

Raider Overhaul One Installation

This new instruction is for an updated RO One which includes use of M8r's FIS – The NEW FallUI Item Sorter, FallUI – ICON Library, and Complex Item Sorter. I also have an Enhancements II mod to use the new icons and rules.

Pre-Installation

Install your User Interface, Equipment and Crafting Overhaul (ECO), and M8r's Complex Sorter (CS) per the [UI and Complex Sorter Installation PDF](#). The installation of both ECO and CS has evolved over time. **Verify your installation is current and FallUI components are updated.**

Installation

1. Delete/uninstall Raider Overhaul One if you have a pre - 1.1 version. It's safe to do this mid-game as I'm not changing FormIDs or the ESP name.
2. Install 4estGimp - Raider Overhaul ONE - All Files NoAWKCR with Mod Organizer 2 (please). Mine is about mid load order.

Load Order:

ECO Redux – somewhat high in load order. THE INSTALLATION AND PHOTOS ARE IN THE INSTRUCTION LINKED ABOVE.

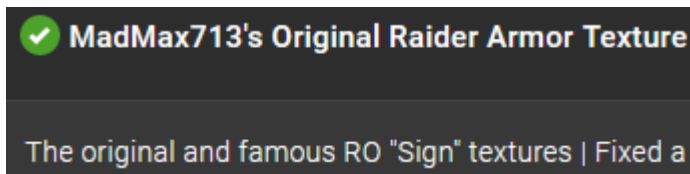
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Raider Overhaul

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Dank_ECO-INNR.esp – Listed in the ECO Download Page. as [ECO – Improved INNR](#).
Complex Sorter Output file(s). See pic on the next page.

3. [HD Raider Armor Retexture](#) – optional
4. [MadMax713's Original Raider Armor Texture](#) – 5th file down the page - optional

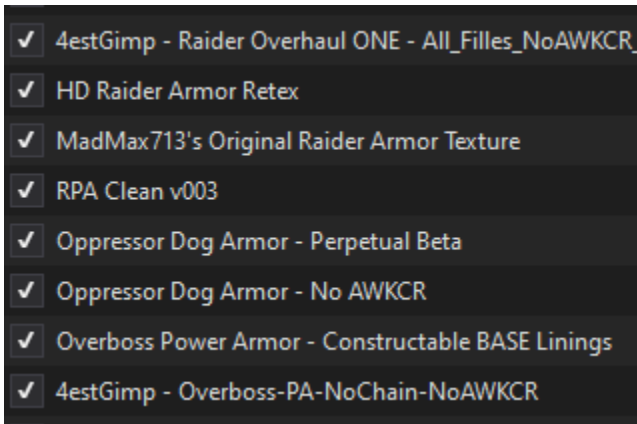


5. [Raider Power Armor Chop Shop Streamlined](#) - optional
6. [Oppressor Dog Armor](#) and [Oppressor Dog Armor – No AWKCR](#) - optional (search the page for it)
7. [Overboss Power Armor - Constructable No Chain Mesh](#) and [4estGimp - Overboss-PA-NoChain-NoAWKCR](#) – optional

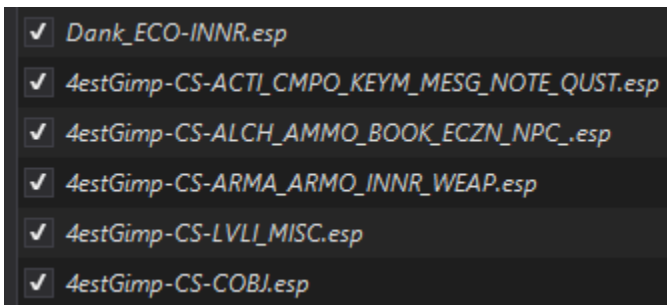
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My Base Raider Overhaul Installation:



Example of the plugins at the bottom of my Load Order:



The multiple Complex Sorter output files are not required but they are helpful for me.

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Install the below linked weapons into your normal weapon section.

9. The PipeShotgun was made rare. It no longer spawns on enemies but is now a legendary when found in containers, bodies, or shops. So install a few Double Barrel and Handmade Shotgun replacements configured specifically with RO in mind.
 - a. Install [4estGimp - Cranky LLInjection and Improvements](#), and [4estGimp - Gmoi6's Makeshift Shotgun](#) as they have been configured to inject to the same leveled list used by the Pipe Shotgun: LL_DoubleBarrel and LL_HandmadeGun. They will replace the Pipe Shotgun Seamlessly.
 - b. Install [4estGimp SjogrenShorty DoubleBarrel Peer](#). It is probably my favorite sneak/stealth build "Double Barrel" shotgun as it has the pistol keyword for Gunslinger Perk, a choke barrel, and a silencer.
 - c. (Optional installation) [4estGimp - Winchester 1897 Shotgun LLInjection and Improvements](#) is also configured as a Double Barrel shotgun peer on LL_DoubleBarrel.
 - d. (Optional installation) Rounding out double barrel shotgun peer group is [4estGimp - Caravan Shotgun Edit – Compacted](#). Details of the weapon edits are on that mod's page.

I obviously love shotguns. My primary shotty carry is [4estPimp – My Riot Shotgun](#) as a Combat Shotgun Replacer.

10. Optional Goodness - Get more Raiders!

[Install 4estGimp Edit - Raider Gangs Extended](#) – I implemented fixes which make the mod work and adds more some clothing and helmet variety. I did NOT wipe out the gang identities and just turn it into another RO. Some clothing items do wind up shared but the Gangs all have their unique identities. RO and RGE work really well together.

All these OPTIONAL patches were made to integrate even more Outfits into RO1. Load their main mods and my patches just below RO1. Well, at a minimum these patches must be below RO1 and their parent mod.

Outfits:

[4estGimp - Desert Punks Compacted and Injected](#)
[4estGimp - Wulf Raider Accessories Raider Overhaul One Edit](#)
[4estGimp - Grease Rat Garbs Raider Overhaul One Edit](#)
[4estGimp - Eli's Armor Compendium Edit](#)

Headwear:

[4estGimp - Ghostwire Tokyo Masks Raider Overhaul One Edit](#)
[4estGimp - Purge Mask Collection Edit](#)
[4estGimp - JU Helmet Redux Raider Overhaul One Injection](#)
[4estGimp - West Tek Tactical Optics Injection](#)
[4estGimp - Dak's Ballistic Mask for Raider Overhaul One](#)

Power Armor Notes:

[Gunner Outfit Pack](#) users should install GOP after Raider Overhaul to make sure Clint and Tessa receive Gunner specific power armor.

Also, [Standalone Construction Power Armor](#) can replace Slag's Raider Power Armor. Install Construction PA before RO to get Raider PA. Install Construction PA after RO to get Slag in Construction PA.

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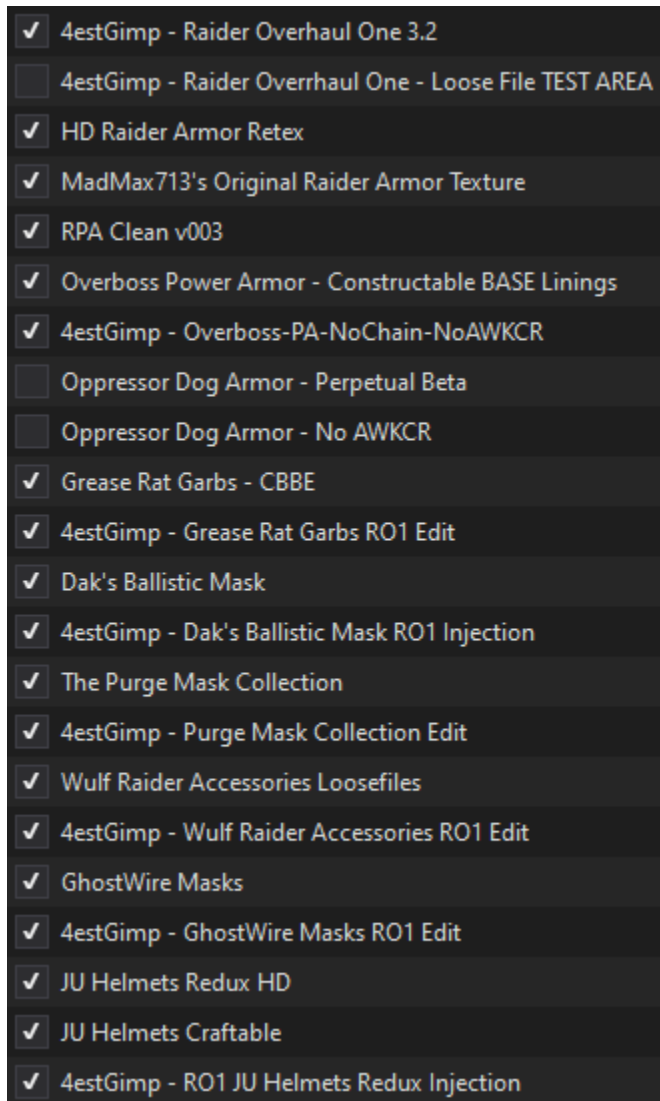
Recommendations:

- Any mod by DankRaft.
- DMagnus's [Hog Splitter](#) is a brutal melee weapon which is especially good with Mutants. Check out his other mods including forgotten weapons.
- Anything by [m8r98a4f2](#) - dude is a wizard.
- Pack Attack NPC and Pack Attack Companion Edition from [GreslinGames](#) on Discord.
- [4estGimp – AI Edit](#) – Give the enemies an AI bump without a lot of conflicts or going OP crazy.

Pack Attack NPC Users Note:

I run Raider Gangs Extended and [4estGimp - More Feral Ghouls Expansion Pack](#), which is a merge of More Feral Ghouls and More Feral Ghouls Expansion Pack. Those two mods add a lot of NPCs to the game. The additional Raider group and ghouls can be a little bit of a strain on PANPC in a few areas of the Commonwealth. Go into MCM settings > PANPC > and turn off Raiders so PANPC doesn't have to perform calculations on them. Using [4estGimp – AI Edit](#) will keep the raiders plenty dangerous, especially in daylight.

The below pic is my Full Raider Overhaul One Installation with many **Optional** outfit and headwear packs. Eli's Edit and West Tek Tactical are installed elsewhere.



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Settings when making a Complex Sorter Output file:

Go into Complex Sorter Advanced Settings and compare to the below pics. More pics and details for Complex Sorter are in my Enhancements II installation instruction PDF.

More Plugins:

Plugin	Active	main menu
Item Sorter Tags	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FIS (NEW FallUI Item Sorter)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
INNRR Reorderer R88-Style	<input type="checkbox"/>	<input type="checkbox"/>
4estGimp CIS Enhancements II	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
4estGimp NPC Scaling (Standalone)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Add Body Slot Numbers	<input type="checkbox"/>	<input type="checkbox"/>
Add Scrap Component SHORT Tags (VR)	<input type="checkbox"/>	<input type="checkbox"/>
Add Scrap Component Tags	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Add Tags To Basic Components	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Fix Missing Object Template	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Armor Body Part Tags	<input type="checkbox"/>	<input type="checkbox"/>
AWKCR Workbenches	<input type="checkbox"/>	<input checked="" type="checkbox"/>
AWKCR Compatibility	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
COBJ Fix	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
ECO Patcher	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Horizon	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Immersive Animation Fr. Patcher	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Immersive Pickup Sound Patcher	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Legendary Patcher	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
PANPC Patcher	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Perk Magazine Numbers	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Quest Tags	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Radio Tags	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Valueable Tag	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
VIS-C	<input type="checkbox"/>	<input type="checkbox"/>
Weightless Items	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

NPC Scaling:

4estGimp NPC Scaling (Standalone) Edit plugin

This script makes NPC's level with your character. This is based on saiska's script converted into a Complex Item Sorter Plugin - Nexus ModID 45033. The Cathedral licence only applies to this specific file and no other components of Complex Item Sorter.

Author: 4estGimp/saiska/m8r98a4f2/DankRafft

Plugin options

☒ **Enable -> Plugin enabled**

☐ **Show in main menu**

Plugin settings

Hint: Most settings come with a detailed mouse-over tooltip.

-- ENCOUNTER ZONE LEVEL ==

☒ **Enable Level Section**

New Maximum Level (Absolute) STD

New Minimum Level (%) STD

-- ENCOUNTER ZONE FLAGS ==

☒ **Enable Flags Section**

☒ **Remove 'Never Resets' Flag**

☐ **Set 'Disable Combat Boundary' Flag**

-- ACTOR / NPC ==

☒ **Dynamic NPC Level**

Level relative to player (%) STD

ECO Patcher – It's mostly set to my preferences but I do like to choose "Nick can wear Armour". "Move ALCH" is the only option I have unchecked.

NPC Scaling – Just set to your preference. I enjoy 110%.