

Season 1: Raider Gang

[Season 1 Post Mortem](#): ie. mods I decided not to carry through to my next playthrough.

[Season 2: Children of Atom character](#)

Have a cool mod to share? [Click here](#)

Active Mods as of Latest Update

Key

Bold - These are mods I have either made, or have used enough to feel confident in recommending them to others.

Italic - Notes underneath of mods in Italics are extra bits of info about *why I'm using that mod*.

Green Text - Suggested by you! Your name will appear below the mod.

~~Strikethrough~~ - Uninstalled.

Green Highlight - Mods I will install once they become relevant to my current character.

1. Sim Settlements: Three in One - <http://www.nexusmods.com/fallout4/mods/21872?>
2. Sim Settlements: Conqueror - <https://www.nexusmods.com/fallout4/mods/37000>
3. Sim Settlements: Mega Pack Year One - <https://www.nexusmods.com/fallout4/mods/30396>
4. Sim Settlements: City Plan Pack Contest Entries -
<https://www.nexusmods.com/fallout4/mods/35648>
5. Workshop Framework - <https://www.nexusmods.com/fallout4/mods/35004>
6. Workshop Plus - <https://www.nexusmods.com/fallout4/mods/35005>
Salvage Beacons - <https://www.nexusmods.com/fallout4/mods/18757>
7. AWKCR - <https://www.nexusmods.com/fallout4/mods/6091>
8. Automatically Lowered Weapons - <https://www.nexusmods.com/fallout4/mods/20093>
9. Unofficial Fallout 4 Patch - <https://www.nexusmods.com/fallout4/mods/4598>
10. Longer Power Lines - <https://www.nexusmods.com/fallout4/mods/2241>
11. Everyone's Best Friend - <https://www.nexusmods.com/fallout4/mods/13459>
12. Pip-Boy Flashlight - <https://www.nexusmods.com/fallout4/mods/10840>
13. Faster Terminal Displays - <https://www.nexusmods.com/fallout4/mods/937>
14. Beantown Interiors - <https://www.nexusmods.com/fallout4/mods/4612>
 - a. With Optimization Patch and Menus
15. Live Dismemberment - <https://www.nexusmods.com/fallout4/mods/16400>
 - a. Increased Headshot Damage version
16. Durable Vertibirds - <https://www.nexusmods.com/fallout4/mods/2857>
17. Settlement Menu Manager - <https://www.nexusmods.com/fallout4/mods/24204>

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18. HUDFramework - <https://www.nexusmods.com/fallout4/mods/20309>
19. Gentle Touch ENB - <https://www.nexusmods.com/fallout4/mods/27228>
20. Tales from the Commonwealth - <https://www.nexusmods.com/fallout4/mods/8704>
 - a. Including Settlers of the Commonwealth and DLC Commentary
21. Recruitable Settlers - <https://www.nexusmods.com/fallout4/mods/16304>
 - a. Including Far Harbor set
22. Settlement Management Software - <https://www.nexusmods.com/fallout4/mods/12032>
 - a. *Intention is to investigate this for improvements we could make to Sim Settlements management tools!*
23. Diamond City Expansion: <https://www.nexusmods.com/fallout4/mods/21853>
24. Wattz Laser Gun: <https://www.nexusmods.com/fallout4/mods/26386>
25. Chinese Assault Rifle: <https://www.nexusmods.com/fallout4/mods/7179>
 - a. Do NOT use, this was the wrong mod - instead grab Wasteland Melody's version: <https://www.nexusmods.com/fallout4/mods/13283>
26. Chinese Assault Rifle Animations: <https://www.nexusmods.com/fallout4/mods/27430>
27. Service Rifle by Deadpool2099: <https://www.nexusmods.com/fallout4/mods/32361>
28. Prewar Binoculars: <https://www.nexusmods.com/fallout4/mods/17819>
 - a. *Would love to integrate these into the Scouting perk from Conqueror!*
29. **Swinging Meat Bags**: <https://www.nexusmods.com/fallout4/mods/21087>
 - a. *These little ambient additions are the reason I could probably be convinced to use some texture mods, as I do enjoy adding that little extra dose of realism to the background!*
30. **Better Cooking Stations**: <https://www.nexusmods.com/fallout4/mods/12104>
31. M2045 Magnum Revolver Rifle: <https://www.nexusmods.com/fallout4/mods/17170>
32. LAER (Laser Assisted Electrical Rifle): <https://www.nexusmods.com/fallout4/mods/30868>
33. Anti Material Rifle: <https://www.nexusmods.com/fallout4/mods/36922>
34. Glock 86: <https://www.nexusmods.com/fallout4/mods/36358>
35. Winchester P94: <https://www.nexusmods.com/fallout4/mods/35676>
36. Plasma Cycler: <https://www.nexusmods.com/fallout4/mods/21922>
 - a. Including Leveled List Fix: <https://www.nexusmods.com/fallout4/mods/31211>
37. China Lake and Holorifle: <https://www.nexusmods.com/fallout4/mods/22254>
38. Concealed Armors: <https://www.nexusmods.com/fallout4/mods/6434>
39. The Mercenary Pack: <https://www.nexusmods.com/fallout4/mods/20088>
40. Armorsmith Extended: <https://www.nexusmods.com/fallout4/mods/2228>
 - a. *I don't really enjoy crafting my own armor, as to me it's a joy to collect new loot, but it's required by a few other mods.*
41. Eli's Armour Compendium: <https://www.nexusmods.com/fallout4/mods/22431>
42. Commonwealth Scavvers: <https://www.nexusmods.com/fallout4/mods/10465>
 - a. *This is an experiment to see how it affects Conqueror's raider recruits.*
43. We Are The Minutemen: <https://www.nexusmods.com/fallout4/mods/6443>
 - a. *While I'm going to be doing a Conqueror playthrough, I do want to see how this mod interacts with things we're doing with the Minutemen. Also, in future playthroughs, I'll likely side with the Minutemen to dig into this mod, as I've heard great things!*
44. Militarized Minutemen: <https://www.nexusmods.com/fallout4/mods/29853>
 - a. *See above explanation from WATM.*
45. **Critical Hits Outside of VATS**: <https://www.nexusmods.com/fallout4/mods/12653>
 - a. *This is a bit unbalanced - but it's fun, and prevents me from having to spend too much time in VATS, which can slow down pacing for vids.*

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46. **Place Everywhere:** <https://www.nexusmods.com/fallout4/mods/9424>
47. **MCM:** <https://www.nexusmods.com/fallout4/mods/21497>
48. **Faster Workshop:** <https://www.nexusmods.com/fallout4/mods/35382>
49. **Better Console:** <https://www.nexusmods.com/fallout4/mods/26582>
 - a. *This mod is amazing for troubleshooting issues, especially during development of mods.*
50. **Transfer Settlements:** <https://www.nexusmods.com/fallout4/mods/22442>
 - a. *Not strictly useful in the playthrough, though I might export any settlements I build myself during it to share!*
51. **True Storms:** <https://www.nexusmods.com/fallout4/mods/4472>
 - a. Suggested by Xaos Bob
52. **Enhanced Color Correction:** <https://www.nexusmods.com/fallout4/mods/5060>
 - a. Suggested by Adam Pender
53. **Ruined Homes and Gardens:** <https://www.nexusmods.com/fallout4/mods/23917>
 - a. SS Addon pack.
54. **Sim Settlements Scrappers:** <https://www.nexusmods.com/fallout4/mods/25679>
 - a. SS Addon pack.
55. **Creations by COOTS:** <https://www.nexusmods.com/fallout4/mods/29250>
 - a. SS Addon pack.
56. **Project Blueprint Mods:** <https://www.nexusmods.com/fallout4/mods/30168>
 - a. These are part of the City Planner's Toolkit, and are a tool for making settlements with almost no requirements other than Sim Settlements. They are a bit rough around the edges, but basically give you 10,000 items to build with so you can share your settlements as City Plans or Transfer Settlements blueprints without having to put a bunch of mod requirements in place.
57. **Equilibrium Weapons:** <https://www.nexusmods.com/fallout4/mods/27046>
 - a. Suggested by Hamoflague
58. **MikeMoore's MCAM:** <https://www.nexusmods.com/fallout4/mods/14786>
 - a. Suggested by DemonMankeyMan
59. **Handmade Revolver:** <https://www.nexusmods.com/fallout4/mods/18457>
 - a. Suggested by HexElahne
60. **10 MM SMG:** <https://www.nexusmods.com/fallout4/mods/22223>
 - a. Suggested by Enkay
61. **Better Goodneighbor:** <https://www.nexusmods.com/fallout4/mods/16594/>
 - a. Suggested by Chris Carlson
62. **Better Third Rail:** <https://www.nexusmods.com/fallout4/mods/15388>
 - a. After reading through Better Goodneighbor description, seemed like I should install this as well!
63. **Laser Weapons 1st Person Reposition:** <https://www.nexusmods.com/fallout4/mods/23102>
 - a. Suggested by Kane Peters
64. **Junk Town:** <https://www.nexusmods.com/fallout4/mods/26107>
 - a. SS Addon pack.
65. **When Science Retires:** <https://www.nexusmods.com/fallout4/mods/31224>
 - a. Suggested by Old Vesper
66. **Unique NPCs - Creatures and Monsters:** <https://www.nexusmods.com/fallout4/mods/24357>
 - a. Suggested by GreyRibbon
67. **Leaders of the Commonwealth:** <https://www.nexusmods.com/fallout4/mods/30495>
 - a. Suggested by Admiral Thunderbunny
 - b. Using the vanilla looks version.
68. **Legendary Modifier Rebalanced:** <https://www.nexusmods.com/fallout4/mods/5406>

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- a. Suggested by Clockwork Bard
- 69. Lima Detachment: <https://www.nexusmods.com/fallout4/mods/29042>
 - a. Suggested by Choochoo1
- 70. Dogmeat True Companion: <https://www.nexusmods.com/fallout4/mods/23139>
 - a. Suggested by Disciple72
- 71. No Shared Dogmeat Template: <https://rd.nexusmods.com/fallout4/mods/18547?tab=description>
 - a. Installed per the recommendation of Dogmeat True Companion to ensure the raider dogs don't get the same upgrades as Dogmeat.
- 72. Animated Chems Redone: <https://www.nexusmods.com/fallout4/mods/35403/>
 - a. Suggested by NukaCola Quantum
- 73. Retro Fashion Overhaul: <https://www.nexusmods.com/fallout4/mods/28629>
 - a. Suggested by Thukad
- 74. NPCs Travel: <https://www.nexusmods.com/fallout4/mods/16987>
 - a. Suggested by Yoonic
- 75. Cross Crit Gore-verhaul: <https://www.nexusmods.com/fallout4/mods/23780>
 - a. Suggested by Lee
- 76. Eyes of Beauty: <https://www.nexusmods.com/fallout4/mods/133>
- 77. Stumble Upon Interiors: <https://www.nexusmods.com/fallout4/mods/15539>
 - a. Suggested by GreyRibbon
- 78. YK42B Pulse Rifle: <https://www.nexusmods.com/fallout4/mods/37575>
- 79. Hunting Revolver and Ranger Sequoia: <https://www.nexusmods.com/fallout4/mods/37535>
- 80. DKS-501 Sniper Rifle: <https://www.nexusmods.com/fallout4/mods/15909>
 - a. Suggested by WhiskeyJack
- 81. Wait Anywhere: <https://www.nexusmods.com/fallout4/mods/26145>
 - a. Suggested by bowen324
- 82. A Manual for Turrets: <https://www.nexusmods.com/fallout4/mods/36756>
 - a. Suggested by DemonMankeyMan
- 83. True Frags: <https://www.nexusmods.com/fallout4/mods/19464/>
 - a. Suggested by Luminox
- 84. Wasteland Imports: <https://www.nexusmods.com/fallout4/mods/3793>
 - a. Suggested by Civmonopolis
- 85. Better Locational Damage: <https://www.nexusmods.com/fallout4/mods/3815>
 - a. Suggested by Mr. Lagtastic
- 86. Super Mutant Redux: <https://www.nexusmods.com/fallout4/mods/11853>
 - a. Suggested by Kain Copper
- 87. South of the Sea: <https://www.nexusmods.com/fallout4/mods/27870/>
 - a. Suggested by William Holich
- 88. Looks Menu Customization Compendium: <https://www.nexusmods.com/fallout4/mods/24830>
- 89. Looksmenu: <https://www.nexusmods.com/fallout4/mods/12631/?>
- 90. Minuteman Watchtowers: <https://www.nexusmods.com/fallout4/mods/30363>
 - a. Suggested by Thukad
- 91. Shell Rain: <https://www.nexusmods.com/fallout4/mods/870>
 - a. Suggested by Sometimes Geeky
- 92. Remote Explosives: <https://www.nexusmods.com/fallout4/mods/22444/>
 - a. Suggested by Takahashi
- 93. 12.7MM Pistol: <https://www.nexusmods.com/fallout4/mods/23434>
 - a. Suggested by WhiskeyJack

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94. Rip a Guy's Arm Off and Beat Him to Death With It: <https://www.nexusmods.com/fallout4/mods/8347>
 - a. Suggested by James Roden
95. Boss Chests Contain Legendaries: <https://www.nexusmods.com/fallout4/mods/10928>
 - a. Suggested by Mctimington the3rd
96. More Smarter Companions: <https://www.nexusmods.com/fallout4/mods/20613>
 - a. Suggested by teshin626
97. Altair's Animal Farm: <https://www.nexusmods.com/fallout4/mods/23421>
98. No Shared Dogmeat/Unique NPCs Patch by snarkywriter
99. Red Wave (Reloaded): <https://www.nexusmods.com/fallout4/mods/22013>
 - a. Suggested by Thukad
100. Project Reality Footsteps: <https://www.nexusmods.com/fallout4/mods/35904>
 - a. Suggested by SecureTable111
101. Handmade Turrets: <https://www.nexusmods.com/fallout4/mods/37877>
102. Combat Zone Restored: <https://www.nexusmods.com/fallout4/mods/21498>
 - a. Suggested by Thukad
103. Laser RCW: <https://www.nexusmods.com/fallout4/mods/19597/>
 - a. Suggested by WhiskeyJack
104. Throwing Weapons Westored: <https://www.nexusmods.com/fallout4/mods/13771>
 - a. Suggested by Mctimington the3rd
105. Sofa Surfer: <https://www.nexusmods.com/fallout4/mods/24944>
 - a. Suggested by aspektx
106. Ellen - The Cartographer: <https://www.nexusmods.com/fallout4/mods/15962>
 - a. Suggested by Lawrence Gillespie
107. DEF_INV: <https://www.nexusmods.com/fallout4/mods/10654>
108. Valdakil's Item Sorting: <https://www.nexusmods.com/fallout4/mods/3877>
 - a. Suggested by Daniel Pitts
109. Cross Pre-war Cybernetics: <https://www.nexusmods.com/fallout4/mods/8609>
 - a. Suggested by a Semiotic Ghost`
110. Blood Moon Raiders: <https://www.nexusmods.com/fallout4/mods/36913>
111. FlaconOil Retexture Project: <https://www.nexusmods.com/fallout4/mods/3747>
 - a. Suggested by Luminox
112. Fastball Baseball Grenade: <https://www.nexusmods.com/fallout4/mods/9126>
 - a. Suggested by bookfound
113. New Recipes: <https://www.nexusmods.com/fallout4/mods/12276>
 - a. Suggested by KefkeWren
114. Fireaxe: <https://www.nexusmods.com/fallout4/mods/30455>
 - a. Suggested by Thukad
115. No More Nade Spam: <https://www.nexusmods.com/fallout4/mods/20720>
 - a. Suggested by Cochraine
116. Vault 1080: <https://www.nexusmods.com/fallout4/mods/18172>
 - a. Suggested by Star Villain
117. Scrounger's Weekly Magazine Collection: <https://www.nexusmods.com/fallout4/mods/13336>
 - a. Suggested by nomadbunny
118. Publick Occurrences Expanded: <https://www.nexusmods.com/fallout4/mods/15804/>
 - a. Suggested by Aaron Holt
119. More Immersive Quest Start: Nuka-Cola Collector:
<https://www.nexusmods.com/fallout4/mods/36838>

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- 120. More Immersive Quest Start: Coffee and Donuts: <https://www.nexusmods.com/fallout4/mods/36955>
- 121. **Sim Settlements: Megapack Year Two:** <https://www.nexusmods.com/fallout4/mods/37983>
- 122. Sim Settlements Addon - Raider Refugees: <https://www.nexusmods.com/fallout4/mods/24918>
- 123. Wasteland Melody's Chinese Assault Rifle: <https://www.nexusmods.com/fallout4/mods/13283>
- 124. Better Console F4SE: <https://www.nexusmods.com/fallout4/mods/26582>
- 125. Realistic Conversations: <https://www.nexusmods.com/fallout4/mods/32514>
 - a. Including More NPCs optional file.
 - b. Suggested by bookfound
- 126. See Through Scopes: <https://www.nexusmods.com/fallout4/mods/9476>
 - a. Suggested by Old Wyrmm
- 127. NMC's Texture Bundle: <https://www.nexusmods.com/fallout4/mods/31814/>
 - a. Suggested by James Webb
- 128. Quick Harvest: <https://www.nexusmods.com/fallout4/mods/25521>
 - a. Suggested by Raybo
- 129. Unique Uniques: <https://www.nexusmods.com/fallout4/mods/15139>
 - a. Suggested by Emily Rosenberg
- 130. Rickety Restored Sanctuary Bridge: <https://www.nexusmods.com/fallout4/mods/17489>
 - a. Suggested by KefkeWren
- 131. MK41 Gyrojet: <https://www.nexusmods.com/fallout4/mods/38257>
- 132. More Uniques: <https://www.nexusmods.com/fallout4/mods/18357/>
 - a. Suggested by KefkeWren
 - b. **WARNING: This mod has a wild edit that breaks Sanctuary precombines - do NOT use!**
- 133. Scrapping Machine: <https://www.nexusmods.com/fallout4/mods/35793>
 - a. Suggested by pra
- 134. Diamond City Auto Close Gate: <https://www.nexusmods.com/fallout4/mods/12928>
 - a. Suggested by WhiskeyJack
- 135. Reverb Ambiance Overhaul: <https://www.nexusmods.com/fallout4/mods/10189>
 - a. Suggested by Ron Buck
- ~~136. Raider Boy: <https://www.nexusmods.com/fallout4/mods/11635>~~
 - a. Suggested by Brian Welch
- 137. Pet Call Feed Dogmeat: <https://www.nexusmods.com/fallout4/mods/15565>
 - a. Suggested by bookfound
- 138. Sirlach's Intimate Spaces: <https://www.nexusmods.com/fallout4/mods/38007>
- 139. Burnt Books Look Burnt: <https://www.nexusmods.com/fallout4/mods/4006/>
 - a. Suggested by Little Nikke
- 140. Immersive Scrapping: <https://www.nexusmods.com/fallout4/mods/9407>
 - a. Suggested by TheDevian
- 141. Tribal Power Armour: <https://www.nexusmods.com/fallout4/mods/22437>
 - a. Suggested by KefkeWren
- 142. Bubba Shot the Jukebox. Again.: <https://www.nexusmods.com/fallout4/mods/6734/>
 - a. Suggested by James Roden
- 143. Varied Raiders: <https://www.nexusmods.com/fallout4/mods/15780>
 - a. Suggested by Brian Welch
- ~~144. Remove Helmet in Dialogue: <https://www.nexusmods.com/fallout4/mods/24480>~~
 - a. Suggested by SifuTeddie
 - b. Replaced with Face 2 Face.

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145. AWKCR - Crafting Workbenches Disabler: <https://www.nexusmods.com/fallout4/mods/33856>
 - a. Suggested by bookfound
146. Special Patch Mod for this playthrough created by Brian Welch!
147. Brotherhood of Steel Faction Pack: <https://www.nexusmods.com/fallout4/mods/38208>
148. Bullet Party: <https://www.nexusmods.com/fallout4/mods/37286>
 - a. Suggested by NukaCola Quantum
149. Sim Settlements Building Plan Previews: <https://www.nexusmods.com/fallout4/mods/26004>
 - a. Suggested by Pain Killer
150. West Tek Tactical Optics: <https://www.nexusmods.com/fallout4/mods/12220>
 - a. Suggested by Wisky Docent
151. Glowing Animals Emit Light: <https://www.nexusmods.com/fallout4/mods/9239>
 - a. Suggested by Hamoflague
152. Flotsam and Jetam: <https://www.nexusmods.com/fallout4/mods/31206>
153. Diverse Visitors: <https://www.nexusmods.com/fallout4/mods/37965>
154. Locksmith: <https://www.nexusmods.com/fallout4/mods/12454>
 - a. Suggested by James Roden
155. Sirlach's Ultimate Defences: <https://www.nexusmods.com/fallout4/mods/38833>
156. Wild Wasteland: <https://www.nexusmods.com/fallout4/mods/17500>
 - a. Suggested by DemonMankeyMan
157. Barstool Games: <https://www.nexusmods.com/fallout4/mods/30222>
 - a. Suggested by WhiteCollarPlayers
 - b. Also installed the Barstool Games addon pack.
158. Nuka Cola Flavors for the Commonwealth: <https://www.nexusmods.com/fallout4/mods/20738>
 - a. Suggested by bookfound
159. Rocket Punch: <https://www.nexusmods.com/fallout4/mods/39261>
160. Clean Power Armor HUD: <https://www.nexusmods.com/fallout4/mods/178>
 - a. Suggested by bookfound
161. Raiders and Criminals Armor Pack: <https://www.nexusmods.com/fallout4/mods/23530>
 - a. Suggested by Brian Welch
162. Better Explosives Redux: <https://www.nexusmods.com/fallout4/mods/37572>
 - a. Suggested by Mr. Lagtastic
163. Power Armor Animation Changes: <https://www.nexusmods.com/fallout4/mods/4408>
 - a. Suggested by bookfound
164. Raider Power Armor Chop-Shop: <https://www.nexusmods.com/fallout4/mods/13552/>
 - a. Suggested by Adam Pender
165. Face 2 Face: <https://www.nexusmods.com/fallout4/mods/23694>
 - a. Suggested by Helix2k
166. Capital Wasteland Classic Metal Armor: <https://www.nexusmods.com/fallout4/mods/39857>
 - a. Suggested by Raybo
167. Slocum Joes for Sim Settlements: <https://www.nexusmods.com/fallout4/mods/39816>
168. Nuca Ola Cafe for Sim Settlements: <https://www.nexusmods.com/fallout4/mods/39860>
169. Less Annoying Berry Mentats: <https://www.nexusmods.com/fallout4/mods/11838>
 - a. Suggested by bookfound
170. N99 10MM Pistol: <https://www.nexusmods.com/fallout4/mods/40072>
171. Quad-Barrel Shotgun: <https://www.nexusmods.com/fallout4/mods/37493>
172. Vault Door Announce Warning for Vaults 81, 114, and 118: <https://www.nexusmods.com/fallout4/mods/40266>

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- a. Suggested by Daniel Bishop
- 173. Simple Living - SS Addon Pack: <https://www.nexusmods.com/fallout4/mods/40320?tab=posts>
- 174. Companion Carry Weight Transfer: <https://www.nexusmods.com/fallout4/mods/40832>
- 175. Text Input Menu: <https://www.nexusmods.com/fallout4/mods/27347>
- 176. Locky Bastard: <https://www.nexusmods.com/fallout4/mods/13380>
 - a. Suggested by mr. J
- 177. No PA Battery Pathing: <https://www.nexusmods.com/fallout4/mods/33080>
 - a. Suggested by bookfound
- 178. The Machine and Her: <https://www.nexusmods.com/fallout4/mods/30488>
- 179. Combat Pipboy: <https://www.nexusmods.com/fallout4/mods/4485>
- 180. Better LOD: <https://www.nexusmods.com/fallout4/mods/40417>
 - a. Suggested by bookfound
- 181. Merc Outfit Pack: <https://www.nexusmods.com/fallout4/mods/41272>
- 182. Capital Wasteland Outfit Pack: <https://www.nexusmods.com/fallout4/mods/41380>
- 183. Combat-Only Power Armor Explosive Vents: <https://www.nexusmods.com/fallout4/mods/38634>
 - a. Suggested by bookfound
- 184. Settler and Companion Dialogue Overhaul: <https://www.nexusmods.com/fallout4/mods/41785>
- 185. Atom's Glory Faction Pack: <https://www.nexusmods.com/fallout4/mods/42543>
- 186. Atom's Glory Threads: <https://www.nexusmods.com/fallout4/mods/42577>
- 187. Reanimation Pack for Combat Shotgun and Rifle:
<https://www.nexusmods.com/fallout4/mods/30141>
 - a. Suggested by Kriegshetzer and Chilly-rattan-ruffian
- 188. **Franktown Vs Rontown:** <https://www.nexusmods.com/fallout4/mods/42612>