

Borderlands 4 will have 30 billion unique guns - this is a new record for the series

Gearbox confirmed that a record number of weapons will appear in Borderlands 4 - about 30 billion unique guns.

For comparison, Borderlands 3 boasted "87 basillions" in 2019, but in the new part the number was specified and designed more realistic, said the art director of the game Adam May in an interview with Epic Games.

This result is achieved due to procedural generation and a huge base of weapons models at the start.

Variations are created by a change in characteristics, modules, sights, shooting modes, decor elements and even spontaneous effects. For example, the same gun with different nozzles, elemental damage and optics will be considered different guns.

May noted that the appearance of the weapon will be closely related to its characteristics. So, fast machine guns will receive a more angular and aggressive design, and grenade launchers and missiles - massive and rounded.

Borderlands 4 will be released on September 12, offering a new detachment of hunters for storage facilities, a seamless open world and an arms arsenal who has not yet been in the series.