


Swg weaponsmith guide

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sites are usually a few days late in reporting the resources that have just spawned - or labeling resources that have shifted and no longer exist. It's a good idea to use sites like SWGCraft as background information, but you shouldn't use it as a single guide. What sell you are tired of running review missions - you want some extra funds. Well, I'm going to tell you right now that the only thing that's harder than grinding is becoming customers. Don't plan to be able to make any money from the weapons until at least the Master, you will die trying. The Gunsmith's economy is overloaded. It's going to almost kill you to try to attract customers. However, here are a few suggestions to get your foot in the door. Weapon Powerups: Always in demand, always useful and fairly easy to make, resource-wise. You will need the highest OK metal and chemical you can find, a master craftsman and equipment factory. Powerups are an artisan item, so they are based from an artisan rather than Weaponsmith Experiments, so you have to get a master artisan. Make schemes, run away a ton of bonuses at your factory and slap them on the supplier. Weapons upgrade kits: also quite in demand, they are they cut into elements. They don't depend on quality or experimentation, and smugglers buy them by box. Grenades: Grenades are in surprisingly high demand, especially when sold well. Even blacksmiths with only IV technique can make pomegranates worth buying. Master Gunsmiths hate making grenades, they are a huge nuisance and take a lot of precious factory time. So take advantage of it! Other ammunition: Loaded heavy weapons also fall into the category of grenades: Somewhat high demand and most craftsmen will not bother with them. The downside is that they have a heck of a lot harder to do. One heavy particle beam gun can just bankrupt you before you finish developing it, so keep in it to hunt. Marketing Knowing that selling is only half the battle. Now you need to know who to sell it to and how to make them know you have things for sale! First of all, my personal secret weapon is a mailing list. Here's how I manage my mailing list: Step 1: Place CDEF on my provider, called Read Me! In the sale description, email me if you want to be placed on my mailing list! You'll get immediate updates on my stock and their second stats it goes on the shelves! Step 2: Start putting these people on your mailing list using your friends list. /addfriend (man) and then put them in a group of, say, Customers. Keep your real friends in a separate group called Friends so they won't get your stupid spam weapons. Step 3: Send your first email address to the mailing list. Open the Community Tab (Ctrl-J) and select friends. Sort by Group, so your real friends are on the sidelines. Use Shift-Select to select everyone in your Client group. Then click the Mail button. Neat! All your customers are automatically inspired by TO: a field for you. Personally, my average email to my clients looks like this: In stock 12/24/03! Just letting you know, I restocked 50 sliced Republic Blasters, 50 chopped flamethrowers and 50 chopped OO. I hope you all enjoy your holiday! Basic Stats - LLC: 500-1000 1.0 Republic Blaster: 200-400 1.0 Flamethrower: 600-2000 1.0 Cheers! Customers eat this stuff up. They love getting mail and they love being able to know what's on the provider before they go all the way there. The only downside is that your friends list can become kind of crowded. (I have like, 300 people on it from my mailing list.) But I think it's a good sacrifice to make. Second, a better known and less secret weapon: the Planetary Map Campaign. You have to get advertising III and get a planetary map of the campaign. No one will know about your supplier if it is in the field in the middle of nowhere. But if they can see it right on the map, they can find out about you! Even better to find City player join, especially one with the shuttle port. Finally, if the worst comes to the worst, you can go for ol' default: spam shouting and bazaar advertising. It's not the most glamorous ad campaign, campaign, everyone had to resort to these measures at some point. Bring a box of your best powerups to Starport and shout-sell them. Tell your customers that they can find even more in your store. Use the search feature to watch Marksmen and send their waypoints to your store. Create a CDEF, call it Joe's Weapons -3000, 4000 and paste it into the market for 3000 credits. Some find these advertising methods unpleasant, but they work. Pricing Economy 101: Supply and demand. That's all you need to know. All servers do not have set prices for weapons, we will not be asked on the forums. It's best to send a few talking friendly Weaponsmiths to your own server and go from there. If your weapons sell too fast, the price is higher. If they sell too slowly, the price is lower. It's as simple as that. Now the sliced prices are a little different. Personally, my formula for sliced weapons as such: For slices under 30%, I appreciate them on the second digit x 1000. 29% slice 9000 markup. 25% slice and 5000 markup. 22% slice 2000 markup. Anything sub-20%, you probably won't get sold unless you discount it. For any slice of 30% or higher, I have a different formula. 30% of slices is double base price. So if I sell unlicensed LLC for 20K, 30% damage to sliced LLC will be 40K. I add 2k credit mark-up on 31-33% slices, so 31% damage to sliced LLC will be 42,000 and 32% damage to sliced LLC will be 44,000 and etc. For 34-35% slices, they have a basic triple price: THE LLC will be 60,000 for 34% slices and 62000 for 35% slices, they will have a base triple price: THE LLC will be 60,000 for 34% slices and 62000 for 35% slices. You can not hesitate to adjust the formula to suit your needs. It's just one that works well for me. Chapter 4: Useful Information SWGCraft.com: Ultimate Crafter Site Allakhazam: All Goals SWG Fansite Best Macro Thread Ever Old Gunsmith Tip Frequently Asked Resources Table v1.0 by YbagiMessage Edited by Logix at 12-26-2003 09:12 AM swg nge weaponsmith guide. swg legends weaponsmith guide. swg pre cu weaponsmith guide

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