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Fallout 4 all assault rifles

» Mon Jan 18, 2016 10:52 am Both seem to be non-automatic weapons. But which is better? So far it seems that I can mod the combat rifle to be more powerful than the assault rifle. Phillip Hamilton Posts: 3457Joined: Wed Oct 10, 2007 3:07 pm » Sun Jan 17, 2016 10:20 pm I prefer the combat rifle if only because it take up a lot less screen real estate. luke trodden Posts: 3445Joined: Sun Jun 24, 2007 12:48 am » Mon Jan 18, 2016 2:23 am Combat rifle, more damage and low RPM is better against armor in this game than lower damage and higher RPM. Beni Posts: 3447Joined: Tue May 15, 2007 11:58 pm » Mon Jan 18, 2016 12:47 pm I've only been able to make use of the assault rifle as an automatic, so far. With both the combat rifle and hunting rifle being good sniper/long and medium range rifles, the assault rifle doesn't really offer any bonuses as a semi-automatic. It's great as an automatic, though. trisha punch Posts: 3410Joined: Thu Jul 13, 2006 5:38 am » Mon Jan 18, 2016 9:12 am Both can be modded to semi-auto or full auto, Combat rifle seems to be better at semi-auto and assault rifle seems to be better at full auto. I prefer the combat rifle, better single shot stopping power and I use less ammo with it. Oh, and never give your companion a full auto anything or you'll be spending all your caps to resupply their ammo. Chantelle Walker Posts: 3385Joined: Mon Oct 16, 2006 5:56 am » Mon Jan 18, 2016 9:11 am Both can be modded to auto I believe, but I've left the as single-shot due to the Rifleman perk.It was a while back, but I did a quick compare between the two. From memory, I *think* the combat rifle modded to .308 was ultimately more so damage than the assault rifle. I believe you can obtain a higher fire rate tho with the assault rifle. Adrian Morales Posts: 3474Joined: Fri Aug 10, 2007 3:19 am » Mon Jan 18, 2016 9:57 am Both can be used full auto or semi auto. I have an two bullet legendary of both and have the combat rifle as semi auto with .308 and the assault rifle as full auto. The assault rifle looks more like an machinegan and this give most damage for each setup with extra bullet at least. Nikki Morse Posts: 3494Joined: Fri Aug 25, 2006 12:08 pm » Mon Jan 18, 2016 9:08 am I build them both as fully automatic on my current character, then just use whichever has the most ammo and leave the other home.I plan on turning one Combat Rifle into a sniper as soon as I can mod it for .308 ammo and then also carry another modded fully auto for close encounters. I'd like to use the assault rifle but as others have pointed out it takes a huge piece of the screen and it's very heavy. I may still use the assault rifle though since this is my commando build, but still it's hard to find a lot of differences between the two in full auto when they are fully maxed out so it generally goes to screen coverage and weight. chloe hampson Posts: 3493Joined: Sun Jun 25, 2006 12:15 pm » Mon Jan 18, 2016 1:04 pm Thanks for the information, guys! I will scrap my assault rifle and keep the combat rifle. I am focusing on the non-automatic rifles Perk. Sxc-Mary Posts: 3536Joined: Wed Aug 23, 2006 12:53 pm » Mon Jan 18, 2016 7:06 am Put a silencer on it and get the Sandman perk. 50% extra dmg at perk lvl 3 helps a lot. BaNK.RoLL Posts: 3451Joined: Sun Nov 18, 2007 3:55 pm » Mon Jan 18, 2016 4:18 am I do like the Assault Rifle more /the Combat Rifle provides more damage, but is way more clunky and takes longer to shootthe Assault Rifle feels way more semi-automatic and while making less damage per shot, it feels like it makes more DPS due to it's high fire rate Stu Clarke Posts: 3326Joined: Fri Jun 22, 2007 1:45 pm » Mon Jan 18, 2016 11:26 am The Combat Rifle also requires less investment in Gun Nut to use effectively, especially early on. Most of the Assault Rifle mods require rank 3 or 4 of Gun Nut, meaning it's better suited for lategame use. Solid automatic weapon though. Cat Posts: 3451Joined: Mon Dec 18, 2006 5:10 am » Mon Jan 18, 2016 5:17 am well imoassault rifle for short to med distance combat and non vats usecombat rifle for med to long distance, sniping and vats usef use both Quick Draw III Posts: 3372Joined: Sat Oct 20, 2007 6:27 am » Mon Jan 18, 2016 7:15 am Even if you put a hair trigger on the combat rifle?Ymani Hood Posts: 3514Joined: Fri Oct 26, 2007 3:22 am » Mon Jan 18, 2016 12:16 pm Using comparative mods to both weapons, the assault rifle will come out on top, with higher accuracy over longer range. For single shots, that may well be questionable, but if you modify an AR to full auto, with a short scope and silenced, and vented barrel, with the commando perks you'll get 68 damage per round, out to 161 range, with high accuracy (can't recall but somewhere around the 100+ mark). Basically, on full auto, it will put all rounds in a three shot burst (comparable to a VATS phase) into a target at max range, which an auto CR won't do...which basically means that an auto AR has far more utility than a CR, and is more than suitable as an all round weapon, negating the need for separate firearms for differing ranges. Britney Lopez Posts: 3469Joined: Fri Feb 09, 2007 5:22 pm » Mon Jan 18, 2016 8:46 am doesn't it lose damage then?I'm using a .308 receiver Tyler F Posts: 3420Joined: Mon Aug 27, 2007 8:07 pm » Mon Jan 18, 2016 12:18 pm Yes, but I think it would still do more than the Assault rifle with its 5.56mm. Miss K Posts: 3458Joined: Sat Jan 20, 2007 2:33 pm » Mon Jan 18, 2016 1:32 pm The Assault Rifle is the best weapon in the game. Most of my kills come from it. From sniper distance to right here, it's great. The Combat Rifle can be made to hit a little harder in .308 but any scope turns it into a screen hogging pig. The Assault Rifle can be made to hit nearly as hard but handles quite a bit better. I can put 3 in the head with it at pretty serious distances and actually fight, acquire targets, and kill them, with out dropping the gun from scope mode. As wset, the little scope on it allows better grenade handling as it does not obscure the arc. I go through a pile of 5.56 but I sell .44, .45 and other common ammos, so it all works out. Stephy Beck Posts: 3492Joined: Mon Apr 16, 2007 12:33 pm » Mon Jan 18, 2016 12:19 am I have a wounding assault rifle and it's probably the sickest weapon I every found besides an instigating plasma rifle which kills behemoths on survival in one shot! just like the look of the combat and hunting rifle cause it looks like an oldschool rifle... I miss the lever action rifles from new vegas tough, they were so cowboy Umjyre Records Posts: 3436Joined: Tue Nov 13, 2007 4:19 pm » Sun Jan 17, 2016 10:54 pm I loved using combat rifles earlier in the game. As an example, Overseer's Guardian was the TRUTH for around 100 hours or so of gameplay. Then it ultimately traded up to a legendary Assault rifle with fires two rounds, all aspects fully level (non-auto) and a longrange Recon scope. People don't know what hit them, and I'm able to snipe nearly as far as away as I am with a fully spec-ed out hunting rifle (I checked). So, really, why carry anything else? In fact, I would say that with fully leveled Ninja and Rifleman perks, it's pretty much gamebreaking. If I get Mr. Sandman and level IT three times...I mean, what's left for me to do at that point? There won't be an enemy in the game who can stand against me at all. I don't even have Cloak and Dagger. Jimmie Allen Posts: 3358Joined: Sun Oct 14, 2007 6:39 am » Mon Jan 18, 2016 10:35 am Overseer's guardian, short ported barrel, large mag, powerful full-auto (I think), with a muzzle break, marksman stack and a red dot is the closest I can get to something I would use. Would prefer the combat rifle in 5.56/223 and the so called "assault rifle" should be in 7.62 x 54 as it looks more like a squad gun.Wish they would use more realistic naming when making these guns, anything semi-auto is not an assault rifle they should call the full-auto mods assault rifle mods. Chloe Lu Posts: 3476Joined: Sat Nov 04, 2006 2:08 am » Mon Jan 18, 2016 12:39 am Evolution of rifle power in the game. 1-Combat Rifle 1-30 LV2-Plasma Rifle 30-50 LV3-Gauss Rifle end game content Eileen Collinson Posts: 3208Joined: Thu Dec 28, 2006 2:42 am » Sun Jan 17, 2016 10:39 pm while a combat rifle does more damage and more versatile since it can be upgraded into a sniper rifle I found the assault rifle better late in the game when you find much more ammo for it especially fully upgraded with 4 ranks of gannut the assault rifle wins , faster rate of fire and much less kickback than a combatrifle even as a automatic rifle it has much less kickback than a combat rifle,my downside of a assault rifle is the scarcity of the ammo early and mid game Sunni Behieh Posts: 3454Joined: Wed Apr 11, 2007 7:57 pm » Sun Jan 17, 2016 9:58 pm I scored a legendary 'Penetrating Assault Rifle'. I am the war god. Betsy Humplendik Posts: 3443Joined: Wed Jun 28, 2006 11:56 am » Mon Jan 18, 2016 6:06 am "Which weapon is better?" in Fallout 4 is like asking how long is a piece of string.If you've got a high Strength, got the relevant perks for the firing type and to handle recoil, a semi-auto or full-auto Assault Rifle that's modded right can chew through an opponent with ease. Legendary Explosive or Penetrating tags or the Legendary Double Shot tag can extend the Assault Rifle's life well into the upper 90 levels, especially if you've been collecting the right magazines to up to the critical damage bonus.Personally, however, I am cursing the Commando Perk and my investment in it as I am constantly forced to do small bursts, even with Strength 6, just to ensure that the rifle doesn't buck itself way off target. Even with Gun Nut Rank 4, and the relevant mods to the weapon to diminish kick from firing and both arm-armor slots modded with 'Stabilisers', it's still a battle to keep a bead on an enemy, especially a moving one.I'm still trying to figure out how laser weapons have recoil. 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