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## Fallout 4 heavy weapons build survival

In my second playthrough I've opted for gal which is proficient with bashing people to death with fist weapons and using heavy guns. Makes sense, I know. Unfortunately I've discovered that beth was lazy to implement fist weapons into power armor, they were probably pressed by deadlines or something. It's a shame. Anyway thanks to console I've respected my two points to melee weapons. For now I'm using melee weapons and game runs smoothly and nice. I'm already at level 30something, in late midgame you could say. Now I was wondering how heavy weapons fare in this game, is it even possible to make a character relying purely on heavy weapons? Us older fossils remember old fallouts where you had weapons like M-60 or bozar which essentially were assault rifles on steroids and you can use them casually. In my experience big weapons in fallout are kinda limited or not that great. Minigun is meh, good only very early, I still don't have gun nut 4 to improve it fully. Rocket launcher is very situational, and you can use bombs instead on shorter ranges. Similar can be said for fat man. Flamer seems ok.?, Maybe, somewhat limited range though. Also not exceptionally great damage. Idk it seems we lack good all around big gun, these things are insanely heavy, hard to get, hard to keep ammo supplied, and have limited kill potential. Or I'm wrong perhaps? What are your experiences with these weapons? Not really. Laser gatling is great, but other than that the heavy weapons are awful. If you play on survival they are god awful. The weight alone is reason enough to avoid them. I've expected this kind of answer, still, sometimes you don't want to build maximally effective character - instead of increasing difficulty I choose to play more fashion game, using armors I like rather than "best" (I've been doing this for head armor in fact even in my first game) and using big guns can be way of increasing difficulty/bringing role play aspect more when you know the game better and game seems easier. Heh, its not even about maximizing ones character. Those weapons, on any difficulty have to many drawbacks. Miniguns take time to spin up, and do lackluster damage once they do. Sure, if you are playing on reduced difficulty its not a problem, but you could use a poolstick to beat those critters to death just as easily. You asked how those weapons fare. What criteria were you expecting people to use if not how useful they are? A great part of that usefulness depends on the difficulty level, and if you lower it enough, any weapon no matter how awful is viable. If you raise the difficulty, the situation deteriorates with weight and damage considerations. I suppose I could mention the difficulty of supplying any heavy weapon other than the laser Gatling is problematic. However, that seems more like a side issue rather than a discussion on how well it performs. 3 out of 5 of my characters use the Gatling Laser exclusively. I was lucky enough to find a wounding GL for one character after that I used mods to make legendary weapons. My highest level character has a dual legendary (mod) two shot wounding overcharged GL. With the heavy gunner perk maxed out Leeloo can mow down anything in seconds. Head on charging mirelurk queens or Legendary fog crawlers no problem. Combined with a full set of dual legendary X-01 Mk. VI Shadowed (mod) Indestructible Titan armor there is really nothing that can touch Leeloo. This way OP character may not be for everyone but its fun for exploring because you can just run around with impunity. You asked how those weapons fare. What criteria were you expecting people to use if not how useful they are? Your answered was useful and I acknowledge it, my further comments were not to invalidate your statement, but to reflect on my current playthru, where my better knowledge of game mechanics make game easier for me. Not easy but not as challenging as before. Healthy alternative to raising difficulty in any scenario can always be to pick gear more to your liking or more fitting to "role" of your character, then by sheer stats. For example I often use postman/harbor captain hats for me and my followers (combat armor helmet is ugly as f.) and in my last playthru I've used T51 armor (old fallouts nostalgia) maximally upgraded in railroad colors, because I've played as railroad agent so it seemed fitting, and i really like the looks. Ah I get where you are coming from. I am pretty much stuck on survival, got tired of having to majorly gimp my character to have some difficulty. Like avoiding damage increasing perks, avoiding power armor, not getting x or y weapon. Sadly, still not found the perfect balance. If I use power armor, I shred everything. If I use marine combat armor, I die in 2-3 hits in far harbor. Not yet had a chance to upgrade the armor though, so perhaps that will slightly increase my durability. I am also a wee bit bitter over heavy weapons. I loved the way the minigun looked. However, when I first got it I was rather disgusted. To the point where I reloaded an old save and just killed the first deathclaw with a 10mm gun and found it easier. Survival just added insult to injury, find a stack of missiles? Tough, even with 11 str and strong back perks, I don't have enough extra capacity to carry them. If your using mods you could do a playthrough with just heavy weapons I would suggest without mods and this mod in particular however your likely not going to enjoy it much. You need to find the 'explosive minigun' legendary weapon. It is devastating. I am travelling with 3 human companions - Cait, Curie and Piper - and one robot, Ada modified to be an Assaulttron. I have finished the main game twice and Far Harbor once. Curie and Piper have Focussed Overcharged Gatling Lasers and Cait has a specced Gauss Rifle. I normally use a The Last Minute Gauss Rifle for medium shots, Spray N' Pray for close up and Targeting Quad Missile Launcher for long distance. The downside to the Gatling Laser was demonstrated today during a Gunner attack on Finch Farm - I was told "Curie and Piper are being sent to x settlement" as I think they accidentally vaporised that grey haired female caravan who seems to be everywhere at once. Update 24 Ready! Since Wastelanders' release, Fallout 76 has had a large influx of new players. I logged over 900+ hours in the game so far, myself! I tried a few builds and finally landed on this one for my primary "main" character. Are you wanting to take the Scorch Beast Queen or Wendigo Colossus on solo? This Heavy Gunner build for Fallout 76 is designed for high DPS, high XP, high survival and some versatility. One fact I've learned in Fallout 76 so far; the game practically begs you to play low health builds! The interplay between mutations, perks, and gear creates powerful synergies where stats and damage are insane. Bear with me, there's a lot to unpack in how all this works. Power Armor Setup Heavy Gunner Fallout 76 Build Fighting the Scorch Beast Queen or Wendigo Colossus almost demands power armor. They hit very hard and the added armor penetration and mitigation from power armor is very important. When I want maximum damage and survival I jump into my power armor and use the following perk load out: Build Planner Link: Heavy Gunner Fallout 76 Build (Power Armor Perks) Legendary Perk Cards Update 22 brings Legendary Perk Cards! This changes the game considerably once your character reaches lvl 300+. I opted for the following legendary perks (if you're not high enough to unlock Legendary Perk Cards yet, here's a version of my perks you can use while you work toward the final build): Ammo Factory: This is a heavy gunner build! Ammo is ALWAYS in demand! Make your life easier and max this legendary perk! Legendary Intelligence: +5 Intelligence means max Intelligence (great for XP). Legendary Luck: +5 Luck means max Luck for more versatility and use of some great perks! Funky Duds: If you've ever attempted to tank the Scorch Beast Queen or done the Colossal Problem event I'm sure you've notice how poison is one of the few things that can destroy even the tankiest build. This perk is GREAT! Sizzling Style: Continuing our tanky approach to this build, more fire resist helps surviving those darn fire ember cave-ins during the Earle fight much easier! Master Infiltrator - Being able to quickly hack or lockpick without swapping cards is a fantastic addition to the game. However, it's not a requirement. If you don't mind swapping perks, you could certainly consider something like Power Armor Reboot for added survivability. Unyielding Armor Setup (no power armor) When I grind for XP and farm for junk / loot, it can certainly be done in power armor. However, I switch to a full set of unyielding armor to add an additional +15 to all my stats (except endurance). I will also boost my intelligence and xp bonuses with food and other aid items to maximize XP and SCORE gain while I'm at it. The additional benefits of public groups and Herd Mentality mutation with Strange in Numbers perk push these bonuses higher in power armor but make the numbers crazy high when in unyielding armor! I switch my perk cards when I jump out of power armor to the following: Build Planner Link: Heavy Gunner Fallout 76 Build (no power armor perks) Mutations for Heavy Gunner Fallout 76 Build I love mutations! I run quite a few mutations on every build I make. This also means I run Starched Genes and Class Freak on every build as well. The mutations that are most important for this build's synergies are: Herd mentalityEmpathAdrenal Reaction (increases damage output the lower your health) Mutations that are super nice to have but are not required: Speed DemonEgg HeadMarsupialBird BonesHerbivore (or Carnivore)Plague WalkerScaly Skin Gear Suggestions for Heavy Gunner Fallout 76 Build A word on power armor: After a lot of research and testing of my own, it's pretty evident that the Excavator armor is perfectly adequate for all end-game content. In fact, it only underperforms in terms of mitigation by 1 or 2 points of damage. Literally. All the high end status symbol power armor models in FO76 are just that, status symbols. You certainly can use any of the high end armors if you wish. It's just that the Excavator armor is almost just as good as all of them. That being said, here are the recommended mods for your power armor (whichever you use): Torso: Emergency Protocols - very important for survivabilityHead: Targeting HUD - makes it much easier to see targetsLegs: Calibrated Shocks - who doesn't want 100 more carry weight?Arms: Whatever you want or none. There are no good arm mods, currently Weapons Heavy guns are my favorite in Fallout 76. There's good news too! There are a lot of heavy guns to choose from in this game. If you're just starting out, however, there is a free .50 Cal Machine Gun that works quite well with this build. Just get Beckett as a guest in your CAMP and complete his quest line. The final reward is a .50 Cal Machine Gun named "The Final Word". "The Final Word" is a fantastic heavy gun and could, conceivably, be the only heavy gun you need! But, where's the fun in that? The first gun I would look for after securing a Final Word would be a Vampire Exploding heavy gun! The Vampire trait allows you to stand toe to toe with the big baddies of the Wasteland and not even flinch. The Exploding trait, which at close range would normally kill you, is mitigated by the healing properties of Vampire. AND - while update 22 changed base damage calculations from multiplicative to additive, explosive traits are still multiplicative! This is why we're using the Demolition Expert perk as it increases weapon damage for the explosive trait considerably. All heavy guns perform well with this build but the following traits do best: VAMPIREAnti-ArmorBloodiedFurious Armor I resisted trying a low health build when I started playing Wastelanders. But, the more I learned how much a low health build combined with unyielding can buff stats (in addition to all the other synergies) - it's hard to ignore! Five piece unyielding of whatever you can get your hands on is a good place to start. Then you can work toward sourcing better versions and rolling for secret service unyielding pieces over time. You won't be as tanky as power armor, obviously. So be more mindful of how you plan to attack since you lack the ability to just run in gunz-a-blazin'. Have fun in the wastelands of West Virginia, Vault Dwellers! I hope this build guide helps make the game as fun for you as it is for me. See you in the bog...



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