

ESE 1.3

Install Whyem's DLC+EEE 1.5+GFA merge from [Eastern's Discord Server](#) (in #eee-merges) and drop the lml folder from this mod into your root folder (where your rdr2.exe is)



You can find the new coats in the “exquisite surplus” section for coats aswell as some mp coats replacing the wittemore coat in GFA

You can find new vests in Exquisite Surplus Vests section (WIP) and Samson Finch's vest replacing the Buckskin Vest

You can find “ARTHUR MORGAN BAD TO THE BONE EDITION !!!!!” in the EEE accessories.

In the off hand holsters from whyem you will now see cavalry holsters, which sadly don't work, aswell as an invisible holster.

In the primary holsters, there is a category called “Notbakou's Notable Holsters” where I plan on adding new holsters, but for now you can find an invisible primary holster

One of the Tight Shell Belts > Sheriff Freeman's Dual Wield Gunbelt Functionnal, but needs its holster

One of the Tight Shell Belts > Dutch's Winter Dual Wield Gunbelt (only for pics, not fonctionnal and is very large)

One of the Tight Shell Belts > Dutch's Normal Dual Wield Gunbelt (only for pics, not fonctionnal)

One of the Tight Shell Belts > Scrapped Valentine Sheriff's Dual Wield Gunbelt (main Dual Holster gunbelt)

Bartholomew's Belt > Bulletty Belt

There's also some more stuff I forgor. Anyway, have fun. Alot of things are broken but I plan on fixing them, and I've done my best to fix the most important for now. Goodbye and have fun.