settlement pauses whenever there is activated workbench mode, while game time and update timers for all other unlocked calculations continue. When the settlement renewal timer reaches the 24-hour mark, the following events occur: the settlement of food, water, rescue and fertilizer production is postponed in the workshop of the settlement, if the limit for each of them has not been exceeded. Each settler in the settlement consumes 1 edible object and 1 drinking object. If the workshop does not have enough edible or drinking goods, they will be removed from other settlements associated with the settlement supply lines, if any. If there is not enough food or beverage in the supply chain, settlers who could not eat or drink will have their happiness at 10 until the next update. The chance of an attack is calculated and checked randomly to see if an attack occurs. Temporary adjustment of happiness is multiplied by 0.8, while the factions have decreased. These events take place in different order in each settlement, mainly related to internal identification numbers. Unsigned settlers will produce one unwanted item as a salvation for renewal. Settlements assigned to the rescue station will produce 2 unwanted items for an attack. Unwanted production will cease if there are more than 100 unwanted products in the work bench; this limit increases by 5 per capita. Brahman settlers increased production to 10 random food resources by 50% and produced 1 fertilizer for 3 bromine or its fraction for renewal. Fertilizer production will cease if in the work bench more than 10 fertilizers. The basket can collect random unwanted items. Existing buildings in populated areas such as the Red Rocket Rocket truck and Slog seems to lack navmesh on their roofs, which means that AI won't walk along with them unless parts of the floor are placed down the top. Behind the scenes during an adage jam jam in Bethesda, programmer Michael Doolany developed a system to create and furnish player bases that worked in Fallout 4 as a calculation workshop system. He was on the verge of contracting for a long period of time during development, but stayed in the game and became one of his tent-pole features. BugsEdit PC Playstation 4 Xbox One Away from the Settlement, the Pip-Boy workshop section on

data screen can show incorrect values for settlement statistics such as water and beds. This occurs when a player's character enters an external cell close enough to the settlement, so that only a subset of the outer cells of the settlement is loaded into the simulation engine. As a result, only those objects that are in the loaded cells are included in the statistics. Unfortunately, the settlement will experience the expected negative effects of this, such as the assessment of happiness decreases, and settlers may become unentertained from their beds. The effect will be more noticeable in larger settlements such as Sanctuary Hills, which consist of more external cells, and in the case of Spectacle Island, this can happen without even leaving the island. This will not affect settlements that consist of only one cell, such as crossing the county. This is a fundamental limitation of engine modeling, so there are no methods to permanently prevent this, although there are several workarounds and temporary fixes: Returning to the affected settlement and opening a workshop should correct the stats. In the case of Spectacle Island, you may have to travel to the center of the island to make sure all the cells are loaded. Replacing all existing beds in the settlement may prevent settlers from becoming unsigned or not appointing themselves to these beds. On the PC, if scrapped is not possible, select a bed that will be removed in the console and with the help of commands disable, and then markfordelete will permanently remove the selected beds. This can be corrected by selecting existing beds and shuffling them to the floor. Scrapping or storing the floor will then remove the bugged bed. This feature is disabled after 1.6 patch. The manual assignment of all settlers to the bed using the command option in the workshop menu can prevent settlers from becoming unsigned from their beds. PC Playstation 4 Xbox One If the distress signal fell to the ground in the settlement and then scrapped using the building screen it would constantly emit a distress signal. (checked) PC Playstation 4 After selecting a barter in a user-created settlement store, the trading window can open to two empty lists (player's character and settler empty), where the settler has 0-6 caps and nothing can be done but exit. (checked) Exit from the trading menu, select all items in Pip-Boy, and then re-fix the barter can fix this error. PC Playstation 4 Settlers with a coded routine can continue it at the expense of the assigned job. This happens mainly to the original settlers before the settlement is unlocked and some of the named settlers. Examples include Sturges or Marcy Long rarely present in the store if assigned (although still barter from where they are) robots in Graygarden tend plants, regardless of destination, and original settlers in Greentop nursery assigned to guard posts to spend time sitting in chairs inside the house, while new settlers assigned the same roles are not. For tasks such as security duty, when being in the right place matters, a new settler may be the best choice. (checked) Playstation 4 Xbox One When you travel quickly to the settlement, settlers can be seen standing on the roofs of natural or player symbols built structures without any way to get to the top of them. (checked) a quick trip to the settlement again should force them to return to the ground. PC Beds that are under the lid (even in a completely closed building) cannot be recognized as such, which affects the happiness of the settlement. (checked) PC Playstation 4 Xbox One If the switch or generator is stored or broken when the wire is pulled out, sparks may remain hovering and cannot be removed. (checked) PC settlers assigned to shops (except clinics) located above the water on Nordhagen beach refuse to conduct a dialogue. (checked) Simply moving these emporiums away from the water and placing them on a dry surface solves this problem. PC Sometimes, if you re-assign a settler from food production to a new task, all other settlers make food production stop working on food, and food production drops to zero. (checked) PC Usually, when appointing a settler to a plant, the game will automatically assign the settler to any other untended plants in the settlement. Sometimes this does not happen, and only a separate plant is assigned. Restarting the game (no reboot save) will fix it. (tested) LinksEdit - The Story of Bethesda Game Studios - Narrative: Another gem gem game came from physics programmer Mike Doolany. He brought together a system that allowed players to build and furnish their own bases. These systems, workshops, turned out to be one of the features of Fallout 4. But the truth is, he almost didn't make it to the final game, max number of settlers in fallout 4. how to get max settlers in fallout 4. what's the max amount of settlers in fallout 4. how to increase max settlers in fallout 4. fallout 4 max settlers in sanctuary

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