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Subject: Rod and Spring  
Posted by [blackmac](#) on Sat, 25 Sep 2004 13:39:00 GMT  
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Hey guys, is it only me or have any of you made the combo of Rod and Spring? I'm now at day 118 and I have gotten a hold of only one spring - nothing else :confused:

I'm not complaining or anything, but I kinda miss that add-on. Just imagine attaching one to the SVU ... YEAH!!! :rulez:

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Subject: Re: Rod and Spring  
Posted by [Bane](#) on Sat, 25 Sep 2004 20:21:00 GMT  
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As I understand it, rod&springs no longer work in WF. I have found rods AND springs (if I recall correctly, I found the parts in one of the mine sectors) but they cannot be combined. The rod & spring has essentially been replaced with the collimator scope which has the same function of lowering AP cost.

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Subject: Re: Rod and Spring  
Posted by [blackmac](#) on Sat, 25 Sep 2004 20:39:00 GMT  
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Ah hah! Let's talk about the collimator scope ... until to this day, I have no idea how to use it.

Tried attaching it, but it seems I cannot put anything else anymore. Can you help me with this?

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Subject: Re: Rod and Spring  
Posted by [Aecho](#) on Sun, 26 Sep 2004 00:03:00 GMT  
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They fit on most Russian AK types and the RPK. Forget about the NATO weapons.

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Subject: Re: Rod and Spring  
Posted by [Bane](#) on Sun, 26 Sep 2004 02:30:00 GMT  
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Yeah, the collimator only attaches to russian weapons and even then only to some of those.

Weapons it does attach to are the RPK (which cannot take a sniper scope), the AKM and the AK74.

Weapons it cannot attach to are the SVU, SVD, VSS and the V-94.

Not sure about the VAL or AN-94...

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Subject: Re: Rod and Spring

Posted by [blackmac](#) on Sun, 26 Sep 2004 12:13:00 GMT

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OK, that's confirmed then :nerd: ... got me really confused first time I saw them. In the beginning, I did try attaching them to some Russian weapons but I was not quite sure what were its effects. I thought they were some add-on so the scope can be repaired. I'll try to see if it really acts like the rod+spring and reduces the AP.

Isn't it cool though that the scopes cannot be repaired anymore? Or is it another bug? It was annoying at first, but come to think of it, hi-grade lenses cannot be repaired by the ordinary mechanical kit.

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Subject: Re: Rod and Spring

Posted by [Bane](#) on Sun, 26 Sep 2004 18:14:00 GMT

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Yeah, but it's not often you destroy lenses through normal usage....normally I would expect a scope to degrade simply by vibrating out of alignment or by coming in contact with water. In which case a competent gunsmith can repair the scope.

It's also annoying that Spectra armour can no longer be repaired.

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Subject: Re: Rod and Spring

Posted by [AZAZEL](#) on Sun, 26 Sep 2004 18:38:00 GMT

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This game is already behind me.

But if I remember correctly, spectra armour can be repaired in WF! Unless you treat it with something(c18, slime). In this case, only duplication allows for the armour to be 100% effective and available...Euh!

Collimators lower the a.p. cost to fire the weapons-AKM, AK74 and RPK are the only ones that received it. You need a good mechanic (repairing more than 10/10) to fix them on the weapon, at full stamina. Curious, isn't it?

Blackmack, so you didn't really know all about them?

Rod and spring, huh?

Found an AKM with one collimator attached at the D15 SAM site. It cannot be repaired on the gun, but if you take it off you can fix it!

Had no problems attaching them, and I'm not sure if they actually give a great bonus on accuracy-it's certainly much smaller than the bonus per "concentration" point for the Leupold Mark

IV sniper scope. Guess we'll have to visit the I-DEAL forum to find out how this bonus looks like...

Pity about the AN94 not receiving the collimator instead of the Leupold scope, I'm rarely using the Abakan on single shot fire-this weapon had the lowest burst penalty imaginable! Made for the psychos in your team!

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Subject: Re: Rod and Spring

Posted by [blackmac](#) on Mon, 27 Sep 2004 12:58:00 GMT

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Bane ... you are right about the scope degradation and all. But what I actually meant was, for example, a grenade is thrown at you (or nearby) That should create some serious damage with your hardware and it definitely adds some realism.

Azazel ... I was a big-time user of the rod+spring (on the C7) so kinda miss it :bawling: And up until now, no rod yet - only one spring so I wouldn't know if they still worked or not. Plus, I rarely enter the mines, unless I'm in dire need of money. That is actually where the others guys say they found some rod and/or spring. But now that I know that it doesn't work anymore, then I wouldn't exert any extra effort in trying to find one :angry: Suddenly, my mercs are carrying over 90%. BTW, I try as much as possible to keep the items carried under 90%

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Subject: Re: Rod and Spring

Posted by [Aecho](#) on Mon, 27 Sep 2004 16:34:00 GMT

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Yeah, it's very unrealistic. There's been a whole discussion on the SF official Wildfire forum about it, but i don't think the weight of armour will be changed in the (supposedly) oncoming patch.

I had Dimitri carry a toolkit and dressed up in enhanced Spectra armour with ONLY a AK and he weighed like 143% or something. Ridiculous.

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Subject: Re: Rod and Spring

Posted by [AZAZEL](#) on Wed, 29 Sep 2004 17:12:00 GMT

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That's a way of saying: "we want to be different at all cost".  
Or that the guardian vest is better?

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