Overview  
  
This mod increases the amount of weapon attributes that are improved upon named weapon generation. The other mod has not been updated for WotN so I made this one from scratch.  
  
Currently in vanilla, Durability is always modified (sometimes actually reduced), and an additional 2 attributes are improved. This mod makes it so that Durability is almost always improved (and never reduced), 4 other attributes are improved, and the improvements are more substantial. See below for details.  
  
I tried to maintain balance by increasing maximums slightly and increasing minimums significantly. I aimed for weapons to not be game-breakingly good, but at he same never lackluster.  
  
  
Installation  
  
Move "mod\_buffed\_named\_weapons.zip" into your Battle Brothers data folder.  
(Usually something like "C:\Steam\steamapps\common\Battle Brothers\data")  
  
  
Attribute Changes  
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Note: Changes listed as a % modify the attribute by a certain percent, whereas percentage points are a flat bonus. e.g. a Dagger might have its base max damage of 40 improved by 25%, resulting in a value of 50. It might also have its base Armor Damage of 70% increased by 30 percentage points, resulting in 100%.  
  
**Max durability**  
Vanilla: 80-140% of base  
Mod: 100-140% of base  
  
**Damage**Vanilla: 110-130% of base  
Mod: 125-140% of base  
  
**Armor Damage**Vanilla: add 10-30 percentage points  
Mod: add 20-30 percentage points  
  
**Chance to hit head**Vanilla: add 5-10 percentage points  
Mod: add 10-15 percentage points  
  
**Ignore Armor**  
Vanilla: add 8-16 percentage points  
Mod: add 12-20 percentage points  
  
**Stamina Modifier**Vanilla: reduce stamina penalty for equipping by 20-50%  
Mod: reduce stamina penalty for equipping by 35-50%  
  
**Shield Damage**Vanilla: increase by 10-33%  
Mod: increase by 25-35%  
  
**Max ammo**Vanilla: add 1-3 extra ammo  
Mod: add 3-4 extra ammo  
  
**Additional chance to hit (ranged weapons only)**  
Vanilla: add 5-15 percentage points  
Mod: add 10-15 percentage points  
  
**Weapon skills build up X less fatigue**Vanilla: 1-3  
Mod: 2-3

Files Edited

\scripts\items\weapons\named\named\_weapon.nut