

# WEAPON SYSTEM CHANGES

## INTRODUCTION

For shield changes, please visit: [Click here](#)

To classify which part belongs to which manufacturer, please visit [this](#) guide.

Some weapons also have been reworked, the detailed information has all been written in-game weapons so there is no need for a detailed list of what changed. However, a list of which weapons were reworked will be displayed below.

**All weapon author credit is included in the BLCMM text file.**

**Assault Rifles:** Scopio, Veruc, Seeker, Bearcat, Stomper, Ray of Doom (Evil Masher), Thumpson, Seraphim, Shredifier, Peak Opener, Toothpick, Sawbar, Madhouse, Hail, U kitten me (Kitten), Boom Puppy, Madhou!, KerBlaster, Damned Cowboy, Hammer Buster, Veruc.

**SMG:** Bane, B\*tch (La Prostituée), Slagga, Tattler, Yellow Jacket (Electrum), Infection Cleaner, Avenger, Good/Bad Touch, Crit (Laser weapons), Chulainn, Actualizer, Florentine, Hellfire, Bone Shredder. Torrent (Emperor).

**Shotguns:** Carnage, Deliverance (Newfoundland), Octo (Dub), Retcher, Dog, Omen, Sledge's shotgun. Orphan Maker, Starfall (Triquetra), Hydra, Teeth of Terra, Roksalt, Jolly Roger, Landscaper, Carnage.

**Pistols:** Wanderlust, Rex, Unforgiven, Stinger, Grog Nozzle, Devastator, Gub, Infection, Stalker, Hornet, Hector's Paradise, Rocket Pocket, Evie, **Thunderballs Fists, Tinderbox.**

**Sniper rifles:** Sloth, Storm, Volcano, Invader, Pitchfork (Crit Rifle), Hawk Eye, Patriot, Godfinger, Skullmasher, Cobra, Morningstar.

**Rocket launchers:** Roaster, Bunny (Funny), Tunguska, Worldburn, Mongol, Nukem.

**Grenade mods:** Rolling Thunder, **Fastball**, Jumping Bonny, Leech, Kiss Of Death, Quasar, Nasty Surprise, Midnight Star, Meteor Shower, Fuster Cluck. All Tiny Tina grenades (they work like spells similar to Wonderlands now)

## WEAPON SYSTEM CHANGES

Added Scorpio, Hammer Buster and Bane into legendary weapon pool.

**NEWS:** Thursday, 15 June 2025. An extremely big update is now out on Nexus and the War Machine Discord.

## WEAPON SYSTEM CHANGES








**Passive: The higher the mag, the higher the base fixed damage. Increases ~0.167% weapon damage per bullet**

Increases roid shield damage by 15%.

Multiplies final melee damage by 1.1x. (effect won't be activated with the first hit upon switching to a bandit gun)

*\*All flat bonuses are **added first**, then **scale** with % mag size **later**.*

PARTS	EFFECT	MATCHING BRAND BONUS	Bandit crit multiplier
<b>Sight</b> 	+2 flat mag size, +15% mag size and +5% DOT damage. Improves spread by 10% when ADS.	+10% recoil reduction	AR: x1.6  SMG, Pistol: x1.5  Shotgun: x1.3
<b>Stock</b> 	+2 flat mag size, +15% mag size, +5% DOT damage and +~0.118% base fixed damage per bullet. Improved roid shield damage by 7%.	+10% reload speed	
<b>Grip</b> 	+2 flat mag size, +20% mag size, +5% reload speed, +5% DOT damage and +~0.118% base fixed damage per bullet. Improved roid shield damage by 7%.  <b>For Rocket Launchers only:</b> +50% melee damage and grants 10% damage reduction. <b>(explained in accessories section)</b>	+5% damage and fire rate	
<b>Barrel</b> 	+2 flat mag size, +15% mag size, +5% DOT damage and +~0.118% base fixed damage per bullet. Improved roid shield damage by 5%.	+10% Fire rate and accuracy	
<b>Torgue Barrel On Bandit</b> 	Special projectile with no splash damage falloff but cannot crit. Splash radius: 130.  +~0.118% damage per bullet, +5 projectiles, +20% mag size, +8 flat mag size, has reduced damage and fire rate as well as increased ammo consumption.	None.  <b>OG by Rynax15.</b>	

**Bandit rocket launchers are anti-materiel rifles in the form of a rocket launcher. Near laser projectile speed with explosive rounds, consumes sniper rifle ammo.**






## WEAPON SYSTEM CHANGES

# DAHL

**Passive:** Has **20% chance to fire twice** in a row, burst fire when ADS. Zooming in decreases spread by 10% and increases rate of fire by 50%.

Improves **Spike shield damage** by **20%**.

Low recoil with high burst of damage.

PARTS	EFFECT	MATCHING BRAND BONUS	Dahl crit multiplier
<b>Sight</b> 	+10% recoil reduction, +10% double shot chance, improved burst delay by 20%. +10% Fire Rate when ADS.	+10% reload speed	AR: x1.75 SMG, Pistol: x1.65 Sniper: x2.77
<b>Stock</b> 	+20% ADS recoil, +10% ADS spread, +15% double shot chance and +7% dot chance. Improved burst delay by 10% and spike damage by 7%.	+10% Fire rate	
<b>Grip</b> 	+25% recoil reduction, +15% double shot chance and +7% dot chance. Improved burst delay by 10% and spike damage by 7%.	+10% damage	
<b>Barrel</b> 	+15% recoil reduction / +10% ADS recoil and ADS spread / 10% double shot chance and +7% dot chance. Improved burst delay by 10%, spike damage and grenade fuse time by 5%.	+1 burst per shot while ADS	
<b>Torgue Barrel On Dahl</b> 	Special grenade launcher projectile with no splash damage falloff but cannot crit. Splash damage radius: 450.  Increased ammo consumption per shot.	None.  <b>OG by Rynax15</b>	





## WEAPON SYSTEM CHANGES



**Passive: Aim Down Sight (ADS)** provides an **invisible shield that blocks 35% bullet damage taken** and has a **35% chance to reflect bullets**, dealing **100% enemy damage** to nearby enemies. Additionally, grants **25% movement speed** during ADS. (Bullet damage taken here is scaling, meaning the higher the less efficient).

Improves **Amp shield damage** by **15%** and reduces **amp shot cost** by **15%**.

Each Hyperion part also grants other weapon manufacturers a new set of ADS shields.

PARTS	EFFECT	MATCHING BRAND BONUS	Hyperion crit multiplier
<b>Sight</b> 	+20% bullet speed, ADS shield: 15% chance to reflect bullet & +5% weapon damage. Improves max accuracy by 10%. (Make your crosshair smaller. This means it helps Hyperion weapons to reach max accuracy faster)	+10% damage	SMG, Pistol: x1.8  Shotgun: x1.5  Sniper: x3.3
<b>Stock</b> 	+20% Bullet speed / +5% recoil reduction / 4% Fire Rate & Crit / ADS Shield: +7% amp damage, +15% chance to reflect bullet & +10% movement speed.	ADS shield: +25% reflected bullet damage	
<b>Grip</b> 	+25% Accuracy / +5% recoil reduction / 4% Fire Rate & Crit / ADS Shield: +7% amp damage, +10% chance to reflect bullet & +10% bullet reflected damage.	ADS shield: +3% weapon and +5% amp damage	
<b>Barrel</b> 	+15% Acc & Bullet speed / +5% recoil reduction / 4% Fire Rate & Crit / ADS Shield: +5% amp damage, -10% amp shot cost & +10% chance to reflect bullet.	+1 exploding ricochet, -5% amp shot cost	

**Hyperion snipers are the most accurate without ads. Dead accurate after 2 no-ads shots.**

**Hyperion pistols now shoot an extra pellet and have a sweet spot mechanic where crit damage can be doubled once both bullets cross. Bullet speed increases sweet spot distance further.**






## WEAPON SYSTEM CHANGES



**Passive:** Has a 0.15 *post-add crit multiplier\** and **25% chance to bypass** enemy shield. (**Post-add Crit is an extra crit multiplier added on top of all crit bonuses**) (idea inspired by BL2.5)

**All Jakobs ARs are now automatic.**

**Money will empower your weapon. Up to +64% more damage at 99 mil cash.**

PARTS	EFFECT	MATCHING BRAND BONUS	Jakobs crit multiplier
<b>Sight</b> 	+15% crit damage, +10% chance to bypass enemy shield and +5% amp shield damage.	+30% bullet speed	AR: x2.4 + <b>(0.15*)</b>  Pistol: x2.3 + <b>(0.15*)</b>  Shotgun: x1.7 + <b>(0.15*)</b>  Sniper: x3.8 + <b>(0.15*)</b>
<b>Stock</b> 	+15% crit damage, +20% chance to bypass enemy shield and +3% amp shield damage.	+15% recoil reduction	
<b>Grip</b> 	+20% critical damage, +10% chance to bypass enemy shield and +3% amp shield damage.	+10% reload speed	
<b>Barrel</b> 	+15% crit damage and +20% chance to bypass enemy shield and +3% amp shield damage.	+0.2% life steal, +10% swap speed	
<b>Torgue Barrel On Jakobs</b> 	Special cannon ball projectile with no splash damage falloff but cannot crit. Splash radius: 170.  +0.2% life steal, +10% swap speed. Not automatic. Deal increased damage with less fire rate and increased ammo consumption.	None.  <b>OG by Rynax15</b>	

**SUGGESTION SECTION: (Buff, nerf, changes, etc.)**

## WEAPON SYSTEM CHANGES

# MALIWAN

**Passive:** Higher base **elemental damage** compared to other brands, increases **grenade status effect damage** by **25%**. (only applied upon throwing grenades using Maliwan weapons. Switching your weapons back and forth won't apply the effect.)

### Dual elements

**SMG's** secondary element will always be **incendiary**.





**Pistol's** secondary element will always be **corrosive**.

**Sniper's** secondary element will always be **shock**.

If the **first and second element** are **matched**, that weapon will receive **30% more weapon and DoT damage**, and **10% more status effect chance** compared to the **dual version**.

=> This matching buff also **applies to legendary/unique** Maliwan guns even if they **don't deal dual damage**. For example: Shock Pimpernel, Storm (even if it only has 1 element), Hellfire, etc

*Note that flat DOT chance is added separately. It does not combine with any bonus and can't be boosted.*

PARTS	EFFECT	MATCHING BRAND BONUS	Maliwan crit multiplier
<b>Sight</b> 	Grants a flat 3% DOT chance. +15% DOT damage. <b>Reduces slag effect duration on you by 20%</b> . Increase grenade DoT damage and chance by 10%.	+10% reload speed, +5% DOT damage	SMG, Pistol: x1.5  Sniper: x2.52
<b>Stock</b> 	Grants a flat 1% DOT chance. +15% DOT damage, and +10% DOT chance. +15% grenade DoT damage & +10% grenade DoT chance. Take 10% less direct hit damage from elemental bullets. <b>Reduces fire effect duration on you by 20%</b> .	+10% fire rate, +5% DOT damage	
<b>Grip</b> 	Grants a flat 1% DOT chance. +10% DOT damage, and +10% DOT chance. +15% grenade DoT damage & +10% grenade DoT chance. Take 10% less direct hit damage from elemental bullets. <b>Reduces shock effect duration on you by 20%</b> .	+10% damage, +5% DOT damage	
<b>Barrel</b> 	Grants a flat 1% DOT chance. +10% DOT damage, +10% DOT chance. +15% grenade DoT damage & +10% grenade DoT chance. Take 10% less direct hit damage from elemental bullets. <b>Reduces corrosive effect duration on you by 20%</b> .	-10% status effect damage taken, +20% DOT damage	

Maliwan rocket launchers' rockets explode twice.

## WEAPON SYSTEM CHANGES

# TEDIORE

**Passive:** Has **passive bullet regeneration (Rocket launcher excluded, except for purple rarity)**. Regen rate is **3.5%** max ammo capacity.

**Cheaper** to afford in shops (applied to both weapons and parts)





**Reload** will throw away your weapon, dealing **extra damage**.

Each type of weapon will have a **completely different** reload throw effect.

**About buffing tediore's reload throw damage:** any buff to **grenade damage** will help with **all** Tediore reload throw damage. Buff to **explosive damage** will only help with **non elemental** reload throw damage. Also **weapon damage** and how many **clip sizes** you have left in the mag will also improve Tediore **reload throw damage**.

**Buffing bullet damage will not improve reload throw damage.**

© TEDIORÉ

PARTS	EFFECT	MATCHING BRAND BONUS	Tediore crit multiplier
Sight 	+10% reload speed, +15% swap speed & +5% grenade damage. Provide a small amount of grenade regen.	+10% fire rate	SMG, Pistol: x1.5 Shotgun: x1.3
Stock 	+10% reload speed, +5% mag size, +15% grenade damage and +2% bullet damage. Regen 2% of your weapon total ammo capacity / minute.	+10% damage	
Grip 	+25% reload speed, +10% mag size, +15% grenade damage and +2% bullet damage. Regen 2% of your weapon total ammo capacity / minute.	+5% grenade damage	
Barrel 	+15% reload speed, +5% mag size, +2% bullet damage, +10% grenade and rocket damage. Regen 2% of your weapon total ammo capacity / minute.	+10% bullet damage	





## WEAPON SYSTEM CHANGES



**Passive:** Can deal **splash damage**. (please head to the element changes section to know more about splash damage)

Improve **grenade damage, blast radius** and **fuse time** by **10%**.

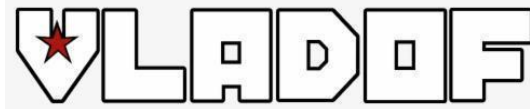
Improve **Nova shields damage** by **20%** and **blast radius** by **15%**.

PARTS	EFFECT	MATCHING BRAND BONUS	Torgue crit multiplier
<b>Sight</b> 	+10% weapon damage, x1.05 combined melee damage, +10% grenade blast radius. +10% Nova shield damage and radius.	+10% swap speed, +5% explosive nova shield damage	AR: x1.6  Pistol: x1.5  Shotgun: x1.3
<b>Stock</b> 	+10% weapon, x1.02 combined melee damage, +15% explosive damage, +5% explosive resistance. Improve Nova shield damage and radius by 7%.	+10% reload speed, +5% explosive nova shield damage	
<b>Grip</b> 	+10% weapon, x1.02 combined melee damage, +10% explosive damage & explosive resistance. Improve Nova shield damage and radius by 7%.	+20% bullet speed, +5% explosive nova shield damage	
<b>Barrel</b>  <p>Torgue ARs with non Torgue barrels will fire gyro jet projectiles.</p>	Special projectile with no splash damage falloff but cannot crit. Splash radius: 110.  +5 flat mag size, +200% weapon damage, x1.1 combined melee damage, +10% explosive damage & explosive resistance. Has reduced fire rate and increased ammo consumption. <b>(OG by Rynax15)</b>	+30% grenade children and +1 flat grenade child on top of former bonus <b>(For grenades that can spawn children grenades)</b>	
<b>Rocket Barrel</b>	Grants user special ability to unleash rocket storm by holding down fire button.	None.	

**Torgue Rocket Launchers now shoot 3x projectiles (Legendary/Unique excluded).**

**Torgue Shotgun barrels now fire piercing explosive shots. You can shoot the ground to set up traps.**

## WEAPON SYSTEM CHANGES









**Passive: Switching, equipping/unequipping, picking up Vladof guns refill some ammo.**

*TIP: Just drop your Vladof gun on the ground and pick it up. It's one of the fastest ways to refill ammo.*

**Refill amount:** AR: +20, Pistol: +10, Sniper: +2, Rocket Launcher: Not supported.

Improves all **reflected bullet damage** by **20%**.

Improves **shield recharge rate** by **20%** and grants an extra **10% combat experience** earned.

PARTS	EFFECT	MATCHING BRAND BONUS	Vladof crit multiplier
<b>Sight</b> 	+10% fire rate, +10% movement speed, +5% reload speed and +10% minigun barrel spin up speed.	+10% max accuracy	AR: x1.6 Pistol: x1.5
<b>Stock</b> 	+10% fire rate, +5% reload speed, 15% swap speed and +10% minigun barrel spin up speed. Increases deflected bullet damage by 7%.	+5 max ammo	Shotgun: x1.3 Sniper: x2.52
<b>Grip</b> 	+10% fire rate, +5% reload speed, 15% swap speed and +10% minigun barrel spin up speed. Increases deflected bullet damage by 7%.	+15% swap speed	
<b>Barrel</b> 	+15% Fire rate & swap speed. +5% reload speed. Increases deflected bullet damage by 7%. Improve shield delay by 10%.	+10% action skill cooldown	
<b>Torgue Barrel Version</b> 	Special projectile with no splash damage falloff but cannot crit. Splash damage radius: 110.  Grants ability to unleash all shots by holding fire.	None.  <b>OG by Rynax15.</b>	
<b>Minigun Barrel</b> 	+45% fire rate, +35 max ammo, -15% accuracy, -10% recoil reduction, -15% reload speed, -30% damage. Increases deflected bullet damage by 7%.  - For Jakobs: +1 projectile fired, +1 shot cost.	+10% faster spin up speed, +25% mag size	

**Vladof Rocket Launchers have the ability to not consume ammo every 3 shots fired.**

## WEAPON SYSTEM CHANGES

# E-TECH



**Passive: Special projectiles.** Each Eridium will buff your ET **weapon damage** by **0.11%**. At **500 Eridium**, the max bonus will be **55%**.

Higher **elemental effect chance** compared to other types of weapons at base. (20% more)

**Brand passive** is still **applied**. (**Jakobs and Torgue don't have e-tech variant**)

**Warning: Splash damage by E-tech can hurt you!**

WEAPON	EFFECT	BRANDS
AR	<ul style="list-style-type: none"> <li>- Does not consume ammo (<b>unless having anything that increases ar ammo consumption per shot</b>). The longer you fire, the less stable your weapon will be. So, let it rest after shooting for a while.</li> <li>- Deals splash damage with no damage falloff. However, splash damage deals no extra damage. <b>Splash radius: 90 (From UCP)</b></li> <li>- Cannot deal critical damage.</li> <li>- Extremely fast bullet speed.</li> </ul>	<ul style="list-style-type: none"> <li>- <b>Bandit:</b> Has a delay depending on how many Vladof parts you have on the gun, then instantly bursts.</li> <li>- <b>Vladof:</b> Ramps up like a machine gun.</li> <li>- <b>Dahl:</b> Ramps up like a machine gun. Scoping in instantly removes ramp up.</li> </ul>
SMG	<ul style="list-style-type: none"> <li>- Deals splash damage that can penetrate enemies. Splash damage deals 1.5 times base weapon damage. <b>Splash radius: 140.</b></li> <li>- <b>Eridium buff</b> is split into 2 bonuses instead: <b>+0.055%</b> weapon <b>damage</b> and <b>+0.055%</b> weapon <b>DoT damage</b> per Eridium.</li> <li>- Not so fast bullet speed.</li> </ul>	<ul style="list-style-type: none"> <li>- <b>Hyperion:</b> Nothing much changed from the base game.</li> <li>- <b>Tediore:</b> Really fast ammo regen with low damage.</li> <li>- <b>Dahl:</b> ADS increases weapon damage by 20%.</li> <li>- <b>Maliwan:</b> Low base damage, high elemental damage.</li> <li>- <b>Bandit:</b> x4 projectiles, consumes more ammo per shot with a big spread (yes, it's similar to Anarchy smg in BL1)</li> </ul>

## WEAPON SYSTEM CHANGES

<p><b>PISTOL</b></p>	<ul style="list-style-type: none"> <li>- Has 2 versions: explosive homing darts and explosive invisible spikes. Both deal splash damage with no damage falloff. However, splash damage deals no extra damage. Specialized in dealing dot damage. <b>Splash radius: 90</b></li> <li>- The dart version will have better damage, elemental effect chance and damage. But you cannot control where it will land.</li> <li>- Cannot deal critical damage.</li> <li>- Consume 2 bullets per shot.</li> </ul>	<ul style="list-style-type: none"> <li>- <b>Tediore dart:</b> Deals little damage, but throwing it deals a lot of damage.</li> <li>- <b>Tediore Spiker:</b> Deals improved bullet damage and grenade damage but weak status effect chance as well as weaker throw damage compared to dart version.</li> <li>- The rest is the same, no plan of changing at the moment.</li> </ul>
<p><b>SHOTGUN</b></p>	<ul style="list-style-type: none"> <li>- Mainly UCP buffs with my own tweaks.</li> <li>- Consume 2 ammo per shot. Cannot deal crit damage.</li> </ul>	<ul style="list-style-type: none"> <li>- <b>Bandit:</b> Shoots massive projectiles that will wipe the floor (aka HUGE AOE).</li> <li>- <b>Tediore:</b> reload throw spawns a nuke. (So will their unique/legendary gun). Increased reload throw damage.</li> <li>- <b>Hyperion:</b> Chemical weapon. Shoot an orb that will release deadly tear gas. Not ideal for airborne enemies. Can also harm the user.</li> </ul>
<p><b>SNIPER</b></p>	<ul style="list-style-type: none"> <li>- Shoots <b>laser projectiles</b> which have almost 0 travel speed.</li> <li>- Projectiles can <b>ricochet</b> and explode off the surface. You either shoot directly at the enemy or strategically shoot at the ground to deal 2x damage by the exploding ricochet.</li> <li>- Each Eridium will buff your <b>weapon damage</b> by <b>0.15%</b> instead.</li> <li>- However, ET snipers deal <b>20% less critical damage</b> compared to other types of sniper.</li> </ul>	<ul style="list-style-type: none"> <li>- <b>Vladof:</b> not much changed. It just shoots supa fast.</li> <li>- <b>Hyperion:</b> Ever wonder what happens if a sniper turns into an assault rifle?</li> <li>- <b>Dahl:</b> Click only once to empty your mag while ADS.</li> <li>- <b>Maliwan:</b> Shoots like a DMR. Highest base damage and status effect damage of the 4.</li> </ul>
<p><b>ROCKET</b></p>	<ul style="list-style-type: none"> <li>- Nothing changed, no passive integration. The column on the right is</li> </ul>	<ul style="list-style-type: none"> <li>- <b>Maliwan:</b> Fires a slow-moving sphere. Explosions cause enemies to be encapsulated by a blue sphere and give</li> </ul>

## WEAPON SYSTEM CHANGES

	<p>copied directly from the BL2 wiki itself about how E-tech launchers work.</p>	<p>this effect off to other nearby enemies (same function as the PBF). The cataclysm effect also ignores terrain and cover.</p> <ul style="list-style-type: none"><li>- <b>Bandit:</b> PRAZMA CANON - Hurls balls of energy that arc and drops more balls of energy as it travels, similar to carpet bombs.</li><li>- <b>Vladof:</b> Topneaa - Surrounds enemies in a large radius with damaging energy spheres. Dying enemies encapsulated in a blue sphere of energy will disappear. Each third shot does not consume ammunition. The cataclysm effect also ignores terrain and cover.</li></ul>
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# AXTON'S WEAPON PACK CHANGES:

## 10. GEMSTONE

Passive: Shiny!	
WEAPON	BRAND
AR	<ul style="list-style-type: none"> <li>- Bandit: Heavy machine gun. Slow rate of fire but hits like a truck.</li> <li>- Vladof: Shotgun in the form of an AR.</li> <li>- Dahl: +3 burst when fired. ADS burst everything all at one. Slow bullet speed with strong damage.</li> <li>- Jakobs: Higher mag size, better crit and fire rate but a bit higher recoil and lower base damage than standard version.</li> <li>- Torgue: High mag size and fire rate. Weaker damage than the standard version. (Splash damage can hurt you)</li> </ul>
SMG	<ul style="list-style-type: none"> <li>- Bandit: You guys know those AA cannons that were used to shoot down airplanes? Consumes 8 ammos per shot, has slight knockback.</li> <li>- Hyperion: Extremely accurate with 0 visible recoil as well as good rate of fire.</li> <li>- Dahl: Extremely good for close range combat. No burst fire, higher damage with better fire rate but higher recoil compared to standard version.</li> <li>- Maliwan: Laser defense system.</li> <li>- Tediore: Overcharges your grenade (+500% base damage, +200% DoT damage, +50% DoT chance &amp; +100% blast radius). You can still throw grenades with other guns and switch back to this weapon to increase grenade damage (yes, before or right after the nade explodes. Best with nades that spawn jumping bullet mini-grenade)</li> </ul>
PISTOL	<ul style="list-style-type: none"> <li>- Bandit: BBBBRRRRRRRRRRRRRRRTTTTTTTTTTTT! Best for close range. (overclocked of base version)</li> <li>- Dahl: fast 4 round burst with low recoil.</li> <li>- Hyperion: The "Why you bully me" gun. Can knockback, 20% melee damage increases weapon damage (<b>however you gonna re-equip weapon just like E-tech for the damage to update</b>)</li> <li>- Jakobs: Your healing kit. Swap back to the gun will restore 10% max shield, grant you -15% shield delay, regen 2% of your max hp and grant you life steal. Also provide you 35% damage resistance. Deals not so hot damage. Increase melee damage by 100%.</li> <li>- Torgue: Fire really fast with high accuracy but low mag.</li> <li>- Tediore: Deal huge bullet damage, weaker reload damage than standard version. <b>Don't be fooled by its low damage stat!</b></li> </ul>

## WEAPON SYSTEM CHANGES

	<ul style="list-style-type: none"> <li>- Maliwan: 3 round bursts with big damage, hard to control recoil.</li> <li>- Vladof: x2 bullet version of standard version</li> </ul>
<b>SHOTGUN</b>	<ul style="list-style-type: none"> <li>- Bandit: burst twice every shot. Good damage and fire rate.</li> <li>- Hyperion: An overclocked standard version. Higher damage, less spread but bad initial recoil.</li> <li>- Jakobs: Very accurate long range with high crit. ADS: +7 projectiles with wider spread and can knockback enemies.</li> <li>- Tediore: It's a grenade. Deals no bullet damage, huge throw damage with good swap speed.</li> <li>- Torgue: Firework. Insane amount of projectile, improves movement speed but big spread.</li> </ul>
<b>SNIPER</b> <b>(Credit idea goes to: Exotic and Randi Dominguez)</b>	<ul style="list-style-type: none"> <li>- Dahl. Gain 20% increased damage and handling while ADS. Increases reload speed and movement speed by 35% as well as grants you 45% status effect and explosive damage reduction while not ADS. <b>(Not that no ADS bonus isn't available when ADS)</b> <b>(Rynax15's idea)</b></li> </ul>

## SPECIAL

# NOTES AND SPECIAL

**Golden chest** now gives 3 weapons and costs 30 Eridiums to open with 100% guaranteed purple, 50% E-tech, 30% Gemstone and ? Legendary. (Haven't implemented anything else but weapons)

E-tech and gemstone weapons now have a new rarity color.

Ricochet effect will now shoot out an explosive shrapnel upon ricocheting.

**Sightless:** Has no movement speed penalty when zooming in. +5% accuracy & recoil reduction when ADS.

All sights reduce around 25-30% movement speed when ADS while Sniper rifles and rocket launchers ones reduce around 60% movement speed.

All rocket launchers are now compatible with Vladof spin barrel feature.

Doc credit: Thank you everyone for your suggestions with the header and typos of this doc.

# ACCESSORIES

(Note that Rocket Launchers accessories are not reworked)

1. No accessories (aka accessory called "NONE" in the game code):

- Now has the cheapest price of all accessories. This means when you purchase a gun with no accessory, it will be more affordable compared to the one that does.

## SPECIAL

### 2. Bladed accessories (aka "Bayonet")

- Now grant you increased melee attack speed.
- Since some weapon types have 2 types of this accessory => Type 1 will now grant +20% damage reduction while type 2 grants +15% void shield damage and has 15% more base melee damage bonus.
- Weapons with only 1 type of bayonet like Sniper Rifle will have both effects with lesser bonus. (+10% damage reduction and +7.5% void damage with an extra 10% base melee damage bonus)
- For Rocket Launcher, Bandit grips already include a bayonet. Thus, it's not counted as a standalone accessory.

**3. Accuracy accessories:** Improved accuracy min and a little bit of accuracy regen, +20% crit damage (+30% for snipers), +15% spread reduction and reload speed. However, mag size is reduced by 10%.

**4. Stability:** Improved recoil, max acc and accuracy regen. In addition, grants 20% dot damage. However, weapon swap speed is reduced by 15%.

**5. Boosted:** (damage accessories) Improved weapon damage, fire rate, projectile speed, reload speed and dot damage by 5%. Also added 2 extra bullets to mag size.

**6. Hard Hitting:** Increased damage and projectile speed by 30%, elemental effect chance by 10% and spread by 15%. However, reduced fire rate by 15% and increased recoil by 10%.

**7. Special:** Tech 3 shotgun (now switched bonuses with Vertical Grip, and Vertical Grip became Stability Grip), double laser pistol.

**8. Special accessories:** unlike the rest, instead of providing/mildly modifying your weapons, these accessories can change a weapon drastically:




- Unchanged and examples: pistol double laser, shotgun tech 3 (**aka vanilla Vertical Grip**).
- **AR (shroud mag size)** : changes your AR into an automatic shotgun.
- **Sniper (foregrip)**: changes your sniper into an automatic AR. Reduced swap speed and damage by 10%.

### + Accessories that do not follow the upper changes pattern:



- **Sniper (bipod crit):** +125% acc regen, +20% dot damage, + 2 exploding ricochet. However, reduces bullet speed by 15%.
- **Shotgun: (vertical grip):** +20% recoil reduction, +25% reload speed and DoT damage. However, increases spread by 15%.
- **Shotgun (tech 2):** full-choke modification. +55% spread reduction, +50% accuracy regen, +20% crit damage. However, reduces weapon fire rate and clip size by 10%. (-10% reload speed for Jakobs shotgun)

## SPECIAL

# ELEMENTS CHANGES

ELEMENT	WEAPON PASSIVE ABILITY	ELEMENTAL STATUS EFFECT (NOT IMPACT EFFECT)
 <p><b>Duration: 7s</b></p> <p><b>Stackable on a single enemy.</b></p> <p><b>Max stack per enemy: 6</b></p>	<p>Make the wielder and their friends stronger when their enemy is on fire.</p> <p>+10% fire rate compared to other elements.</p> <p><b>Dev note:</b> Max damage increase on <b>a single enemy</b> with the current patch is 4.8%. Max stack on 2 enemies will be 9.6%, 3 will be 14.4%, and so on.</p>	<ul style="list-style-type: none"> <li>- Can spread and ignite enemies around <b>700 units</b> from <b>source targets</b>.</li> <li>- Continuously igniting an enemy or a different enemy grants a stack of Lit. Each stack of Lit gives the wielder and their friends 0.8% increased gun damage, 0.2% critical damage &amp; 0.3% status effect chance, 0.4% fire rate and 1.8% melee damage. <b>Duration of each stack is based on fire DOT duration. Applying Lit stack can benefit other weapons too.</b></li> <li>- <b>Cannot stack individually</b>, meaning if your summon or friends reach 6 stacks per enemy then no one can exceed that number for that same enemy.</li> </ul>
 <p><b>Duration: 5.5s</b></p> <p><b>On Gaige: 8s</b></p> <p><b>Shock cannot stack multiple times on a single enemy.</b></p>	<p>+15% cooldown rate</p> <p>Each time you apply shock status effect on an enemy, drain their weapon's energy and transfer it to your grenade, increasing your and allies' grenade damage by 2%. <b>(per enemy electrocuted)</b></p>	<ul style="list-style-type: none"> <li>- Malfunction: Affected target cannot regenerate health, deal 20% less weapon damage, has 15% less fire rate and movement speed.</li> <li>- Weakened: Affected target takes 25% more shock impact damage, 15% non elemental and explosive damage. <b>(Non elemental damage - aka any damage that is color white will have bonus damage (melee and skills included))</b></li> <li>- Glitch: Increased DOT duration on affected target by 30% if the DOT effect is applied while the target is shocked.</li> </ul>
 <p><b>Duration: 8s</b></p> <p><b>Stackable on a single enemy.</b></p> <p><b>Max stack per enemy: 6</b></p>	<p>+15% kill skill duration</p> <p>Continuously applying corrosive status effect on an enemy will grant you and your friends 1% mag size and 0.5% reload speed per application.</p> <p><b>Dev note:</b> Max dot damage increase on a single enemy with the current patch is 3%. Max</p>	<ul style="list-style-type: none"> <li>- Can spread and corrode enemies around <b>150 units</b> from <b>source targets</b>.</li> <li>- Armor leech: Continuously poisoning an enemy or a different enemy grants the wielder and their allies a <b>stack of Armor</b>. Each stack of Armor gives you <b>0.8% damage reduction</b> against all damage. <b>How it works and the duration of each Armor stack are the same as Fire Element.</b></li> <li>- Fragile: Affected target takes <b>0.5% more DOT damage</b> with each application of corrosive effect. Basically, like fire, corrosion can stack up multiple times.</li> </ul>






## SPECIAL

	stack on 2 enemies will be 6%, 3 will be 12%, and so on.	- <b>(Players only)</b> Poisoned: Players will constantly lose 0.5% max hp per second as well as some ammunition and grenades. If <b>shock DOT</b> is <b>applied</b> , you won't lose hp but cannot regen hp either.
 <b>Duration: Instant</b>	<p>Take 15% less damage from all sources.</p> <p>Has more base elemental effect chance and damage compared to other elements.</p>	<ul style="list-style-type: none"> <li>- Instead of dealing damage over time, slag <b>instantly deals additional damage</b> based on weapon status effect chance.</li> <li>- Instantly stagger targets or slow them down significantly on <b>DOT hits</b>.</li> <li>- Instantly <b>heal you</b> 0.15% slag status effect damage.</li> <li>- For each Eridium in your hand, grants slag weapon 0.1% slag DOT damage, 0.05% reload speed and slag dot resistance.</li> </ul>
	<b>Mr. Torgue said no. Explosive weapons are way too cool for a passive!</b>	<ul style="list-style-type: none"> <li>- Can deal splash damage, which can double your direct hit damage.</li> <li>- Does not have radius damage falloff.</li> </ul>
<b>Non-element</b> (aka any damage that is color white)	Has 25% more base damage than elemental weapons.	<ul style="list-style-type: none"> <li>- Does not deal damage over time.</li> <li>- Has the best overall stats.</li> </ul>
<b>Note: Elemental weapons have a x0.1 crit damage penalty. (excluding explosive)</b>		




## SPECIAL

# ELEMENT EFFECTIVENESS



All elements now have a consistent , no-changing bonus on all playthroughs (including normal mode, TVHM, UVHM)

Impact damage against:	FLESH	SHIELD	ARMOR
	+35%	-25%	-15%
	No bonus	+35%	-15%
	No bonus	-25%	+35%
	-20%	-20%	-20%
	No bonus	-20%	No bonus
None Element	No bonus	No bonus	-10%

**Note: Due to Fire and Corrosive being able to stack DOT up to a maximum of 6 times, shock DOT has to have a higher damage bonus to compete with the rest! -> At base, shock DOT will do ~2.5x the damage of Fire and Corrosive DOT. Otherwise, the other two will prevail at 3-6 stacks.**

DOT damage against:	FLESH	SHIELD	ARMOR
 (Max of 6 tick(s) of damage/s)	+10%	-35%	-25%
 (1 tick of damage/s)	+180%	+200%	+180%
 (Max of 6 ticks of damage/s)	No bonus	-35%	+10%

## SPECIAL

 (Instant tick)	+42%
 (Insta splash damage)	<ul style="list-style-type: none"> <li>● Explosive weapons deal extra damage called “splash damage” besides the damage shown on weapon card in game. These splash damage usually = 100% of the damage shown on the weapon card. So if you can hit enemies within the bullets’ explosion range then you can technically deal x2 damage.</li> <li>● Splash damage can be boosted with anything that boosts grenade damage.</li> <li>● Splash damage cannot deal critical hit damage and has damage falloff.</li> <li>● Damage falloff: splash damage varies based on the explosion radius of your gears. If the shot is too far away from the target, it won’t deal as much damage as a direct hit.</li> <li>● Stats:             <ul style="list-style-type: none"> <li>- Assault rifle bullet explosion radius: 155 units</li> <li>- Shotgun bullet explosion radius: 185 units</li> <li>- Pistol bullet explosion radius: 135 units</li> <li>- Launcher rocket explosion radius: Depends on the manufacturers</li> <li>- Legendary/Unique: Shown on weapon card</li> </ul> </li> </ul>

For those who are interested in the philosophy of the rebalanced numbers of non-element vs elemental, here is an example:

Example	SMG A (non-element) (full Tediore parts)	SMG B (corrosive) (full Tediore parts)	SMG C (corrosive) (full Maliwan parts)
Stats:	Damage: 53.75 (25% more base damage than B and C)  Mag size: 100	Damage: 44  Mag size: 100  DOT damage: 16 / s  DOT chance: 7%  DoT Duration: 8s	Same damage, mag size and duration  DOT damage: 25.6 / s (+60%)  DOT chance: 19.6% or higher (within ± 5%)

## SPECIAL

Max damage no buff, no matched element bonus:	$53.75 \times 100 = 5375$	$44 \times 100 = 4400$  Max DOT no buff, no matched element bonus:	$44 \times 100 = 4400$
Max DOT no buff, no matched element bonus:	0	$(16 \times 24) \times 7 = 2688$ (in theory)  Number 24: For the duration of 8s, it translates to 24 ticks of total damage.  Number 7: % chance to proc in 100 bullets.	$(25.6 \times 24) \times 19.6 = 12042.24$ (in theory)  Number 24: For the duration of 8s, it translates to 24 ticks of total damage.  Number 19.6: % chance to proc in 100 bullets.
Max total damage:	5375	$4400 + 2688 = 7088$	$4400 + 12042.24 = 16442.24$  (~ 306% more dps than smg A)
Max total damage with buff:	8815 (+64% damage from max money buff)	$5940 (+35%) + 3494.4 (+30%) = 9434$	$5940 (+35%) + 15654.912 (+30%) = 21594.912$

Remember, it's not easy to get up to +64% for non-elemental guns. You would need to max out your cash for that! Not to mention, even if you can activate all 6 elemental applications at once, in theory, it still takes you an extra 8 seconds to do more dps than a non-elemental gun in this case.

# SPECIAL

## FOR MODDERS

### 1. Bandit's mag size to damage code explanation:

- The calculation for dmg per bullet is quite tricky. The code is written 0.01% doesn't mean 1%, it's ~0.334% per bullet. For example: 0.005 = 0.167%, 0.035 = 0.118%.

- Clip size to damage must be written first and then clip size later. Else the damage won't work.

```
set GD_Weap_SMG.Grip.SMG_Grip_Bandit WeaponAttributeEffects
(
  (
    AttributeToModify = AttributeDefinition'D_Attributes.Weapon.WeaponDamage',
    ModifierType = MT_Scale,
    BaseModifierValue =
    (
      BaseValueConstant = 0.000000,
      BaseValueAttribute = AttributeDefinition'D_Attributes.Weapon.WeaponClipSize',
      InitializationDefinition = None,
      BaseValueScaleConstant = 0.0035
    )
  ),
  (
    AttributeToModify = AttributeDefinition'D_Attributes.Weapon.WeaponClipSize',
    ModifierType = MT_Scale,
    BaseModifierValue =
    (
      BaseValueConstant = 0.20,
      BaseValueAttribute = None,
      InitializationDefinition = None,
      BaseValueScaleConstant = 1.00000
    )
  )
),
```

### 2. E-tech's passive health to damage:

- Health to damage must be written first before weapon "pure" damage. Else the damage won't work.

```
(
  AttributeToModify = AttributeDefinition'D_Attributes.Weapon.WeaponDamage',
  ModifierType = MT_PostAdd,
  BaseModifierValue =
  (
    BaseValueConstant = 0.00000,
    BaseValueAttribute = ResourcePoolAttributeDefinition'D_Attributes.HealthResourcePool.HealthMaxValue',
    InitializationDefinition = None,
    BaseValueScaleConstant = 0.20
  )
),
(
  AttributeToModify = AttributeDefinition'D_Attributes.Weapon.WeaponDamage',
  ModifierType = MT_Scale,
  BaseModifierValue =
  (
    BaseValueConstant = -0.25,
    BaseValueAttribute = None,
    InitializationDefinition = None,
    BaseValueScaleConstant = 1.000
  )
),
```

# SPECIAL

## 3. E-tech AR “less stable” function:

- It is simply a change to accuracy codes.
- Accuracy Min means the normal accuracy of the weapon when you stand still and don't shoot. The smaller this value, the tighter the spread and the crosshair size. (this is only true when you go into the negative value. Otherwise, positive value means nerfing the min accuracy)
- Accuracy Max means the maximum crosshair spread when you fire continuously for a long time. Because this value is high -> the more you shoot, the less accurate it will be.
- Accuracy On Idle Regen Rate means when your weapon reaches max spread (aka max value of Accuracy Max), how fast will it recover back to the Accuracy Min value (aka how long do you have to wait until your weapon is stable again). In other words, how fast it is for your crosshair to get smaller in size.

```
(
  AttributeToModify = ResourcePoolAttributeDefinition'D_Attributes.AccuracyResourcePool.AccuracyMinValue',
  ModifierType = MT_Scale,
  BaseModifierValue =
  (
    BaseValueConstant = -1.000000,
    BaseValueAttribute = None,
    InitializationDefinition = None,
    BaseValueScaleConstant = 1.000000
  )
),
(
  AttributeToModify = ResourcePoolAttributeDefinition'D_Attributes.AccuracyResourcePool.AccuracyMaxValue',
  ModifierType = MT_Scale,
  BaseModifierValue =
  (
    BaseValueConstant = 10.000000,
    BaseValueAttribute = None,
    InitializationDefinition = None,
    BaseValueScaleConstant = 1.000000
  )
),
(
  AttributeToModify = ResourcePoolAttributeDefinition'D_Attributes.AccuracyResourcePool.AccuracyOnIdleRegenerationRate',
  ModifierType = MT_Scale,
  BaseModifierValue =
  (
    BaseValueConstant = 4.000000,
    BaseValueAttribute = None,
    InitializationDefinition = None,
    BaseValueScaleConstant = 1.000000
  )
)
```