

Mo'

Just makin' the Mo'have a little mo'sweet by giving you mo'stuff.

Mo' gives you mo' of what you need.

- Skill based recoil on all projectile weapons.
- Functional TacLight on equipped weapons.
- Shells Rain. (1st person decay is a vanilla bug)
- Great selection of new weapons, many with modkits.
- Fully equipped player home
- Partial weapon replacer with new modkits
- New IPP starter pack
- NPC overhaul with BattleScribe armor for Veronica.
- Optional reduced lag esp for those with weak machines
- Unauthorized Mo' patch for Sunny Companion

This suite of interrelated mods represents the stuff I want for myself in the game. It is part xCaliber and part Lings, and it is divided in ways that make sense to me. You are not expected to like every aspect of it. You are expected to be polite in expressing your opinions. You basically have three options:

1. Suck it up and enjoy it for what it is.
2. Delete it and move on.
3. Pick that parts that work for you and skip the rest, or use FNVedit or GECK and make your own mix.

This mod is a Beta. It uses a beta release of NVSE and includes code to compensate for errors in the script extender. It will most likely NOT work properly with NVSE v1 when released.

Package Contains:

Mo'.bsa	: Resource file (required)
Mo'.esm	: Master file requires NVSE
Mo'Guns.esp	: Requires Mo'.esm (optional)
Mo'Guns.esp	: Requires Mo'.esm (optional)
Mo'Gals.esp	: Requires Mo'.esm, Lings.esm (optional)
Mo'Suite.esp	: Requires Mo'.esm, Lings.esm (optional)
Mo'beta IPP.esp	: Requires Mo'.esm (optional)
Mo'o'less.esp	: Requires Mo'.esm, Lings.esm, Mo'Suite.esp (optional)
Mo'SunnyCompanion	: Requires Mo'.esm, Lings.esm, Mo'Suite.esp, SunnyCompanion.esp
Mo'Credits.txt	: Giants on whose shoulders I have stood
Mo'shit_to_read.rtf	: This file

1. Install required mods and utilities

2. Copy ALL files from this mod into your FalloutNV\Data directory.
3. Move mo'.esm to the start of your load list (below FalloutNV.esm).
4. Move remaining esp's to the bottom of your load list.
5. Enable esp's as desired. Check the required masters in FOMM and make sure you are loading what you need.

Mo'.esm

Master file provide NVSE support for scripted weapons

- Skill based recoil effect
- Shells Rain settings

Mo'Guns.esp

Partial projectile weapon replacer.

This replacer focuses on improving the quality of the modern weapons included in the vanilla New Vegas release. For the most part, it does not replace the western themed weapons as better meshes don't really exist. I highly recommend [Arenovalis](#) texture updates for these weapons.

All replacers feature True Ironsight alignment, fully modeled mod kits, vanilla-ish stats. Most all use vanilla sounds as well.

All projectile weapons (replaced or not) use upgraded shell casings.

Not compatible with any mod that alters or adds mod kits to vanilla weapons. Best if not used with a generic scope zoom mod.

Replacer Weapons:

- | | |
|-----------------------------|--|
| • 9mm Pistol | SigSauer P226 |
| • 9mm SMG | Upgraded texture for M3 grease-gun |
| • 10mm pistol | HK mk23 Mod 0 (SOCOM) |
| • 10mm SMG | HK UMP |
| • Silenced 22 pistol | Ruger Mk. II |
| • .375 pistol | undecided |
| • .44 Magnum | Smith and Wesson Model 29 |
| • 12.7 pistol | Smith and Wesson .500 |
| • Hunting Revolver | Rhino .45-70 |
| • Hunting Shotgun | Mossberg 590 |
| • 12.7mm SMG | Kriss Super-V .500 |
| • Service Rifle | M16 (Burst mode only) |
| • Assault Carbine | Olympia Arms M4 |
| • Marksman Carbine | HK416 long barrel |
| • Varmint Rifle | Accuracy International AWM (desert camo) |
| • Hunting Rifle | Sako TRG-42 |

- **Sniper Rifle** Dragunov SVD
- **Light Machinegun** M-249
- **Grenade Rifle** M-79
- **Broken Grenade Rifle** Scar M-203
- **Grenade Launcher** A35M
- **Anti-Material** Barrett M82a (Hurt locker inspired single shot)
- **Riot Shotgun** Spas-12 (gas operated)

Uniques

- **Rat Slayer** Arctic Warfare Magnum G-22
- **Gobi Sniper** CheyTac M-200 Intervention (desert camo)
- **This Machine** M1 Garand (improved model & texture)
- **Ranger Sequoia** Rhino Revolver (scopeless)
- **Maria** M92se (temporary textures)
- **Lucky** Dan Wesson Devil's Mistress
- **Vance's 9mm SMG** HK MP5-N shorty
- **Dinnerbell** Mossberg 500 RollingThunder
- **Thump-Thump** M16 M-203
- **Annabelle** RPG-7
- **Mercy** BrotherShogo's AA cannon (25mm grenades)
- **Oliver's Anti-Material** Accuracy International AS50
- **All American** HK-416 Savvas Designated Marksman

Companion Weapons (playable version as death items)

- **Boone's scope hunting rifle** Sako TRG-42 classic
- **Cass's Shotgun** Mossberg 590 tactical
- **Veronica's 10mm pistol** Fully pimped .22 (no player version)
- **Lily's Assault Carbine** M4sir SOPMOD

New Mod Kits for Vanilla & Unique Weapons

- Ruger MK II scope
- Ruger MK II long barrel
- Ruger MK II custom receiver
- Assault Carbine Scope
- 9mm Pistol Silencer
- M-249 Scope
- Anti-material Rifle carbon construction
- Anti-material Rifle suppressor
- 12.7mm SMG long barrel
- 12.7mm SMG carbon construction
- ThisMachine scope
- Gobi Campaign covert ops package
- Vance's SMG extended stock

- Vance's SMG scope
- Maria 9mm compensator
- Maria 9mm scope

Modkits for suite weapons and uniques are available only through Moe in the penthouse. The rest are available through the normal channels.

CAUTION – If you install one of these new mod kits and later remove this mod, accessing that weapon will crash your game. Working on a solution, but for now you are advised to sell your modded weapons before uninstalling.

Mo'Gals.esp

Overhauls about 70 or 80 mostly female NPCs. Like Lings Pretty Things without the outfits.
REQUIRES LINGS-NV!

- Veronica gets genuine Ling's Battlescribe armor when in your employ. If she already works for you, fire and re-hire her and watch the total makeover.
- Boone gets a much needed makeover as well.

Mo'Suite.esp

Custom version of the Lucky38 Penthouse level player home with vendors.
REQUIRES LINGS-NV!
REQUIRES Type3 compatible body

- Accessible via Lucky 38 elevator or ...
 - Service entrance with map marker on strip (quick access to armory)
 - Fully Navmeshed
 - 10 scantily-clad hotties to fill the space
 - Formal and Western Eveningwear for doing the casino's right
 - FO3 Infirmary & Chem Lab
 - Magic Mirror (gene projector)
 - Lots of safe storage
 - Book of Earache (user settable hotkeys)
 - Resettable practice targets
 - Functional Snowglobe Display (updates overnight)
 - Bobblehead Trophy Display (bobbleheads appear when you max your stats)
 - Slot Machines and JukeBox (anyone know how to get the jukebox playing?)
 - Home cooking stove (who needs campfires?)
 - Re-directs followers to penthouse when sent to Lucky38.
 - Concealed armory with weapon shop, workbenches, and re-settable practice targets
 - 4 vendors (bartender, cook, weapon dealer, and casino cashier)
 - First attempt at workbench storage (ammo and home cooking only)
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- Default Selector key is [X]
 - Default Combat Optics key is [O]
 - Scope zoom uses mouse wheel.
 - Binocular hotkey is [9]

Penthouse Weapons

- **Enhanced Binoculars (replacer)** (Hotkey #9 with stepped zoom and enhanced optics)
- **Desert Eagle .500** ()
- **FN SCAR-L** (selective fire)
- **AR FiveSeven** (taclight)
- **M14 EBR Double Cross** (Hot swap 7.62mm semi/full with masterkey & taclight)
- **Joint Services Shotgun** (.20 ga with TacLight)
- **FN-SCAR SmokeMonster** (Hot swap 5.56mm auto with 40mm M-203)
- **HK G36** (selective fire)
- **HK USP tactical pistol** (Hot swapped suppressor. TacLight Equipped.)
- **Barrett XM-109 25mm** (stepped zoom)
- **Knight Armament PDW** (selective fire)
- **SIG SG-552** ()
- **DSR-1 Sniper Rifle** (stepped zoom)
- **Beowulf 12.7** ()
- **HK 416 Stubby** (select Burst or Full Auto)
- **HK 416 Custom Match** (stepped zoom)

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Mo'betta IPP

Replacement esp for the original xCALIBRuniverse_ImpulsePurchasePack. Starter gear includes:

- Gunrunner armor (with and without gloves)
- Gunrunner Boonie hat
- Simm's Scouter
- Benelli JSS 20 ga. (taclight)
- HK USP 9mm (taclight and selectable suppressor)
- Some ammo and such

Items are located in a miniature steamer trunk on the fireplace mantle at Doc Mitchells.

Mo'o'less.esp

Low lag patch removes animated fire and water.

Mo'SunnyCompanion.esp

Makes the Sunny Companion mod compatible with this suite. Give's Sunny Mo'gals cosmetics, GR Armor, and Boone's Spotter perk.

Credits

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Please contact me ASAP if I forgot to include you in the credits.