

***Deidranna Lives!-1.13 v3.20***  
***(DL-1.13 v3.20 Full Release)***  
**Rev. 2011/09/04**

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## **Disclaimer**

This game modification and the files that comprise it are provided as is without any warranty. Use of this installer and the files it contains are completely **at your own risk**. The creators and those involved with the *Deidranna Lives!-1.13 v3.20 (DL-1.13 v3.20)* project, take NO responsibility for injury, fatality, damage or loss that may occur with use; including that suffered by: data, software, hardware, career, productivity, person, self-esteem and well being.

This game modification and the files that comprise it have not been tested in conjunction with any other Jagged Alliance 2 or Jagged Alliance 2 1.13 Mod aside from those specified below under System Requirements.

This document does not imply the existence of support for this game modification or the files that comprise it.

## **What Is It?**

This is a Jagged Alliance 2 v1.13 mod, designed to allow the campaign from the Mod Squad's *Deidranna Lives!* Total Conversion for Jagged Alliance 2 (original Talonsoft release) to be run with the benefit of new features created since the source code was released. By itself this release is not a complete mod. Instead it is meant to take an existing *Deidranna Lives!* "Data" folder and integrate it into the JA2 1.13 mod platform along with the contents of this mod. This is being done essentially to reduce the size of the mod I have to upload, and because I do not feel right with the wholesale repackaging of someone else's work without formal permission (not sure who has that authority these days). All credit for the concepts found in, and the actual original *Deidranna Lives!* belongs to the Mod Squad.

## **Features:**

- Replicates the basic *Deidranna Lives!* items/weapons mod
- Extends beyond the basic *Deidranna Lives!* items to include most Stock Jagged Alliance 2 items, JA2 v1.13 items, and some specific to this and related mods
- HAM Facilities - as they are in v1.13 rev 4552
- New (S.T.O.M.P.) Traits support - as they are in v1.13 rev 4552, modified to account for *Deidranna Lives!* specific character substitutions
- New Chance-to-Hit support - some design principles differ with stock v1.13 NCTH
- "Real-Folding-Stock-System v3 (now with NCTH support)" and modified weapon stats for this
- DBB/IOV inspired modular LBE systems (M-LBE and Pack Carabiner)
- BAG-PRO inspired rifle launched grenades
- Due to NAS and extra items capabilities, this mod uses only original *Deidranna Lives!* (and *Jagged Alliance 2*) maps

- Sci-fi mode with all of Bullet Six's Sci-fi guns in "regular" deployment by Deidranna's forces

## **System Requirements**

- Jagged Alliance 2 v1.13 mod, Spring 2011 Release (Updated to revision 4552) or higher
- Original *Deidranna Lives!* Data folder

## **Helpful Link:**

[UC/DL 1.13 Sub-Forum](#)

# Installation

Before you begin, please check the following:

- *Jagged Alliance 2* v1.13 installed somewhere mod friendly (ie. NOT any folder including the phrase: *Program Files* (x86))
- *Jagged Alliance 2* v1.13 updated to revision 4552 or higher

## Preparing DATA-DL

The original *Deidranna Lives!*, is distributed with a "less friendly" installer, featuring both encrypted zip files, a dislike of Windows 7 64bit, and a check for the JA2.exe. The following are step by step instructions to preparing the Data-DL (not Data-DL113) folder. Read very carefully, if you run into problems with installation, this posting will be referred to first before tackling any "unique" issues:

1) Download Original *Diedranna Lives!* Data folder (from One of the suggested repositories):

[Kermi's archives](#) - recommend this one, as it is already in its ready to go form, just extract the whole "JA2 Deidranna Lives US" (or German equivalent) folder somewhere you can find.

[Fileplanet](#) - this one is the original installer that has an extra step of first "installing the installer" for Deidranna-Lives! Basically, it unpacks the files and creates a start menu entry for the launcher for the actual installer, fiction reader(not used by DL-1.13), and uninstall application. If you use this one, avoid installing the installer to c:\dltarget otherwise it will interfere with itself, for some reason the Mod Squad named both the distribution installer, and actual mod installer: ja2dl.exe

2) Create a directory in your C: drive named: DLTARGET  
the full path being **c:\DLTARGET**

3) Copy the JA2.exe from your v1.13 install to c:\dltarget

4) Create a folder named **DATA** inside **c:\DLTARGET**

- the full path being **c:\DLTARGET\DATA**

5) Launch the original *Deidranna Lives!* installer, and direct it to the copy of JA2.exe in **c:\DLTARGET**

- this will unpack the original *Diedranna Lives!*, specifically filling in old-style **DATA** folder with the original mod's files

6) Rename the **DATA** folder inside c:\dltarget to: **DATA-DL**

7) Copy **DATA-DL** to the root folder of your *Jagged Alliance 2* v1.13 installation.

### **Actually Installing *Deidranna Lives!-1.13***

By now you should have completed the above, therefore you will see in your root *Jagged Alliance 2 v1.13* installation folder the following subfolders (list not inclusive):

Data-1.13  
Data-DL  
Profiles

As long as you see the above, extract the contents of the full *Deidranna Lives!-1.13* archive into your root *Jagged Alliance 2 v1.13* installation folder. You now should be seeing the following subfolders:

Data-1.13  
Data-DL  
Data-DL113  
Data-Graphics  
Profiles

### **Launching *Deidranna Lives!-1.13***

The **INI Editor**, included with *Jagged Alliance 2 v1.13*, is the recommended method for launching the mod - just set "Select JA2 v1.13 MOD" to: **vfs\_config.DL113.ini**

Otherwise *Deidranna Lives!-1.13* may be manually activated by editing the file **JA2.INI**, so that:  
**VFS\_CONFIG\_INI = vfs\_config.DL113.ini**

## Options that you should not Change in Ja2\_Options.INI

SHIFT\_F\_REMOVE\_ATTACHMENTS = FALSE

- Leave this one as FALSE, otherwise the Folding Stock System item will be removed as well.

ATTACHMENT\_DROP\_RATE = 100

- Do not change this or default attachments, such as the Folding Stock System item, will not always be dropped when DROP ALL is disabled.

AIMING\_BURST\_PENALTY = 1

- The Burst and Auto penalties have already been increased to balance for Aimed Burst/Auto feature.

## Common Items FAQ:

### Armour Penalties

### Armour Modifiers

	AP	(Old) CTH
All Vests (unless otherwise specified)	-5	-4
All Leggings (unless otherwise specified)	-1	
Striker Vest	-1	
Striker Leggings	0	
Commando Vests	-2	-1
Commando Leggings	-2	
Stealth Ops Vest	+5	
Stealth Ops Leggings	+5	
Ghillie Suit Jacket	-10	-10
Ghillie Suit Pants	-9	
EOD helmet	-7	
EOD vest	-15	-25
EOD pants	-20	
FLX-C 2000	0	-2
All Plates	-3	
Leg Protectors	-4	

### Face Items

Gas Mask and NVG have a CtH penalty to reflect the increased difficulty in aiming when these items are worn:

Gas Mask = -20 CtH

NVG = -15 CtH

## Item Combinations

### Flamethrower

Flamethrower = Garden Pump Sprayer + Duct Tape + Cigar Gift Set (not plain Cigars)

Flamethrower Fuel = Garden Herbicide + Pack of Gum + Tank of Gas

### Long Coat Holster Rigs

The Long Coat “vest” LBE may be upgraded twice with the Machine Pistol Holster. Just merge the MP Holster into the Long Coat.

### Motolov Cocktail

Motolov Cocktail = Bottle of Alcohol + Rag

### 37mm Homebrew Grenade

37mm Homebrew Grenade = Motolov Cocktail + 37mm Smoke Grenade

## Commando (Vest) LBE Combinations

Armour	Upgrade Item		Resulting Armour	Other Results
Spectra / Dyneema Vest	Commando Upgrade	=	Commando Vest	Commando LBE (I)
Commando Vest	Commando Upgrade	=	Commando ASL/NCO Vest	Commando LBE Upgrade
Commando ASL/NCO Vest	Commando Upgrade	=	Commando Squad Leader	Commando LBE Upgrade
Commando ASL/NCO Vest	Medic Patch	=	Commando Medic Vest	Medic LBE Upgrade
Spectra / Dyneema Leggings	Commando Upgrade	=	Commando Pants	Commando Holster
LBE	Upgrade Item		Resulting LBE	
Commando LBE (I)	Commando LBE Upgrade	=	Commando LBE (II) "ASL/NCO LBE"	
Commando LBE (II) "ASL/NCO LBE"	Commando LBE Upgrade	=	Commando LBE (III) "Squad Leader LBE"	
Commando LBE (II) "ASL/NCO LBE"	Medic LBE Upgrade	=	Commando LBE - Medic	
Commando LBE (II) "ASL/NCO LBE"	40mm Grenade Panel	=	Commando LBE - Grenadier	
Commando LBE (II) "ASL/NCO LBE"	M-LBE Leg Rig	=	Commando LBE - Modular	
Commando LBE (II) "ASL/NCO LBE"	MP Holster	=	Commando LBE - SMG	
Commando LBE (II) "ASL/NCO LBE"	SAW Pouch	=	Commando LBE - LMG	

## Attachment Penalties (Old CtH)

The following tables only list the penalties each attachment imposes. Integral attachments, generally those which are inseparable, do not for the most part share these penalties, unless noted below.\*

Optical Sights and Scopes						
	To-Hit Penalty			AP Increases		Tunnel Vision
	General	Burst	Auto	General	Draw	
<b>1P21 Minuta (9x)</b>	5%	70%	70%	45%	45%	75%
<b>PO 3.5x21P (3.5x)</b>	5%			9%	9%	50%
<b>Scope Sight (1.5x)</b>	5%			5%	5%	25%
<b>Battle Scope (4x)</b>	5%			10%	10%	50%
<b>Scope (6x)</b>	5%	40%	40%	35%	35%	75%
<b>Sniper Scope (10x)</b>	5%	75%	75%	50%	50%	75%
<b>Reflex Scope (4x)</b>	5%					25%
<b>Reflex Combo</b>						25%
<b>NV Scope (4x)</b>	5%			15%	20%	75%
<b>PCAP Scope (4x)</b>	5%			15%	15%	75%
<b>Thermal Imaging</b>	5%			15%	20%	75%
<b>Reflex Sight</b>						25%
<b>Holo (Advance Reflex) Sight</b>						25%
<b>Reflex/Laser Sight (also integral)</b>						25%
<b>RIS Sight (1.5x)</b>	5%					25%
<b>SUSAT (4x)</b>	5%			15%	15%	50%
<b>PEM (4x)</b>	5%			15%	15%	75%
<b>No.32 (4x)</b>	5%			15%	15%	75%
<b>ZF-42 (4x)</b>	5%			15%	15%	75%
<b>Clamp Mount Battle Scope (4x)</b>	5%			15%	15%	75%
<b>Kobra Reflex Sight</b>						25%
<b>PSO-1 (4x)</b>	5%	15%	15%	20%	20%	75%
<b>PSO-P (6x)</b>	5%	30%	30%	30%	30%	75%
<b>1PN51 NV Sight</b>	5%			20%	20%	50%
<b>OICW FCS*</b>						50%
<b>F2000 FCM*</b>				15%		50%
<b>G36 3x Scope/Reflex Sight*</b>						50%



Sound Suppressors			
	General AP Penalty	Draw AP Penalty	Notes
<b>Flash (for comparison)</b>	0%	0%	Based on size of suppressor relative to general class of weapon used on.
<b>Pistol</b>	5%	25%	
<b>Intermediate Cartridge</b>	4%	15%	
<b>High-Power Ammo</b>	3%	10%	

Under-slung Grenade Launcher AP Penalties			
	General	Ready	Notes
<b>GP-30</b>	20%	20%	Acts as vertical foregrip.
<b>M203</b>	25%	25%	Same for Modified M203
<b>FN ELGM</b>	5%	10%	Reflects ergonomic design from FN GL1.
<b>H&amp;K HK79</b>	25%	25%	
<b>H&amp;K AG36</b>	15%	15%	Acts as vertical foregrip.
<b>Metal Storm</b>	30%	30%	Reflects the extreme loss of balance due to having three 40mm rounds loaded up front.

Note: AICW Metal Storm, OICW 20mm, FN GL1, and Groza Grenade Launchers are not listed as these are meant to be highly integrated with the weapon they are attached to and therefore do not impose AP penalties.

Description of Sizes Used		
Size	Name	Notes
0	Pistols	Concealed carry and Standard size auto-loading pistols
1	Pistols + Suppressor	
2	Large Pistol / Machine Pistol	Uzi's, AEK-919K, Skorpion, MP7, Desert Eagles
3	L.Pistol / MP + Suppressor	
4	Sub-machine Gun/Short Barrel Rifles	AR-15 "pistols," 10" barrel AR's, AKS-74U, Most full-size sub-machine guns
5	SMG / SBR + Suppressor	
6 *	Carbines	Also: pistol cartridge AR-15's
7 *	Full Size Rifles	Most Assault, Battle, Designated Marksman, Hunting Rifles
8 *	Oversized Slingable Rifles	Barrett M82A1; Also Medical and Tool Kits
9 *	Backpack Only Guns	Mortar Tube, Steyr IWS 2000, some Belt Fed LMG's
10	Carbiner – Tiny	Sun Goggles, Throwing knives , Empty Pack Biner
11	Carbiner – Small	NVG , Empty Leg Rig
12	Carbiner - Medium	Gas Mask, Extended Ear, Canteen , Full Pack Biner/Leg Rig
13	Ammunition cartridges	Also: Keys, tickets, 12 Gauge x2 loose rounds
14	Pistol Magazine	
15	Tiny	Diskettes, Laser/Match Sight, Rifle ammo x5 rounds, 12 Gauge x4 loose rounds
16	Speed-loaders	
17	SMG Magazine	Also: Sound Suppressors, Rod, Spring
18	Helical SMG Magazines	Also: P90, and G11 magazines
19	Sniper Magazine	10 round rifle magazines,
20	Hand Grenades	All of them
21	Cylinder / Half Small	Launcher Grenades, Can of Soda, Low Magnification Scopes
22	Almost Small/Small Malleable	20 round Rifle Magazine, Holo Sight
23	Small	Small Revolvers, 12 gauge x7 loose rounds, Reflex Scope
24	AR Magazine	30 round AR magazines
25	Oversized AR Magazines	30+ to 45 round AR magazines
26	Half Medium-Flat	Pistol calibre Drum Magazines, XM25 and 20mm OICW magazines
27	Half Medium-Bottles	Bottles of alcohol, Molotov cocktail, 12 Gauge x10 Drum
28	Almost Medium/Medium Malleable	12 Gauge x12 loose rounds
29	Medium	Rifle calibre Drum Magazines, most Russian Scopes, Large Frame Revolvers
30	Almost Large/Large Malleable	Blood Cat Pelts, Empty Vest LBE's, Leggings, 5.56mm Belt
31	Large	Helmets, 7.62mm Belt, Rifle Ammo Retail Boxes
32	Backpack Only (Multiple)	Empty Combat Packs, Full Vest LBE's
33*	Backpack Only (Singular)	Armoured Vests, 7.62mm Box, Empty Backpacks, Full Combat Pack
34	Oversized	Tank of Gas, EOD Armour components, Full Backpacks

\* Denotes only one per backpack pocket (special backpack pocket) limitation.

# Folding Stock System v3

Use of the folding stock will change a weapon from one form (item index) to another. Each form will have different stats, but in general:

Folded Stock - Lower AP costs vs. Lower To-Hit%

Extended Stock - Higher To-Hit% vs. Higher AP Costs

To use:

1. Stock in Top Right Stock Slot is for folded out/extended/in-use stock
2. Stock in Bottom Right Stock Slot is for folded away/retracted/in-storage stock
3. two clicks are required, first to convert the stock, second to attach to the wanted stock slot

## Related to Folding Stock System:

### Groza OTs-14 modules

- Moving the default attachment to an invalid slot, with the specified variant, will cycle the attachment module through the following order:
  - Ots-14/7-A: Launcher -> Foregrip -> Launcher
  - Ots-14-A3: Launcher -> Suppressor -> Foregrip -> Launcher
- Only one module may be attached at anyone time
- Mergers cost prevents conversion from occurring during turn based mode

### Pop-up Machine Pistol Grips

- Some Machine Pistols have an inseparable default attachment grip which appears in the extended-stock/two-handed form of the weapon.
- This avoids exploit where grip bonuses are available when MP is used akimbo, and needing to incorporate grip bonuses directly into extended-stock/two-handed form of the weapon.

### Stechkin APS Holster

- The Stechkin APS when merged into the Stock will transform it between LBE (holster) and shoulder stock attachment forms

### Cleaning Kits

- Cleaning Kit may be attached to one of the four internal slots with no effect (storage)
- Clicking Cleaning Kit into any of the other (invalid) slots will trigger a merger that does not change the items, but due to game mechanics will average out the status between the gun and the Cleaning Kit
- 50-55 AP for use of Cleaning Kit
- Cleaning Kits may be combined to produce 100% status
- Warning: this feature is meant to be used when the Cleaning Kit has a higher status than the gun, as the average of the two will be an improvement for the gun

### **Quick Change Machine Gun Barrels**

- If you find it necessary, the status of some LMG's may be partially restored by merging the correct ACME LMG Barrel into it
- Merger also produces a Warped Barrel which is only useful as something to sell at the junkyard
- Barrels available for 5.56x45mm and 7.62x51mm
- 70 AP to change barrels during turn based combat

### **Rifle Grenade System (concept from Buns' BAG-PRO mod)**

- All weapons that may use Rifle Grenades have a copy, denoted by <RGL>, that:
  - has attachment slot for attachment of Rifle Grenade
  - cannot fire on its own during tactical combat
  - Folding Stock System does not work with Rifle Grenades – cannot convert a folded stock variant into a <RGL> variant of a weapon, cannot fold the stock of a <RGL> variant.
  - Generally, full size rifles and longer barrel carbines will allow use of Rifle Grenades. These include some hunting rifles.
- Rifle Grenade Launcher muzzle attachment:
  - Flash hider for regular firing version of rifles
  - launcher for rifle grenade
  - converts <RGL> version of rifle back into regular firing version – via USE merger on a non-muzzle slot on the <RGL> rifle
  - Does Not give weapon an attachment slot for rifle grenades
- Rifle Grenades
  - converts standard rifle into <RGL> version of rifle – via USE merger on any free slot on the weapon
  - while it may be attached to the rifle's muzzle slot, it will not be able to launch as the Rifle Grenade Launcher must be in the muzzle slot to launch grenade

# New Chance-to-Hit (NCTH) Notes:

## General Difference with stock v1.13

- The severity of recoil (X and Y) is already multiplied by 1.25 from values in stock v1.13 Data-1.13 (when possible) to account for aimed burst/auto
- In general Aiming Levels (number of clicks to reach the tightest grouping):
  - Pistols and Machine Pistols = 3
  - Sub-Machine Guns, most Rifles, lighter LMG's = 4
  - Sniper Rifles, heavier LMG's = 5
- In general all grips:
  - Percent Handling (Gun Handling Modifier) = -10% bonus
  - Percent Max CF (Maximum Counter-Force Modifier) = 50% bonus
  - Percent CF Accuracy (Counter-Force Accuracy Modifier) = 25% bonus
- Penalties for top end armours less severe
- Long Arm (SMG, AR, LMG, Rifle, Sniper Rifle) rebalanced to be more accurate without scopes
  - Percent Cap (Aiming Cap Modifier) = 10% bonus on most long arms
  - Percent Cap (Aiming Cap Modifier) = -10% to disable bonus on all scopes
  - note that pistols and machine pistols will generally have only the -10% reduction to Aiming Cap applied making scopes less effective when used on these classes of weapons

## Scope Implementation

- Aiming Level modification
  - Reflex Sights = -1
  - Low Power Scopes and *Reflex Scope(4X)* = 0
  - Medium Power Scopes = 1
  - High-Power Scopes = 2 – 3
- Advance Reflex Sight
  - NCTH Flat Aim Bonus = 2
- Basic Magnifying Scopes:
  - Percent CF Accuracy = -10 x Scope Mag Factor (all stances)
  - Percent CF Frequency = -10 x Scope Mag Factor (standing)
  - Percent CF Frequency penalty reduced by 5 for crouching, and 10 for prone stances
  - Flat Base = between -2 and -5 depending on Scope Mag Factor (all stances)
- Special Magnifying Scopes:
  - *Reflex Scope(4X)* = treated as 2X scope instead of 4X
  - Night Vision Scopes = treated as +2 of actual Mag Factor
  - *Thermal Imaging(FLIR) Scope* = no additional changes, treated as 6X scope

## Folding Stock System - Long Arms

- Baseline is with stock extended, below are modifiers for when stock is folded / collapsed / retracted
- Net effect is that when stock is retracted, snapshots have a small accuracy bonus, but additional aiming has dramatically reduced effect, last aiming level (4/4) actually has worse accuracy as

- previous aiming level (3/4)
- Percent Base (Snapshot Modifier) = 30% bonus
- Flat Aim (Flat Aiming Modifier) = -15% penalty
- Percent Max CF (Maximum Counter-Force Modifier) = -20% penalty
- Percent CF Accuracy (Counter-Force Accuracy Modifier) = -20% penalty

#### Folding Stock System - Machine Pistols

- Baseline is with the stock retracted, below are modifiers for when stock is extended / unfolded
- Net effect is that for machine pistols, the use of a stock will increase accuracy and NCTH specific costs (handling) such that it is comparable to a full-size sub-machine-gun
- Percent Cap (Aiming Cap Modifier) = 5% bonus
- Percent Handling (Gun Handling Modifier) = 30% penalty
- Percent Max CF (Maximum Counter-Force Modifier) = 30% bonus
- Percent CF Accuracy (Counter-Force Accuracy Modifier) = 30% bonus
- Flat Aim = 2 (standing) / 3 (crouching) / 1 (prone) bonuses
- *TactiKool-Aid Pistol2Carbine* attachment is based on the above with additional modifications to emulate integral grip and stock options.

#### AR-15 Stock System

- Base penalties on all AR-15 Long Arms and adaptors:
  - Without stock, most AR-15's will behave like a weapon with its stock folded
  - Percent Base (Snapshot Modifier) = 30%
  - Flat Aim (Flat Aiming Modifier) = -15%
  - Percent Max CF (Maximum Counter-Force Modifier) = -20%
  - Percent CF Accuracy (Counter-Force Accuracy Modifier) = -20%
- AR-15 Fixed Stock
  - Percent Base (Snapshot Modifier) = -30% fully clears base value
  - Flat Aim (Flat Aiming Modifier) = 15% fully clears penalty
  - Percent Max CF (Maximum Counter-Force Modifier) = 20% fully clears penalty
  - Percent CF Accuracy (Counter-Force Accuracy Modifier) = 20% fully clears penalty
- AR-15 Telescopic Stock
  - Percent Base (Snapshot Modifier) = -25% leaves a small bonus
  - Flat Aim (Flat Aiming Modifier) = 10% partially clears penalty
  - Percent Max CF (Maximum Counter-Force Modifier) = 20% fully clears penalty
  - Percent CF Accuracy (Counter-Force Accuracy Modifier) = 15% partially clears penalty
  - Percent Handling (Gun Handling Modifier) = 25% additional bonus
- AR-15 Precision Stock
  - Percent Base (Snapshot Modifier) = -30% fully clears base value
  - Flat Aim (Flat Aiming Modifier) = 20% leaves a small bonus
  - Percent Max CF (Maximum Counter-Force Modifier) = 20% fully clears penalty
  - Percent CF Accuracy (Counter-Force Accuracy Modifier) = 20% fully clears penalty

### Miscellaneous

- Most Under-slung grenade launchers:
  - Penalties to: Percent Handling, Percent CF Accuracy, AimLevel Modifier
  - Bonus to: Percent Max CF
  - Launchers that also act as vertical grip have grip bonuses added to equivalent launcher NCTH modifiers
- NVG: range of penalties to Flat Aim, Percent CF Accuracy,
- Gas Mask: -10% penalty to Flat Aim
- Rod & Spring: -50% penalty to CF Frequency
- AR-15 Rate Reducer: 50% bonus to CF Frequency

## Missing Default Attachment Tips

Presently the Map Editor will, for unknown reasons, not supply all default attachments for some item indexes. It is also unknown why some item indexes will always be pre-placed in maps with all attachments while others always show up with the same attachment(s) missing. Default Attachments appear without problem when items are bought new, or assigned to enemy forces via random generation. The following are ways to workaround this until the Map Editor is fixed:

- Missing Inseparable Attachments – under NAS, merger operation add/remove inseparable default attachments as required by the resulting item.
  - Cycling the item's folding stock from one state to the other.
  - Most items with inseparable default attachments should have a merger setup so that when a Tool Kit is merged into it (non-destructive USE merger), it will produce the base item with all default inseparable attachments
- A folding stock repair kit can be purchased for in-game merchants and Bobby Rays webstore to replace missing default stock attachments. Folding Stock System v3 does not penalize for missing stock items, but without the FSS Item weapons cannot change between folded/extended stock modes
- Avoided using the Map Editor to place weapons such as AR-15 weapons which are penalized if the stock module is missing. If you encounter an AR-15 weapon (M4, M16, C7, etc...) without a stock please report as a bug.



# Version History

## 20091025

- Initial Public Release

## 20091110

- Fixed default movement speeds in turn base now back to actual default movement speed.
- Graphics added for 9x19mm: Speed loaders, 7 round pistol magazines, 15 round pistol magazines, +P+ rounds.
- Added graphics for .45ACP: 7 round pistol magazines, 14 round pistol magazines
- Added graphics for 9x18mm Speed loaders.
- Changed 7 round 12 gauge magazine fed shotguns now 6 round magazine fed shotguns.
- Added graphics for 6 round 12 gauge magazines.
- Changed reload cost for tubular magazine and break open shotguns changed to approx 7AP per shell reload cost.
- Added Shotgun chokes from recent SVN 1.13 update.
- Added 5.45x45mm and 7.62x39mm Cold Loaded ammunition from recent SVN 1.13 update.
- Added graphic from DBB/Cosplay 910 for RIS Foregrip.
- Changed location of some items graphics into spare slots in P1ITEMS (unused pocked armour from before NIV).

## 20100201

- Revised MP folding stock implemented on MP7
- Some city sectors have been reverted back to "urban" sectors which are not actively part of a city. This means among other things militia training cannot take place in these sectors. Movement costs however are unaffected between these and adjacent real city sectors. This reduction of the number of cities was done in hopes of stalling late game stability issues, and to speed up the pace of the game.
- AR-15 Upper Receivers (upgrade kits) have been added to the game to give some purpose to the surplus of CAR-15's the player will encounter in mid-game. Upper Receivers have been added for the following weapons: .50 Beowulf, Barrett M468, Bushmaster M4A3, Colt 9mm SMG, Colt M4/M4A1, Colt M16A3/A4, Olympic Arms K-series carbines. Overtime it is planned that the system will be refined so that stock is taken into account when upgrading via upper receivers.
- Revised weapon reliability and repair difficulty.
- Files needed to run UC-113 Hybrid with Headrock's HAM3.6Alpha are included in a zip file. Extract to main Jagged Alliance 2 folder and run HAM executable (downloaded separately) with vfs\_config.UC113HAM.ini selected in the INIEditor.

## 20100410

- Implemented separate graphics data folder
- Merged Data-UC113HAM (HAM 3.6 compatible mini-mod) XML's into main Data-UC113 folder
- Added "Orange Plastic" 5.45x39mm 30 round magazines

- Added "Shiny Black" 9x19mm 30 round magazines
- Added "Shiny Black" 5.56x45mm 30 round magazines based on the original
- Urban Chaos .223 magazine
- Added 7.62x51mm 10 round magazines based on the original 20 round magazines
- Added M249 PIP Squad Automatic Weapon as new gift item
- Added IMI Jericho 941/Baby Eagle and Crossbow (Graphics from DBB and Tbird, stats from DL-113FS project)
- Added Bushmaster ACR (formerly Magpul Masada) and its caliber conversion "system"
- Added Beretta CX Storm in 9x19mm, .40 S&W, and .45 ACP
- Implemented separate unfolded stock machine pistol items for all in-game "machine pistols"
- Added unfolded stock graphics for: Uzi, Mini-Uzi, Micro-Uzi, KGP-9, OTs-02 Kiparis, P-9/PP-91, SR-2 Veresk
- Changed ammunition availability
- Removed availability of high explosives from Bobby Rays
- Fixed maps F9 and H8 for missing garrisons
- Fixed missing vision range bonus for Clamp on Battle scope
- Fixed weapon stats for OTs 39 to accommodate the correct folding stock system and integrated LAM
- Fixed Sector description for one of the Farm Sectors
- Fixed Claymore landmine tag which was preventing detonator attachment
- Rebuilt Army Compositions, Garrisons and Patrols (Less is More Stability drive)
- Rebuilt Ja2\_Options.ini for SVN revision 1220
- Reinforcements now off by default (Less is More Stability drive)

## 20100423

- Changed "sniper rifle" AP costs to be more in line with "rifle" and "assault rifle" single shot costs. Sniper rifle plus scope costs should be similar to the way they were previously
- Changed penalties for scopes:
  - 4x battle scope = 12% increase General/Ready AP
  - 4x PSO-1 = 20% increase General/Ready AP
  - 4x Clamp on Battle Scope = 16% increase General/Read AP
  - 6x Sniper Scope = 35% increase General/Read AP; -40% Burst/Auto CTH
  - 6x PSO-P = 30% increase General/Read AP; -30% Burst/Auto CTH
  - 9x 1P21 Minuta = 45% increase General/Read AP; -70% Burst/Auto CTH
  - 10x Sniper Scope = 50% increase General/Read AP; -75% Burst/Auto CTH
 (note that the penalties are not based purely on the "magnification" in the scope's name, also the construction and purpose of the scope were taken into consideration)
- Fixed typo in definition for NE SAM garrison introduced in last version
- Fixed weapon availability mistake
- Fixed Police in H12 somehow being armed with upper receiver
- Fixed AKSU-74 in C9 missing default attachment
- Includes NAS mini-mod, you still require NAS 0.40a or higher downloaded separately
  - All weapons that should have attachment points defined have them defined
  - Milkor MGL-140 now fires the same 40mm grenades as the M203 and other single shot

- grenades, only it can have 6 loaded
- added RG6 6 round launcher for 40mm VOG-25 type grenades
- removed mergers to form: Reflex Scope/Sight, UBAR Bridge rail scope/sights, Korsak-1 LAM/Russian Scope complexes
- Urban Chaos armour and LBE's no longer able to take attachments.

## 20100515

- Reduces QUEEN\_POOL\_INCREMENT\_PER\_DIFFICULTY\_LEVEL from default of 60 to 30
- Fixed AMD-65M attachments for both regular and NAS
- Fixed AP penalties of having attached underslung grenade launcher affecting AP to fire underslung grenade launcher

## 20100719 (aka. UC-1.13 v3, DL-1.13FS v2, FS v2)

- Rebuilt items mods to common baseline for *Urban Chaos-1.13*, *Deidranna Lives!-1.13 Folding Stock*, and *Folding Stock Mods*
- Initial Combined Folding Stock System mod release
- Fixed modified M4/M4A1 stats so that they should be identical to the M4/M4A1, forgot to do so when the penalties were moved to the attachments.
- Fixed Urban Chaos maps causing “Missing-Plant-Managers-if-you don't-visit-Callisto-Factory-First” bug.
- Surveyed and trimmed populations of several Urban Chaos maps in another bid to increase stability.
- Improved the graphics for 30 round 5.56x45mm magazines
- Improved stats for both Thales and 1PN51 Night Vision Scopes have improved daylight properties so they can act as “direct linear upgrades” from the Battlescope (4x) and P.O. 3.5x21P
- Restocked Urban Chaos and Deidranna Lives! maps to accommodate items and default attachments of the items mod.
- Substituted in UC-1.13 the 1P21 Minuta Sniper Scope, for two reasons: 1) having to move the PSO-1 to item 208 would have required resetting all the default attachments of rifles that have by default the PSO-1; 2) the 1P21 Minuta is the high end (of two) sniper scope for the PSO-1 scope mount.
- Restored in UC-1.13 Hybrid a single water crossing from mainland Danubia to the Island.
- Removed all occurrences of “pocket armour” attachment definitions from all three main item mods
- Added graphics for AEK-919K, Ingram M10, and Ingram M10/9 with extended stocks (original by lisac)
- Added graphics for Skorpion vz.82 with extended stock (original by Coolberg)
- Updated the AK-9 to reflect the new graphic (also by Tbird94lx), magazine updated from helical type of prototype to 30round box type.
- Updated ParaOrdnance P14-45 to graphic from DBB/IoV 916
- Added the following new items:
  - Brick (graphic from DBB/IoV 916)
  - ADD/Daewoo K11 (right now just a copy of the ATK/H&K xM29)
  - Ares Shrike (graphic has been part of main v1.13 for a while now)

- Beretta ARX-160 (graphic from DBB/IoV 916; not fully implemented yet)
- Beretta PX4 in 9x19mm, .40 S&W, and .45ACP (graphic from DBB/IoV 916, suicidaltree)
- Beretta RX Storm (graphic from DBB/IoV 916, suicidaltree)
- HK GR9 (graphic from DBB/IoV 916)
- HK GR2 (needs new graphic, HK 53A3 temp)
- IWI Tavor CTAR 21 (graphic from DBB/IoV 916)
- IWI Tavor STAR 21 (based on Tavor TAR 21 graphics from DBB/IoV 916)
- IWI Tavor TAR 21 (graphic from DBB/IoV 916)
- IWI Tavor-2 (temporarily using v1.13 Tavor TAR 21 graphic)
- IWI Tavor-2 SMG (graphic from DBB/IoV 916, tbird/royalpotato)
- Kel-tec RFB Carbine (graphic from DBB/IoV 916, threewings/ )
- Kel-tec RFB Target (graphic from DBB/IoV 916, threewings/ )
- LWRC M6A4 (graphic from DBB/IoV 916, satan1987s)
- MacMillian Tac-50 (graphic from DBB/IoV 916, dboy)
- ParaOrdnance Slim Hawg (graphic from DBB/IoV 916, threewings)
- PP-2000 (graphic from DBB/IoV 916, dboy; modified for collapsed stock version)
- QBZ-95, B, LSW (graphics from DBB/IoV 916, Ron/royalpotato/ )
- QLZ-87B (graphic from DBB/IoV 916, )
- QSZ92 (graphic from DBB/IoV 916, royalpotato)
- Ruger Mini-68 (graphics from DBB/IoV 916, tbird94lx)
- STK SAR 21 variants: standard, MMS, P-Rail, 21A (graphics from DBB/IoV 916 suicidaltree/ron except for P-Rail which is original from v1.13)
- Type 05 (graphic from DBB/IoV 916, Ron)
- Vektor CR-21 (graphic from DBB/IoV 916, bayerlein)
- ACME Assault Rifle (graphic by Bullet Six, from original DI-1.13)
- ACME Pistol, and Silent (graphic by Bullet Six, from original DI-1.13)
- MR-C (graphic by Bullet Six, from original DI-1.13)
- HK G15 and ammo (graphics by Bullet Six, from original DI-1.13)
- ACME P99 (graphic by Bullet Six, from original DI-1.13)
- Carter Special (graphic by Bullet Six, from original DI-1.13, changed from a sci-fi weapon, to a real world ammo sci-fi replica when I finally figured out what it was)
- SEBURO MN23 and ammo (graphics by Bullet Six, from original DI-1.13)
- SEBURO CX and ammo (graphic by Bullet Six, from original DI-1.13)
- Desert Tactical SRS .308/.338LM (graphic from DBB/IoV 916, )
- Carl Gustaf M2 and ammo (graphics from DBB/IoV 916, suicidaltree)
- M202 FLASH and ammo (graphics from DBB/IoV 916, tbird94lx)
- Mark 153 SMAW and ammo (graphics from DBB/IoV 916, dboy/bayerlein)
- Metal Storm 40mm Launchers (graphics from DBB/IoV 916, )
- RGD-5 and F1 Grenades (graphics from original Urban Chaos)
- Due to item renumbering in UC-1.13v3, it is not compatible with the UC-1.13NAS Test Mod. There are currently no plans to update the UC-1.13NAS Test Mod to v20100719 standards. Instead a clean sheet NAS project will be embarked on at a later date in anticipation of NAS becoming a capability integrated into the main SVN for v1.13.

### 20100801 (UC-1.13NAS Hybrid v2)

- Rebuilt *Urban Chaos-1.13v3* (CFSS v.20100719) to be a standalone release from CFSS. You still need the original *Urban Chaos*, *Jagged Alliance 2 v1.13*, and WarmSteel's *New Attachment System (NAS) Beta*. The Data folder from *Urban Chaos* and the later two fully installed and operational.
- Implemented:
  - New Attachment System XML's
  - Multi-Shot Grenade launchers: Milkor and RG6
  - Folding Stock v2 (you only need to move the stock between the top and bottom "Stock Slots")
  - LMG Dual Feed v2 (you only need to move the feed item between the top and bottom "Feed Slots")
  - NAS slot adding attachments (some are too embarrassing to document here)
  - New Precision/Adjustable Folding Stock for SCAR and ACR rifles
  - Weapon sub-components: permanently attached items which grant specific bonus, but also add to repair times by virtue of being attachments instead of just stats on the base gun.
- Removed:
  - Russian Optics/LAM sighting complexes (Replaced by NAS adding slot function)
  - 40mm Multi-Shot Grenades (Replaced by NAS allowing multiples of singular 40mm grenades to be added)
- There are some savegames included to demonstrate above, and to assist in tracking down a potential bug in NAS with adding attachment slots.
- Added SUSAT with graphics from DBB/IoV 916.
- Added RIS addition item graphics

### 20100812 (UC-1.13NAS Hybrid v2.1)

- Updated last version to WarmSteel's 0.61Beta standard
  - new AttachmentSlot.XML format
  - new MercStartingGear.XML format
  - new AlteringAttachments.XML
  - Reset the M202 FLASH from eight shot (to accomodate previous game engine limitation) to four now that multi-shot rockets are working as expected
  - new .ini file
- AR-15 Stock System
  - expanded stock system from current Precision Stock upgrade
  - Most AR-15 weapons now have a stock item, and built-in penalties General/Burst/Autofire To-Hit -20%
  - AR-15 Fixed Stock: General/Burst/Autofire To-Hit +20%, graphic based on .50 Beowulf rifle by Lisac
  - AR-15 Telescopic Stock: General/Burst/Autofire To-Hit +18%, General AP reduction 5%, Ready AP reduction 30%, graphic based on C-8 by Tbird94lx
  - AR-15 Precision Stock: General To-Hit +25%, Burst/Auto To-Hit 20%, Aimed Shot +5%, Bipod/Prone 3%, General AP mod 5% reduction
  - AR-15 pistols do not have penalties, but only the CMMG 7.3 can have stock added

- FN F2000 system
  - FN F2000 Tactical – RIS equipped, cannot mount grenade launcher of any kind, available from Bobby Rays and Merchants
  - FN F2000 Weapon System – inseparable GL1 Launcher and Fire Control Module (4x Battlescope and LAM combo), not available from Bobby Rays and Merchants.
  - FN F2000 Upgrade – converts F2000 Tactical into F2000 Weapon System
  - all graphics based on standard SVN v1.13 FN F2000 graphic by Marlboro Man
- Increased attachment penalties
  - FN ELGM (now named properly) has increased penalties since it no longer attaches to F2000
  - Sound Suppressors penalties implemented
- Documentation
  - Noted most attachment penalties
  - Updated IoV credits to include as many specific artists as possible, based on their website, which happened to be working the day this documentation was written.

#### **20100818 (UC-1.13NAS Hybrid v2.2 Patch Release)**

- Fixed (hopefully all) coolness = 0 merger failures
- Fixed attachment slot definition error preventing Flamethrower assembly
- Fixed ClassIndex offset for 25mm and 35mm ammo
- Changed/Fixed HK416 weights to account for AR-15 Stock system and the fact I didn't read the fine print on the HK USA website (they include the weight of the magazine).
- Fixed Gabby (one of the bartenders in Calisto)'s inventory
- Fixed missing 120 Range bonus for all 7.62x39mm magazines
- Fixed more than one stock mode being compatible attachments
- Added magazine/belt feed incompatibility definition to prevent exploit

#### **20100819 (UC-1.13NAS Hybrid v2.3 Patch Release)**

- Fixed missing NASIncompatibleAttachments.xml entries to prevent Groza attachment exploit
- Added Toolbox mergers to fix missing default inseparable attachments for weapons that are not equipped for folded stock (the folded stock system involves a merger operation which in NAS will restore the missing default attachments).

#### **20100821 (UC-1.13NAS Hybrid v2.4 Full Release)**

- Fixed Prax subway map issue. A copy of map J9\_B1\_A1.DAT renamed J9\_B1.DAT to cover alternate map needed due to Science-fiction mode being available (without Crepitus).
- Fixed missing sound settings for: RG6 and VGM93.400 Flash-bang Grenade
- Fixed FN ELGM so it actually is the FN ELGM noted in v.20100812
- Added graphics:
  - H&K RIS Optics Mount – Based on the mounting apparatus of Aiming-Point-Projector (mainstream v.1.13) by Marlboro Man
  - AR-15 RIS Optics Mount – original artwork
  - H&K Clamp Mount 4x Scope – Based on the mounting apparatus of Aiming-Point-Projector by Marlboro Man now in mainstream v1.13

- OICW FCM – Based on XM29 Big Image graphic by Tbird94lx
- AK RIS Hand Guard – AK silhouette based on Urban Chaos AK-105
- Added new Items:
  - AK RIS Optics Mount – original artwork
  - PEM Scope – implemented existing v.1.13 graphic
  - UK No. 32 Scope – implemented existing v.1.13 graphic
  - ZF-42 – implemented existing v.1.13 graphic
- Changed attachment slot placement :
  - Most Scope, RIS, RSA, and SVD optics now mount above the centre of the weapon graphic. Most others are above right of the weapons graphic, except the Desert Eagle optics mount which is now above left of the weapons graphic
  - Extreme Forward Short Optics RIS mount now in use on FN P90 and similar bullpup configuration weapons.
  - Alternate Full Optics RIS slot on above right added by some attachments.

#### **20100824 (UC-1.13NAS Hybrid v2.5)**

- Fixed RG6 range
- Fixed missing 120 range bonus for 5.45x39mm magazines
- Fixed ammotype for 5.8x42 mm ammo crates
- Fixed missing Commando (Vest) LBE mods
- Modified map A9 so that now four (was two) militia are confined to doorway protection
- Repopulated items in maps: A9, A10, B10, B16, E13\_B1, E13\_B1\_A, D1, D13, F6, H12, H13, I5, I14
- Replaced MP7 magazine graphics with new ones based on the colour palette of used in the 1.13 MP7 by Coolberg
- Doubled the size of the BigImages for both new AR-15 stocks
- Added .223 Remington Beta-C Mag adaptor
- Added Documentation for Commando and Longcoat LBE mods
- Added Scope Mount RIS
- Added Replacement Scope Ring with Reflex Tac Rail
- Added RIS Scope Rings and RIS Scope Rings w/Reflex Tac Rail
- Removed ability to mount 6x and 10x Scopes directly to RIS Optic Rail slots
- Removed camouflage bonuses from Commando armours
- Removed camouflage slot from Camouflage Steel helmet

#### **20100905 (UC-1.13NAS Hybrid v2.6)**

- Fixed mismatch of folding stock penalties for: Calico M960A, Carl Gustaf M/45B, Chang Feng SMG
- Fixed 95 CTH bonus found on some rocket launcher ammo
- Fixed map specified NPC inventories for D1 and D5.
- Revamped all item sizes and pocket assignments
- Changed Ruger Mini-14 from 5.56x45mm to .223Remington
- Changed how ammunition is sold, now it is only available from retail sources in 250 round boxes. (This size is the maximum possible while still allowing BR's to sort by weapon's types

that may use it.)

- Changed description of “Carter Special” PDW so it accurately describes the ammunition it uses
- Changed game progress settings in Ja2\_Options.ini, hopefully slowing it:
  - `GAME_PROGRESS_MAX_POINTS_FROM_KILLS` = 10
  - `GAME_PROGRESS_MAX_POINTS_FROM_SECTOR_CONTROL` = 40
  - `GAME_PROGRESS_MAX_POINTS_FROM_MINE_INCOME` = 50
  - `ALTERNATE_PROGRESS_CALCULATION` = FALSE
- Added Modded “Carter Special” PDW to make use of Bullet Six's “Extended Carter Special” graphic. The 14” 1:7 barrel now converts the .223 Rem “Carter Special” into the 5.56x45mm Modded “Carter Special” with slightly better range and damage, but also slightly higher draw.
- Added STK Compact Personal Weapon in three calibre's and calibre conversion kit. Graphic started out using the colour scheme of Marlboro Man's FN F2000, but ended up using the Sti palette of one of the MP5's.
- Added graphic for STK Squad Support Weapon, also started out based on Marlboro Man's FN F2000.
- Added graphics for the retail boxes of several basic ammunition types
- Added “dummy” weapons so that BR's still can sort ammunition.
- Added AMT Automag III in .30 Carbine (same graphic as modified AMT Automag III now renamed Automag IIIb)
- Added Ruger Blackhawk in .30 Carbine (same graphic as Ruger Redhawk)
- Swapped placement of calibres to allow easy addition of .30 Carbine Speed-loader, and .30 Carbine pistol magazine.

## **20100917 (UC-1.13NAS Hybrid 2.7)**

- Changed (activated) to alternate aiming system
  - Firearms now cost 15% less to fire (increased Shots/4 Turns by 15%) over last version
  - Increase Aiming Costs now activated
  - 1<sup>st</sup> aiming click cost 2 + 1/5<sup>th</sup> Draw Cost
  - 2<sup>nd</sup> aiming click cost 3 AP and one additional per click till 8<sup>th</sup> click (9 AP)
- Changed all foregrips to give 3% Draw AP reduction (no change to 5% Burst/Autofire To-Hit)
- Changed Scopes to be more consistent
  - 1.5x = 8% Aimed Shot Bonus
  - 3.5x = 11% Aimed Shot Bonus
  - 4x = 12% Aimed Shot Bonus
  - 6x = 19% Aimed Shot Bonus
  - 9x = 24% Aimed Shot Bonus
  - 10x = 25% Aimed Shot Bonus
  - Battle/Tactical Scope = 50% Tunnel Vision
  - Sniper Scope = 75% Tunnel Vision
  - Other modifications on a per scope basis
- Changed RPO-A into RPO-M (Firing Unit and Sealed Round)
- Change to FAMAS F1, now uses a 25 round magazine
- Change to FAMAS G2, now can now take C-Mag adapter
- Change to 5.45x18mm ammunition, now only available in AP



- Changed labelling of ammunition boxes (Long Item Name)
- Added 25 round .223 Rem magazine (for FAMAS F1)
- Added OTs-23 (graphic originated as TT-33 by Coolberg)
- Added Ots-32 (same graphic as above)
- Added 24 round 5.45x18mm magazine
- Added new graphics for 5.45x18mm ammunition (based on 9x18mm magazines from original Urban Chaos)
- Added new graphics to represent RPO-M Firing Unit and RPO-M Sealed Round (based on original graphics by Coolberg)

### **20101001 (UC-1.13NAS Hybrid 2.75 Patch)**

- Fixed background for .45ACP Ball KRISS magazine
- Fixed pricing inconsistency with .223 Remington, it is now slightly less expensive than 5.56x45mm instead of approximately twice the price of the more recent round.
- Fixed last scopes/sights so that they more or less conform to a system with respect to tunnel vision: 25% Reflex, 50% Battle Scopes, 75% Sniper Scopes, updated chart in this documentation
- Fixed attack volume inconsistency (Rifle/Carbine/SBR)
  - Lighter Intermediate Cartridges = 50 / 60 / 65
  - Heavier Intermediate Cartridges = 60 / 70 / 75
  - High-Power Cartridges = 70 / 80 / 85
  - “Fifties” = 90
  - .300WM = 80
  - .338LM = 85
  - Rockets/Mortars = 100 (game max)
- Changed Bullet graphic for PDW and AMR ammunition boxes
- Changed coolness of wire-cutters to 1
- Added new Big Image graphics (original) for FRAG-12 rounds
- Added new Backpack pocket so that only one Oversized (size 13) weapon may be carried in a backpack
- Added graphics for HK33 and H&K GR2 based on v1.13 HK53 graphics by Lisac
- Added modified Backpack silhouette
- Added Colt Sub-Compact Weapon, graphics based on (unused) graphic Gun318 from v1.13 by Tbird
- Added HK416C, graphics based on (unused) graphic Gun318 from v1.13 by Tbird
- Added Modern Sub Machine Carbine (MSMC), reworking of Gun870 from IoV 920 by
- Added Skorpion EVO III in 9x19mm and speculative .40 S&W, graphic used Gun318 from v1.13 by Tbird as starting point
- Notes: Toolkit and Medical Kit now no longer are meant to fit “Combat Pack” slot, however it is now intentional that these kits may fit the default “sling” slot as well as “backpack” slots.

### **20101103 (Alrulco Folding Stock v3)**

- New Base Items Mod (v3) to be used for future projects
  - Added CAR-15 Upper Receiver

- Added M16 Upper Receiver
- Added Colt Commando and Upper Receiver. Graphics already in v1.13, previously unused.
- Added EMP Railguns from Diedranna Lives! Graphics already in v1.13, previously unused.
- Added Steyr AUG-A1 Carbine and parts. Graphics are modifications of Steyr AUG by
- Added High Explosive placeholders for “real” High Explosive ammotypes.
- Added 10 round 12gauge shotgun “magazines” for Pancor Jackhammer, original graphics.
- Added .50AE HP ammunition. 7 round magazine graphics already in v1.13, previously unused.
- Added .50AE single round “magazines,” original graphics
- Added TechnoArms Mag-7 shotgun, original graphics, palette from Coolberg's Uzi
- Added 12gauge 60mm magazines for Mag-7, original graphics
- Added graphics for MP5F, graphics built from MP5N and MP5A4 both by Coolberg.
- Added graphics for Long Coat holster rigs, graphics based on originals from Urban Chaos
- Added Pack Biner upgrade, and upgraded set of LBE, graphics are modified versions of artwork found in v1.13
- Added graphics for Commando and Striker LBE's, graphics are modifications on artwork from Urban Chaos
- Added new Canteen pocket, silhouette graphic based on original from v1.13
- Added M203A1 short-barrel grenade launcher for use as early availability launcher, and for specific use on M4 carbines equipped with the M4 Modular Weapon System upgrade
- Added M4 Modular Weapon System RIS attachment
- Added integral 4x ACOG type sniper scope
- Replaced Kriss .45ACP magazines with .45ACP Drum magazines for Thompson M1928. Graphics already in v1.13, previously unused.
- Changed Kris Super V from 45 round to 30 round magazines
- Changed AR-15 RIS Hand Guard to no longer accept grenade launchers
- Changed all 1<sup>st</sup> generation IWI Tavor rifles to use integral optics/sights
- Initial release of Alrulco Folding Stock (though I am calling it v3 for historical reasons)

#### **20101114 (Urban Chaos-1.13NAS v2.8)**

- Imported Graphics set from Base Items Mod v3; however not all new items have been imported, note the lines that are struck out in previous history entry.
- Imported Commando Armour/LBE upgrade path from Base Items Mod v3 (see Page 6)
  - Changed pockets in all Commando Armour to new layout from Base Item Mod v3
- Imported item sizes adjustment: Size 14 now used for large frame revolvers (see Page 9)
- Imported Canteen Pocket from AFSv2 to replace Belt Clip on some LBE
- Imported Tavor weapon family changes:
  - 1st Generation CTAR-21 and TAR-21 now equipped with inseparable Reflex/LAM sight
  - Fully implemented/imported from AFS v2 the Tavor-2
  - All Tavor variants now waterproof
- Added 4x Advance Reflex Magnifier; it fits when the Advance Reflex Sight is attached and fits 1st Generation Tavor CTAR-21 and TAR-21
- Changed the KRISS Super V SMG:
  - Renamed to TDI Vector, description now correctly lists the action as the KRISS Super V

- Magazine capacity corrected to 30 rounds
- Changed all 45 round .45ACP magazines to be 50 round drum magazines
- Changed Thomson M1928 to feed from 50 round drum magazines
- Changed Mortar (full size) now size 13 and are now too big for weapon sling
- Changed RG6 and Milkor grenade launchers now size 12 and will fit the weapon sling
- Changed (reduced) the folded stock penalties so that having either of the full size stocks folded is not so crippling to Chance-to-Hit.
- Changed coolness of SAR-21 series based on number of open attachment slots and newness
- Changed coolness of Commando and Striker Armours so they do not appear so early in enemy inventories
- Changed Laptop + GDI Decoder merger to be easy merger instead of electronic
- Changed CAR-15 Precision Stock into AR-15 Precision Stock to match nomenclature
- Changed all NV and Thermal Imaging Goggles to impose a -15% Chance-to-Hit Penalty.
- Note that the basic Laser Sight gives a 20% Chance-to-Hit bonus.
- Changed the cost of the Thales NV Scope, so that it is more in line with cost of NV Goggles.
- Also adjusted the stats so that its performance as a 4x Scope closer approximates the Battle Scope (except for the NV aspect).
- Changed the cost of the 1PN51 NV Scope, so that it is more in line with cost of NV Goggles.
- Also adjusted the stats so that its performance as a weapon scope is closer to the PO 3.5x21P (except for the NV aspect)
- Adjusted the stats of the Thermal Imaging Weapon Sight, it is now roundly superior to the 6x Sniper Scope, but with weapon sight like low penalties.
- Changed Flamethrower and Flamethrower Fuel mergers, they now use simple mergers instead of the fancy attachment combo mergers; however it was found that something in the Beta-MP code is preventing mergers that create magazines/ammo. Therefore the Flamethrower Fuel will not be available via the merger when Tais' SCI is used.
- Fixed Laptop being non-repairable
- Fixed/Avoiding PO 3.5x21P scope problem by no longer having it occupy designated Barrel Extender slot. You will now find in maps a PO 3.5x21P Scope in a Box that you will need a crowbar to open.

## **20101121 Deidranna Lives!-1.13 New Attachment System v2(Full)**

- *Stuff Specific to DL!-1.13NAS v2*
  - Initial Release of Deidranna Lives! -1.13NAS v2
  - Modified MercStartingGear.xml for DL NPC's
  - initial offering only has Enemy Gear selection from original Deidranna Lives! Items
  - Re-stocked maps to account for new default attachments (known to be partially effective)
  - Item control: All non-original Deidranna Lives! Items items flagged <BigGunList>, Note Turning off Science-fiction mode will not turn off original DL Sci-fi items
- *Base Mod v3 Notes*
  - NV and Thermal Imaging Goggles have a -15% Chance-to-Hit Penalty.
  - Gas Masks have a 20% Chance-to-Hit Penalty
  - Back to combo/attachment mergers for Flamethrower and its Fuel (found earlier problems were not technical)

- Scopes found in maps may be “boxed.” Use crowbar to open (non-destructive USE merger of crowbar into box to transform boxed scope into usable scope)
- Fixed weight and mass errors (no entries) for .50AE single rounds
- Fixed mislabelled <BRName> for AUG Carbine Kit
- Workaround for inconsistent inclusion of default attachments by map editor is to use Toolbox on weapon to cause default inseparable attachments to appear.

## **20101124 Combined SCI Compatibility patch**

### *Alrulco Folding Stock v2.01 (AFS v2.01)*

- updated items to be inline with other mods
  - NV Goggle (penalties)
  - Gas Mask (penalties)
  - Advance Reflex 4x Magnifier (New Item)
- Integrated all the new "MP-Beta Vanilla" A.I.M. mercs into AFS
- Updated IMPChoices.XML to account for STOMP traits

### *Diedranna Lives!-1.13NAS Hybrid v2.01 (DL-1.13NAS v2.01)*

- Removed (Map) labelling from original 350 items in DL-1.13NAS
- Updated IMPChoices.XML to account for STOMP traits

### *Urban Chaos-1.13NAS Hybrid v2.81 (UC-1.13NAS v2.81)*

- Added the Gas Mask Penalties from AFS and DL-1.13NAS
- Updated IMPChoices.XML to account for STOMP traits

## **20110127 Urban Chaos-1.13 v3 (Full)**

- Conversion to New Attachment System 0.7
- Conversion from PROF.DAT to PROFLEX
  - Added new v1.13 A.I.M. Mercs
  - Added (back to A.I.M.) Buns
- Implemented S.T.O.M.P. traits
- Implemented Space Viking's “Additional Merchant Modifications” to:
  - Smitty is now a merchant, using Gabby's inventory XML
  - G1 Arms Dealer now assigned Elgin's inventory XML
  - K12 Bobby Ray's clerk now assigned to use Manny inventory XML
  - Four of the Five non-Frank bartenders in Calisto (C13, D13, and E13) are now bartenders assigned to use the four normal DeSanto's brothers inventory XML's
- Implemented “Extra Sector Items” XML's to ensure full multiple-default attachment appearance for map placed items
- Implemented new item scheme to ensure item compatibility with original maps – most weapons in sub-350 item range are copies of weapons in the main range that starts at item 1001.
  - USE merger converts items from copy to main range gun
  - If folding stock is part of item, cycling stock will convert
  - These copies cannot be repaired, you must convert weapon before repair is possible

- As much as possible map inventories have been cleared of sub-350 item index guns
- Implemented ChrisL's percentage based Auto and Burst bonuses modifiers, and multipliers when prone
  - Foregrip now 15% Auto/Burst Bonuses
  - RIS Foregrip now 16% Auto/Burst Bonuses
  - Grip-Pod now 15% Auto/Burst Bonuses, along with usual 10 Bipod Bonus
  - Integral Grip now 16% Auto/Burst Bonuses
  - GP-30 and AG36 now 15% Auto/Burst Bonuses
- Changed Flamethrower creation mergers back to attachment-combo merger (as I finally figured out what was going on with the new science-fiction tag fail-safe)
- Changed both sizes of Kel-Tec RFB to new graphic based on FN FAL from stock v1.13
- Changed graphics for Commando Vest LBE's so that they now have non-LBE portion faded out, like Striker LBE's and weapon parts specific to UC-1.13 and other Folding Stock System mods (v2 and higher)
- Changed 7.62x39mm Drums to 75 round capacity
  - adjusted AK magazine adaptor for new drum size
  - New 7.62x39mm Belts (in-a-Drum) for 100 round capacity RPD LMG, graphics from IoV
- Changed availability of TDI Vector as it seems to be in production, including at least one version for the civilian market
  - Mike no longer carries TDI Vector
- Edited H13 to remove a problem building, replaced with outdoor park
- Added Items:
  - Zh-86 Flak Jacket (by Dboy, from IoV)
  - KAZAK-4 Vest (by Dboy, from IoV)
  - KAZAK-6 Vest (by Dboy, from IoV)
  - unknown White Vest (looks sort of like a KAZAK-5 light Vest, from IoV)
  - 6B7-1L Helmet (by , from IoV)
  - M60 Steel Helmet (by Dboy, from IoV)
  - STSH-81 Helmet (by , from IoV)
  - ZSh-1 Helmet (by , from IoV)
  - CETME Ameli (graphics already in basic v1.13 mod)
  - KAC Stoner LMG (by Tbird94lx, from IoV)
  - 9A-91 (by , from IoV)
  - A-91M (by , from IoV)
  - Grenade Reflex (by bayerlein, from IoV)
  - 3X MAG for Red-dot (by dboy, from IoV) - replaces stock v1.13 alternate Red Dot sight graphic being used for the Advance Reflex Sight 4x Magnifier. Graphic also being used for Advance Reflex Sight Night Vision add-on
  - MM-1 (by , from IoV)
  - EX-41 (by Marlboro Man, from IoV)
  - Soviet era "Lifchick" LBE (by Dboy, from IoV)
  - OMON Utility Vest (by Dboy, from IoV)
  - Muzzle Brake (by bayerlein, from IoV)
  - AK Muzzle Brake (by bayerlein, from IoV)

- ITL MARS (by bayerlein, from IoV)
- M3 IR Night Sighting Device/"SnooperScope" (by tbird94lx, from IoV)
- MAT-49 (existing stock v1.13 graphic unused till now)
- ARWEN 37 (new graphics, by Wil473)
- ARWEN ACE (new graphics, by Wil473)
- 37mm Under-slung Flare/Riot Launcher (modification of v1.13 M203 by Coolberg)
- 37mm launcher rounds (new graphics, by Wil473)
- Stechkin APS Stock/Holster (Machine Pistol Stock by dboy, from IoV)
- Rys-U (graphic from original Urban Chaos)
- Brügger & Thomet MP9 and extended stock version (modification of v1.13 Steyr TMP by Coolberg)
- Brügger & Thomet TP9 pistol (modification of v1.13 Steyr TMP by Coolberg)
- Skorpion Vz. 61 and extended stock version (modification of v1.13 Skorpion Vz. 82 by Coolberg)
- 7.65x17mm (.32ACP) 20 round magazines (new graphics, by Wil473)
- Walther PP (by MissingName)
- Walther PPK (by MissingName)
- FN 1910 (by Missing Name)
- Welrod Mk.II (by MissingName)
- 7.65x17mm (.32ACP) 8 round magazines (by MissingName)
- 7.65x17mm (.32ACP) 7 round magazines (modification of 7.65x17mm (.32ACP) 8 round magazines by MissingName)
- 7.65x17mm calibre with ammunition boxes in: ball, HP, AP, and +P
- Beretta 3032 Tomcat (by Tbird94lx, from IoV 920)
- IMI Negev Commando (by , from IoV 920)
- FN Mk. 48 (by , from IoV 920)
- PM-93 RAK (new graphics, by Wil473)
- LWRCI M6A4 in 6.8mm SPC (modification of M6A4 by satan1987s, from DBB/IoV 916)
- LWRCI M6 PSD (modification of M6A4 by satan1987s, from DBB/IoV 916)
- LWRCI M6-AK 5.45 (modification of M6A4 by satan1987s, from DBB/IoV 916)
- Remington 700 in 6.8mm SPC (modification of M40A1 by Lisac, from stock v1.13)
- AAI LSAT LMG (by royalpotato, from IoV)
- LSAT ammo (by , from IoV)
- graphic for 7.62x25mm ball cold ammunition box
- graphic for 9x19mm ball cold ammunition box
- graphic for 9x19mm glaser cold ammunition box
- Saiga 2K Drum adapter, no new graphic yet
- Added new face graphics by Kazuya for JA1 Mercs:
  - Postie
  - Reuban
  - Kelly
  - Snake
- Added Cleaning Kit, item restores (through merger) some western rifles. *See Page 11*

- Added Quick Change LMG barrels in 5.56mm and 7.62mm NATO. *See Page 11*
- Added new 12 gauge shells (all graphics modified versions of stock v1.13 graphics, and 10 round drum)
  - Incendiary
  - Tear Gas
  - Duplex
- Added new facility, “Power Plant,” to C9 – Staffing the power plant increases Global happiness
- Completed stats for Beretta ARX-160, it should now be available in-game
- Reordered items.xml
  - Required that many maps had to be restocked again
  - rebuilt UC-1.13 changes to A9 from original UC map
- Restocking of maps to avoid placement of multiple default attachment items, this is due to odd behaviour by Map Editor handling multiple defaults
  - Some items will appear as equivalent items with one or no default attachments, USE merger of a toolkit into these items will convert to the standard multiple-default attachment version
  - Some “special” variants of guns that appeared in original Urban Chaos have been implemented to emulate the old beneficial “bugged” attachments found on some map placed items.
- Reevaluated AP costs to shot (shots/4 turns), and sizes
- Fixed availability of Kel-Tec RFB weapons
- Fixed mixed up HP and AP descriptions for .45 ammunition boxes
- Fixed appearance of “Vest” (an extra strong vest not meant to be available to players) on one of Kingpin’s faction in D5

### **20110205 Urban Chaos-1.13 v3.01 (Patch)**

- Implemented USE merger based Folding Stock System (FSS), a true v3 FSS, unlike the the previous one which was just v2 adjusted for NAS v0.7
  - Base weapon will not have any stock related modifiers; stock is folded for machine pistols, and stock extended for two-handed rifle size weapons
  - Alternate form has the following modifiers for Rifle size weapons (stock folded):
    - General To-Hit = -10
    - Burst/Auto To-Hit = -15%
    - General AP Reduction = 25
    - Ready AP Reduction = 30
  - Alternate form has the following modifiers for Machine-Pistols (stock extended)
    - General To-Hit = 5
    - Burst/Auto To-Hit = 5%
    - Ready AP Reduction = -50 (increase of Ready AP by 50%)
  - Refinement of modifiers will occur in future
  - Single set pair of stock items for conversion process; the FSS attachment which triggers the merger that converts from the Base weapon to the alternate form. Other item is a “dummy” attachment to force appearance of alternate stock position slot.
  - Padded out folding stock mergers so that old folding stock item indexes are now items that become the FFS attachment when it is moved to other stock attachment slot.

- Cycled though some maps to replace the folding stock weapons with new versions
- Began adding graphics for alternate modes. These are edits to existing artwork by the following artists:
  - 9A-91 by , from IoV
  - AEK-971/973 by Coolberg, from v1.13
  - AK's, most of them per Starwalker's list, by Lisac, from v1.13
  - AK-9 by Tbird94lx, from IoV
  - AS Val by Coolberg, from v1.13
  - SR-3M Vikhr (replaces v1.13 SR-3), by , from v1.13
  - Benelli M4 Super 90, only the Interface image, by Coolberg, from v1.13
  - Beretta ARX-160 by , from IoV
  - Calico M-960 (stock extended) by , from v1.13
  - Carl Gustaf M/45B by Tbird94lx, from v1.13
  - Chang Feng SMG by , from IoV
  - Dragunov SVDS by Lisac, from v1.13
  - DSA-58OSW by Lisac, from v1.13
  - FAMAE SAF/SAF Silenciada by Coolberg, from v1.13
  - FN FNC by BulletSix, from v1.13
  - FN Minimi SPW (stock extended) by , from v1.13
  - FR Ordinance MC51 (stock extended) by Tbird94lx, from v1.13
  - H&K HK 33/53/GR2 by Lisac, from v1.13
  - H&K G36 (all of them) by Coolberg, from v1.13
- Changed Cleaning Kit applicability to now include other western weapons beyond AR-15 based guns. In general if an assault rifle has a negative reliability value, the cleaning kit will work on it. Also weapons that the Cleaning Kit may be used on, should take the kit as an attachment that fits the internal slot.
  - Graphic is a combination of original JA2 interface graphics
- Fixed maps (released earlier as Map Quickfix 20110129)
  - C13 – changed Lynn (NPC 139) from a enemy to a civilian pre-placement in the map
  - D13 – possible problem with AK-74U, cycled item to be safe
  - E12 – cycled load outs for hostile faction
  - F3 – cycled load outs for hostile faction
- Fixed BR Name for 7.65x17mm (.32 ACP) Ball
- Fixed Camouflage kits size, now 19 (small)
- Fixed Cleaning kit size, now 19 (small)
- Fixed B13 ammunition mismatch in pre-placed weapon
- Fixed the low capacity of Vehicle/Sector NIV slots, doubled from v3 for all non-weapon sizes
- Fixed Uzi RIS upgrade being separable
- Fixed Molotov end radius, now 5 so it will spread a bit
- Fixed sizes for 10 round rifle ammunition magazines, now 21 (Small-Malleable) which is meant to be larger than 19 (Small) which fits 5 round loose rifle ammunition
- Fixed Shotgun shell size relations, 7 shells now size 19, 12 shells now size 21
- Fixed Motor Grease not being able to refill



## 20110212 Urban Chaos-1.13 v3.02 (Patch)

- Due to some odd behaviour with tracer ammunition and attachments that give an Auto To-Hit bonus some changes had to be made:
  - Machine-Pistols under Folding Stock System v3 no longer use Burst and Auto To-Hit modifiers to represent extended-stock form. Instead the Burst and Auto penalties have been decreased directly.
  - Despite not being affected by this issue (due to using negative value Auto To-Hit bonuses) full size stock system weapons will be back-fitted overtime in a similar manner as the MP's
  - Instituting a maximum cap for Burst and Auto To-Hit bonuses = 12%
    - Foregrip = 10%
    - RIS Foregrip = 11%
    - Grip Pod = 10%
    - Integral Grip = 12%
    - GP-30 and AG36 Grenade Launchers = 12%
    - Pistol2Carbine = 12%
- Added additional graphics for full size folded stock weapons:
  - HK G3KA4 by Coolberg, from v1.13
  - HK MG43 by Marlboro Man, from v1.13
  - HK MP5 all base graphics seem be by Coolberg, from v1.13
    - changed graphic for both variants of MP5/10A3 to use same stock and hand-guard as most other MP5's
  - HK UMP by Coolberg, from v1.13
  - IMI Galil's by Lisac, from v1.13
  - KAC PDW by Tbird94lx, from v1.13
  - MAT Modele 1949 by Tbird94lx, from v1.13
  - Ots 39 (extended-stock added) by Coolberg, from v1.13
  - PP-19 Bizon by , from v1.13
  - PP-19-01 Vityaz by Tbird94lx
  - Robinson Arms XCR by Marlboro Man, from v1.13
  - SA vz.58 by Lisac, from v1.13
  - SIG SG540 by Coolberg, from v1.13
  - SIG SG550's by Coolberg, from v1.13
- Changed description of the loose Gyrojet rounds to note the amount
- Changed all the Burst and Auto penalties to be more internally consistent
- Changed Combat Pack Pocket to be able to carry LAW and LAW-like RPG-26
- Fixed description of the 12 gauge x 60mm rounds
- Fixed with FSS v3 weapons that should not have folding stocks: KAC Stoner LMG, SIG SG542
- Fixed with FSS v3 missing "folding sniper stock" attributes:
  - General To-Hit = 5%
  - Aimed Shot = 5%
  - Bipod/Prone = 3%
  - General AP Reduction = 5%
  - Weapons affected: Bushmaster ACR, FN SCAR, Skorpion EVO III

- Fixed random armour assignment to include Commando and Striker armours
- Fixed missing Pack Biner mergers
- Fixed Pack Biner upgrades to Russian 107 Vest removing original pockets
- Fixed missing crowbar mergers that convert original UC item index placeholders to FSS range operational items
- Fixed go-nowhere teleport in map E15

### **20110219 Urban Chaos-1.13 v3.03 (Patch)**

- Added AN/PVS-24 Clip-on Night Vision Device graphic for ARS NV Magnifier (by dboy, from IoV)
- Added additional graphics for folding stock system
  - SPAS-12 by Coolberg, from v1.13
  - SPAS-15 by Coolberg, from v1.13
  - Sterling L2A3 by Tbird94lx, from v1.13
  - Street Sweeper (extended-stock) by Coolberg, from v1.13
  - TDI Vector by Tbird94lx
  - Type 85 by Hruza, from v1.13
  - Valmet M76 by Lisac, from v1.13
  - Walther MPL by Coolberg, from v1.13
  - Beretta PM 12 by Tbird94lx, from v1.13
  - ACR's by Wil473
  - SCAR's by Marlboro Man, from v1.13
- Changed all .223/5.56mm AR-15 variants to now use the Intermediate Cartridge Sound Suppressor instead of the Pistol Calibre Sound Suppressor
- Changed AR-57 (full size) and AR-57 Short-Barrel Rifle to no longer accept sound suppressor
- Synchronized Bruce speech, text and item price
  - Changed Bruce speech EDT to reflect sound file stating the Commando Vest cost is \$950.00
  - Changed Item 189 - Bruce Quest specific copy of Commando Vest cost to \$950
  - Commando Vest in Bruce's inventory is now 87% status (his speech makes no reference to status in English language Urban Chaos)
- Fixed missing differences between stock collapsed/extended versions of HK 416C
- Fixed Betty not buying Chemical Break Lights and most odd merchant buying behaviour
  - this fix unfortunately required reassigning the “Gabby” merchant behaviour (Buy and Sell capable) back to bartender in C13; Smitty is now a Sell-only merchant. Root cause of the merchant buying /selling problems has something to do with items assigned to “Gabby” merchant inventory in v3.00-3.02
- Fixed wrong AP ammotype assignment to 5 round and 100 round 6.8mm SPC
- Fixed missing mergers for item – Bruce Quest specific copy of Commando Vest, it should now have same mergers as standard Commando Vest used by UC-1.13 mod, item
- Fixed D13\_B1 (Callisto UBT) NPC “Slicer,” being equipped with boxes of 7.62x51mm Cold AP instead of 30 round magazines of 7.62x39mm. Left AK-104 in inventory as it is only a modern equivalent of the proper AK-47 with broadly similar weapon characteristics in-game
- Fixed missing merger for Commando LBE Upgrade and Commando Basic Vest LBE
- Fixed incorrect description, regarding pockets, for Commando Holster LBE

- Warning: G2 cannot be attacked from the south in its present form. The v1.13 map editor seems to be doing something to the southern map edge definition. Original G2 map works fine for entry, but is missing NPC pre-placements.

### 20110225 Urban Chaos-1.13 v3.04 (Patch)

- Added modified LBE graphics to complete “Pack Biner” upgrade set. Base LBE graphics credits:
  - v1.13 LBE's by Marboro Man and Starwalker
  - “Lifchick” Chest Rig and OMON Vest by Dboy
- Added additional Sound Suppressors
  - All new graphics (except one) by Smeagol from AIMNAS WF2011
  - Modified v1.13 AR Sound Suppressor to represent Premium Light IC Suppressor
  - New Suppressors Scheme are (new in bold):
    - Pistol Suppressor – pistol rounds up to and including .45ACP and 10mm Auto
    - **Premium Pistol Suppressor**
    - **Magnum Pistol Suppressor** - “pistol” rounds regarded as more powerful than .45ACP, includes .30 Carbine and .50AE
    - **Premium Magnum (Pistol) Suppressor**
    - IC (Intermediate Cartridge) Suppressor – small diameter, high velocity rifle ammunition such as .223 and 5.45x39mm
    - **Premium IC (Intermediate Cartridge) Suppressor**
    - **Heavy Intermediate Cartridge Suppressor** - 7.62x39mm and 9x39mm
    - High-Power Rifle Suppressor – full rifle calibres such as 7.62x51mm
    - **Premium Full Power Rifle Suppressor**
    - **AMR Suppressor** - .50 BMG and 12.7x108mm
    - **Shotgun Suppressor** – includes half length shell firing MAG-7
  - 6.8mm SPC weapons may only use the Premium IC Suppressor
  - 7.62x39mm weapons may also attach the Premium Full Power Rifle Suppressor
  - The differences between Premium and lesser suppressors are:
    - price - \$2000
    - mass – Premium suppressors weigh less
    - volume reduction – Premium suppressors are at least 20% better
    - visible text on suppressor – Premium, or “Name-Brand,” suppressors have visible white “text” elements along the suppressor in the graphics.
  - New BR Name scheme for Sound Suppressors, this way they are all grouped together.
- Added -5 CtH modifier to all magnifying scopes to counter an unwanted CtH increase before aiming clicks are applied.
- Replaced “Boxed” RPG/RPO rounds with mod item index for real rounds in maps: B16, D1, I8, K4, L1, M4, M11, M13, N4. If you see a “boxed” RPG round please report.
- Reset items in city and military site maps in a bid to clear all the obsolete folding stock items. If you see a weapon with an “Obsolete Stock” item attached please report.
- Fixed several inconsistencies with Cleaning Kits, also added guns it may be used on:
  - Some modded M4(A1)'s could not use kit
  - All KAC weapons left out despite 2 of 4 being AR-15 variants (the original criteria for kit)

- Not all guns that kit could be used on could “store” kit (have it as attachment)
- Not all guns that could “store” kit could have kit used on it
- Added FN SCAR's to list of weapons “cleaned” by kit
- Added Kel-Tec RFB's to list of weapons “cleaned” by kit
- Added Kit as attachments to all AR-15 Upper Receivers, this way Cleaning Kit usability will be indicated in Bobby Rays for guns that only appear as Upper Receiver upgrades. The Cleaning Kits may not be applied to the Upper Receivers.
- Fixed incorrect ARUC/TIMS LBE compatibility
- Fixed/Adjusted Leg Rig sizes – most should be Size 29 (Medium-Malleable), some are “smaller”
- Fixed unwanted CtH jump from attachment of battle scope (1.5x-4x), by adding the -5 CtH modifier used on Sniper Scopes, this may require additional adjustment in future
- Fixed pocket definitions for Size 21 (Small-Malleable) as it is now primarily used by 10 round rifle ammunition
- Fixed RPG-7 rounds not being repairable (and damageable)
- Fixed excess range out of .45ACP Beretta PX4
- Fixed inconsistent attachment of 37mm Under-slung Flare launcher – it is portrayed as being light enough to be attached to all hand-guard lower RIS
- Fixed incorrect addition of attachment slots by Desert Eagle Double Rail Mount, also added LAM-200 compatibility to this attachment
- Fixed H12 problems related to the Police detachment by deleting and replacing them with existing civilian population (rebuilt as corrupt police).

### **20110305 Urban Chaos-1.13 v3.05 (Patch)**

- Added improved BigItems graphics for the 37mm launcher Grenades, based on original JA2 Smoke (hand) grenade
- Added 37mm Homebrew grenade, it is produced by merging 37mm Smoke Grenade with Molotov Cocktail. Explosives skill check applies.
- Added Combat Multi-Pack (and Pack Biner upgraded version), graphic by , from IoV
- Changed 37mm Smoke Grenade to be available at Bobby Rays to reflect availability of these on civilian market (in some US jurisdictions)
- Changed volatility of Molotov Cocktail from 15 to 10, it is now tied with RDX as most volatile item instead of being by far the most volatile
- Changed Molotov Cocktail fireball radius from 4-5 to 3-4
- Changed LBE Pack Biner to be a LBE (leg-rig) as well as being item that upgrades other LBE's. When worn it gives the same pockets as default leg LBE plus one additional Belt-Clip for “externally” hooked items.
- Changed Extra items XML's to give a different weapon based on difficulty:
  - Novice = OTs 39 (integral LAM, relatively powerful and plentiful ammo)
  - Experienced = PM-63 (average power, but plentiful ammo)
  - Expert = Stechkin APS (shorter range than Experienced, same ammo as Experienced)
  - Insane = FN FNP-45 (short range; powerful but rare in-mod ammo)
  - Novice also supplies a Cleaning Kit
- Changed pricing on several guns to closer to Manufacturer Recommended Pricing: S&W .38 Police Special, Ruger revolvers

- Changed size of Bottle of Wine, Bottle of Alcohol, and Molotov Cocktail to be Size 29, now relabelled “Medium-bottles”
- Changed most Russian Scopes to be Size 27 Medium
- Changed ItemClass of Cleaning Kit to be a Kit (for Bobby Ray's sorting)
- Changed pricing on LBE's to reflect upgrades, \$100 for addition of MP-Holster, \$6 per Pack Biner Upgrade
- Changed default status for Drop-All to be off
- Restocked map B10 Ppsh-41
- Fixed incorrect use of Folding Stock System on Sig SG 542, fixed stock only now
- Fixed pockets so that more pockets outside of the “Carbiner” pockets will now actually fit Size 17 Tiny-Carabiner
- Fixed FSS item being missing when Drop-All was disabled, thanks to DepressivesBrot's reminder about NAS ATTACHMENT\_DROP\_RATE setting in Options.ini
- Fixed price triggered inventory issue with Betty, if price is less than \$6.00, Betty will sell item for \$1.00, and will not buy.
  - Also removed some items from her merchant inventory that due to it not making sense for these items to be priced \$6.00 or more.
  - Duct Tape no longer Damageable to ensure consistent price
- Fixed incorrect magazine bonus for 6.8mm SPC C-mag adapter
- Fixed missing the pistol laser attachment slot on Desert Eagle Double Rail Mount, this was causing the default laser slot to appear.

#### **20110312 UC-1.13 v3.06 (Patch)**

- Added 2x2 AR-Magazine Leg Rig (and Pack Biner upgraded version), graphic by Dboy, from IoV
- Added Patrol Leg Rig (and Pack Biner upgraded version), graphic by Dboy, from IoV
- Added AK Magazine Leg Rig
- Added new graphic for Pistol Sound Suppressor, based on graphic by , from v1.13
- Added new AK pocket
- Changed Several BR Names for new inventory sorting scheme
- Changed pricing of all grips to better reflect reality (they all cost much less now)
- Rebuilt Sizing scheme to fit in with current NIV limitations (See page 9), highlights below:
  - Expandable weapon sizes restricted to 0-9
  - Weapon sling cutoff at 8 inclusive, Large pocket cutoff at 6 inclusive
  - Carbiner sizes in order to facilitate Leg Rig LBE function, including as modular pockets
  - Empty RPG-7 fits Large/Combat Pack pocket, but not when loaded
  - 7.62x39mm 30 round (AK) magazine now considered as oversized AR magazine
  - 7.62x51mm 20 round magazine restricted capacity in AR magazine pockets
- Fixed incorrect attachment slot definition for the add-on Sniper Scope only slot
- Fixed incorrect weight for 40mm VOG and GDR grenades
- Fixed incorrect weight for 37mm grenades (all of them)
- Fixed incorrect Layout Class for Ots-02 (with stock extended)
- Fixed inconsistencies with Repairable flag on Commando LBE's, also cleared Damageable tag

## 20110319 UC-1.13 v3.07 (Patch)

- Implemented Modular-LBE (M-LBE) system based on IoV system
  - new pockets: Modular LBE, 2x and 1x AK Mag, BR Mag, Loose Ammo
  - Pouches are accessed when they are in Thigh Pack LBE slot (see the description), otherwise may be stored on Modular LBE pockets
  - See below for artist credits for graphics from IoV
- Added *Mateba Model 6 Unica*, by Sovereign - .454 Casull revolver
- Added *Mateba Grifone*, by Sovereign - .454 Casull carbine
- Added new LBE from IoV
  - *TAG Rifleman Chest Rig*, by threewings – higher end LBE Vest, with 4x 3xAR Mags
  - *Tactical Gun Bag*, by Dboy – backpack that also fits weapon sling
  - *Go Bag*, by Dboy – backpack that also fits weapon sling, and large pocket
  - *HSGI WEESATCH*, by Dboy – as *Assault Rifle M-LBE Chest Rig*
  - *ATS 762 Chest Harness*, by Dboy – as *Battle Rifle M-LBE Chest Rig*
  - *Eagle AK Chest Rig*, by Dboy – as *AK M-LBE Chest Rig*
  - *Eagle A-III Assault Pack*, by Dboy – as *M-LBE Assault Pack*
  - *Eagle A-III Med Bag*, by – as *M-LBE Pack System Combat Pack*
  - *Magforce 3P Backpack*, by – as *M-LBE Pack System Backpack*
  - all MOLLE pouches, by Dboy – as M-LBE pouches (not all in use presently)
- Added new Retail Ammunition box graphics: 2 types of Russian AR ammo, Russian pistol ammo, Russian rimmed rifle ammo, Generic rimmed pistol ammo, Generic rebated rim pistol ammo
- Added new graphics for cartridge clips use by *AEK-906* and *AEK-906-01*
  - corrected ammunition descriptions to reflect that these are cartridge clips and not speed-loaders
- Added P1 graphics from v1.13 SVN updated as of today to synchronized
- Added “Civilian Ball” ammotype to prevent AI from being issued ball in select calibres
- Added *7.62x54mmR in Civilian Ball*
- Added *9x18mm Glaser Safety Slug*
- Added new XMLEditor safe directory Data-UC113DoNotEdit
- Added Go-Bag Backpack to IMP item selection (Strength)
- Changed all 100 round drum fed 5.56mm weapons to 30 round capacity, but added 5.56mm C-Mag Adapters to all as default attachment
- Changed 3x AR and 2x AK pockets to now hold 1 size 27 Half Medium-Bottles
- Changed *HK 23E* and *HK GR9* to be 200 round weapons, this standardizes all belt fed 5.56mm to 200 round capacity
- Changed *RPK* from 75 round to 30 round capacity, added 7.62x39mm Drum Adapter as default attachment
- Changed *Micro-16 “Carter Special”* from 100 round to 20 round capacity, added .223 C-Mag Adapter
- Fixed (sort of) inconsistencies with AP to reload drum fed weapons as now there are no longer any more “natural” drum fed weapons in 5.56mm, 7.62x39mm and .223 Remington.
- Fixed missing 30% increase to reload cost to Thompson M1928 vs. Thompson M1A1
- Fixed missing 50% increase to reload for Drum fed *USAS-12* and *AA-12* vs. 6 round magazine

fed shotguns.

- Fixed missing 50% increase to reload for *Saiga Drum Adapter*
- Fixed incorrect sound suppressors for *Micro-16 "Carter Special"*
- Fixed incorrect availability of *Ares Shrike*

### 20110327 UC-1.13 v3.08 (Patch)

- Implemented Buns' system for Rifle Launched Grenades
  - copies of rifles, denoted by <RGL> may have Rifle Grenades attached, but cannot otherwise fire
  - USE merger of Rifle Grenade into participating rifles will convert rifle into <RGL> version
  - Rifle Grenade Launcher:
    1. Flash hider for regular firing version of rifles
    2. launcher for rifle grenade
    3. converts <RGL> version of rifle back into regular firing version
    4. Does Not give weapon an attachment slot for rifle grenades
  - Folded Stock versions of weapons where applicable cannot be converted to <RGL> version
  - Stock cannot be folded on <RGL> version
- Implemented *AK Muzzle* device for *AK-74*, *107*, *108*, and *variants*
- Added *Rifle Grenade Launcher* muzzle device, by bayerlein, from IoV
- Added *Rifle Grenade – Anti-Tank*, by , from IoV
- Added *Rifle Grenade – Anti-Personnel*, modification of graphic by, from IoV
- Added portrait for Goose (Col. Leon Roachburn) by Kazuya
- Added *AK RIS Reflex Hand-guard*, allows use of reflex sights on top rail, but prevents use of RSA/SVD scope mount.
- Changed *AK RIS Hand-guard* graphic to match style of *AK RIS Reflex Hand-guard*
- Changed *AK RIS Hand-guard* to now fit on additional AK style weapons: *Saiga*, *RPK's*, and *Vepr-308*
- Changed *MM-1* to size 9 (it will fit some backpack pockets)
- Changed *H&K AG36* to fit all RIS Hand-guard attachments, and description notes *AG-C/GLM* mounting option to reflect this.
- Changed subway hooligan positioning in maps *I3\_B1.dat* and *K4\_B1.dat*, hopefully this will prevent path-finding related CTD's.
- Changed *HK 21*, *23* and *variants* to use *Quick Change Machine Gun Barrels*
- Changed LMG's that use *Quick Change Machine Gun Barrel* feature to no longer use other muzzle devices
- Changed *FN Minimi SPW* to now have *Quick Change Machine Gun Barrel* feature
- Changed *Sig SG 55x* rifles to now accept *5.56mm C-Mag Adapter*
- Overhauled the NAS layouts and slots so that RIS items fit RIS slots consistently
- Fixed missing Toolbox USE merger fix for *SAR-21 P-Rail* (to restore missing integral LAM)
- Fixed *CAR-15 Upper Receiver* not being bought by Tony
- Fixed Iggy and Biggins face coordinates with numbers courtesy of Buggler
- Fixed incorrect character type for Brains and Deadeye, courtesy of Buggler – requires new game to be effective
- Fixed face graphics for Spike and Skits with graphics courtesy of Buggler, from BPP Mod v06

- Fixed *MP5A4* (and copy) incorrect size (6), now correct size 4 – “SMG/SBR”
- Fixed missing Danubia Rank badges in *EnemyItemChoices.xml*
- Fixed map I8 – removed two NADA items
- Fixed map I13 – removed two incorrect vests
- Fixed map I14 – removed two incorrect vests
- Fixed map H3\_B1 – corrected 2<sup>nd</sup> exit grid to I3\_B2 in original UC map, now both work
- Fixed crash caused by *Calico M960A* (with stock extended) interface graphic
- Fixed missing *AR-15 RIS* and *MWS Hand-guard* attachments for *.50 Beowulf rifle*
- Fixed lack of cleaning kit function/storage for *Colt Canada PDW*
- Fixed muzzle attachment slot label / “ad hoc tool-tip” that appears to be causing the CTD's when game decides to show this label (ie. Restricted Items Mode)
- Fixed *RPO-M Sealed Tube* (the rocket round) not being repairable
- Workaround for Restricted Items Mode CTD (and later realization that a lot of unnecessary slots with labels advising something is wrong are going to appear) – All attachments have the Ton of Guns Mode tag cleared. This was originally done to avoid a CTD associated with Restricted Mode, but is being left in place due to slots appearing empty (and giving incorrect warnings via the slot label / “ad hoc tool-tip”)

#### 20110402 UC-1.13 v3.09 (Patch)

- Added *FN FAL Optics RIS* adapter
- Added new graphic (BigImage) for *FN FAL RIS Hand-guard*
- Changed *FN FAL RIS Hand-guard* to add four rails (three slots) instead of three rails (two slots)
- Changed *FN FAL* and variants to have *HPA Suppressors* as attachments
- Changed *DS Arms DSA-58 OSW* into civilian version (no natural burst or auto-fire, but it still can have *ACME Trigger Group* attached)
- Changed *H&K G3* and variants to have *HPA Suppressors* as attachments
- Changed *SA Vz.58* to have *7.62x39mm Drum Adapter* as attachment
- Changed some attachments back to Tons-of-Guns only, tried to leave at most one non-original UC attachment to cover slot.
- Changed name of *GRD-40 40mm Smoke Grenade* to conform with similar grenades
- Changed names of 60mm mortars so they are consistent
- Fixed former multi-shot grenades not being repairable and damageable
- Fixed Howard still having non-functional *Regen* and *Energy Boosters*
- Fixed *H&K MP7* stock slots being reversed
- Fixed Goose missing “B” face file and coordinates from replacement set by Kazuya
- Fixed *H&K G41*, *Sig SG540* and *SG542* not being able to attach *Rifle Grenade Launcher* despite having <RGL> version that can.

#### 20110404 UC-1.13 v3.09a (Patch)

- Changed some shotguns to attach *1.5x Scope Sight*
- Fixed *DSA-58* having automatic fire mode when stock is folded and when prepped for firing rifle grenades
- Fixed *Hummvee* getting stuck in F10: F10 <> F9 PLAINS, F10 <> G10 ROAD
- Fixed extra mergers the *M-LBE Leg Rig* is part of



### 20110430 UC-1.13 v3.09b (Patch)

- Added LUA script for underground sector names
- Added sound files from IoV for: *KAC PDW*, *KGP-9*, and *PP-2000*
- Added optional (VFS controlled) map pack (**this one feature is not savegame compatible**)
  - New UBT maps for: *Atremo*, *Calisto*, *Prax*, *Galileo* (2<sup>nd</sup> level), *Roxx*, and *Sheraton*
  - New G2 “University” map that does not crash when attacking from south edge, now with better scheduling
  - Third vehicle
  - E13 and C14 swapped
  - new E13 (old C14) modified for story
  - LUA script to make Devin appear as intended by Mod Squad all those years ago (more or less)
  - To activate for a **new game**, select *vfs\_config.UC113NewMaps* in the INI Editor and click Launch JA2 v1.13
- Changed combo tags on combat packs and *Go-Bag* so that the *Go-Bag* (fits backpack slot) is compatible with all combat packs
- Fixed *M-LBE Pack System* being compatible with incorrect LBE combo's (*TIMS* and *A.L.I.C.E.* systems)
- Fixed missing mergers for modified *M4(A1)*
- Fixed names and descriptions for *Steyr AUG* parts kits
- Fixed O11 map crash with replacement map based on original I6 map
- Updated list of known issues (that cannot be worked on right now) on page 15
- Fixed *H&K G41*, *Sig SG540* and *SG542* not being able to attach *Rifle Grenade Launcher* despite having <RGL> version that can.

### 20110514 UC-1.13 v3.09c (Patch)

- Added *Utility Case*, using ammo crate graphic by Smeagol, from v1.13
  - Added blank Silhouette
  - Added *Large Utility* and *Small Utility* pockets
- Added more Tool Kit mergers to fix missing inseparable default attachments
- Added new graphics for *Spike*, by Kazuya
- Changed *Pack Carabiner* from a merger item into just a LBE item that can be stored in specific slots, just like the M-LBE System (inspired by IoV/DBB MOLLE system)
- Fixed missing merger *Crowbar – Boxed RPO-M Round*
- Fixed *Integral Battle Scope/Sight Combo (G36 Optics)* not being repairable
- Fixed *Tool Kits* not being in inventories of local merchants
- Fixed *Camouflage kits* not being in inventories of local merchants
- Fixed *Talon Adapter* not being buyable
- Fixed *14.5 inch 1:7 Twist Barrel* not being buyable
- Fixed *Broken Radio* not being buyable
- Fixed *Armat M41A1 Pulse Rifle* not being buyable
- Fixed missing *14.5 inch 1:7 Twist Barrel* merger to directly convert item 20: *Colt Car-15* (compatibility copy) into *Colt M4*
- Fixed *5.56mm C-Mag Adapter* not being attachment for *Scoped M4* and *Scoped M4/GP-30*

## 20110617 UC-1.13 v3.50 (Full)

- Added final maps to complete optional new UBT map system
  - in-game laptop background for optional new UBT adjusted for new exit grid scheme
  - new UBT map system is in the default **vfs\_config.UC113**
  - **vfs\_config.UC113OldMaps** now use original UBT maps
- Added LUA scripting so that Devin and Micky appear in the sectors the Mod Squad originally intended (instead of the sectors from stock Jagged Alliance 2 Alrulco campaign).
- Added New CTH support, see page 13
- Added .357Sig
  - magazines – based on original Urban Chaos' 9x19mm 15 round magazine
  - *FN FNP-357*, by Tbird94lx, from IoV 920 (originally *FN FNP-9*)
  - *Glock 31*, by Tbird94lx, from IoV 920
  - *SIG P226 .357Sig*, based on *Sig P226 9mm* by Royalpotato, from IoV 920
  - *SIG P226 .357Sig SAS*, former *SIG P226 SAS* in 9mm (v1.13)
  - *Smith & Wesson M&P*, by Tbird94lx, from IoV 920
  - *Steyr M357-A1*, by Tbird94lx, from IoV 920
- Added *SIG P226 Tactical*, using v1.13 graphic for *P226 .40*
- Added *Krinkov/AKMSU* based on v1.13 *AKMSU*, by Tbird94lx from v1.13, with *AKM* magazine, by Lisac, from v1.13
- Added *Steyr AUG-A1 Sub-Carbine*, based on *AUG-A2* by Lisac, from v1.13
- Added *Zastava M70B1* and *B2*, based on v1.13 *AKM(S)* and *Zastava M76*, both by Lisac
- Added *Commando LBE – Modular*, produced by merging *M-LBE Leg Rig* into *Commando LBE (II) "ASL/NCO LBE"*
- Added 10 round 7.92x57mm magazines for *Zastava M76* in correct real-world chambering
- Updated both **JA2\_Options.INI** to one based on Spring 2011 release (rev. 4462)
  - **INITIAL\_MERC\_ARRIVAL\_LOCATION** = 14424
- Changed item ordering to consolidate guns and ammunition
  - cleared Detailed Placement flag from most enemy forces in city maps
  - restocked inventories for all Rebel and armed Civilian factions
- Changed *SIG P226 .40* to more appropriate v1.13 graphic of *P226* without threaded barrel
- Changed all ammunition boxes from 250 round capacity to 500 round, price and weight doubled, but sizes unchanged; larger capacity possible due to fixed Bobby Rays ammo filtering
- Changed Tons-of-Guns flag for more non-original item range attachments now that v1.13 is checking for both "valid" and "legal" attachment status when drawing attachment slots.
- Changed *Zastava M76* to 7.92x57mm, 7.61x51mm and 7.62x54mmR variants are rumour only
- Fixed issue with Nails being hired with no equipment and arriving wearing a Fur Hat as a vest, changed Item 188 into *Biker Leather Jacket* (armour vest)
- Fixed (partial workaround) for Carmen headhunting Quest issues. Found that Carmen now cannot both be in A9 on initial landing, and mobile afterwards.
  - Cleared coordinates for him in **MercProfiles.XML**
  - Cleared randomization by setting random number generation to 1,1 for Carmen in **StrategicEventHandler.LUA**
  - Added **GameInit.LUA** edited to add Carmen to sector A9 at game start
  - Modified sound and EDT files to reflect payment for headhunting taking place in A9 only

- He will only pay for two collected heads, this bug still being looked into
- Fixed excessive critical hits with addition of **Skills\_Settings.INI** with **DAMAGE\_NEEDED\_TO\_LOSE\_STATS = 30**
- Resolved without action, the All Terrorist option does not seem to crash the start of a new game
- Resolved without action some, but not all, assertion error crashes involving Rudesea cut scene:
  - Cut Scene now able to play through without error when mercs are in Rudesa not moving strategically (between sectors)
  - Cut Scene now able to play through or be skipped when mercs are using Boxing Ring facility
  - Cut Scene still crashing game when mercs are in movement when cut scene plays or is skipped
  - Cut Scene now found to also crash game when started and exited mid scene

#### 20110619 UC-1.13 v3.50a (Full)

- Changed VFS folders and **vfs\_config.UC113OldMaps** so that Old Maps game mode has its INI file separate from common UC-1.13 files
- Fixed unarmed civ factions in: **A10, B2, B2\_B1, B10, B16, C13, C14, F9, and H13**
- Fixed inconsistencies with Old Maps Troy UBT station maps: **H12, H13, and I14\_b1**
- Fixed missing Police Detachment facility in H12
- Fixed missing hostile civilians, due to scheduling: **C13 and C14**
- Updated **IMPItemChoices.XML** to include “Expert” STOMP Traits
- Updated **Skills\_Settings.INI** to one based on rev.4462

#### 20110619 UC-1.13 v3.50b (Quick Fix Patch)

- Added missing NCTH tags to armour items
- Changed distribution of hostile civs in: **K4\_B1**
- Changed NCTH stats for *PP-19-01*
- Changed default number of aiming levels for several larger frame pistols and revolvers from 3 to 4
- Fixed missing descriptions for: *Ares Shrike Belt Feed*, and *Smith&Wesson Military and Police*
- Fixed NCTH FSS modifiers for *Krinkov/AKMSU* pair being backwards
- Fixed unarmed civ factions in: **D13, D13\_B1, I2, I3\_B1, H4\_B2, H8\_B1, I14, I14\_B1, O3\_B1, P11, and P12**
- Fixed civilians in wrong faction: **I13**

#### 20110626 UC-1.13 v3.51 (Patch)

- Added new graphics for Ammunition Boxes
  - Vast majority are either direct from AIMNAS, or modified versions, courtesy of Smeagol
  - Chinese 5.8x42mm rifle and 5.8x21mm pistol ammunition boxes from IoV 920
- Added facilities to sectors with UBT Station entrance listing the destinations of that station's platforms
- Changed the NCTH <Flat Aim Bonus> (penalty) for *AR-15 Telescopic Stock* from -5 to -1
- Changed the <NCTH Accuracy> of most Machine Pistols (lowered so that they are closer to pistols than full size Sub-Machine guns)

- Changed NCTH <Flat Aim Bonus> of Machine Pistols with extended stock from 15 for all stances to: 2 Standing, 3 Crouched, 1 Prone
- Changed <NCTH Accuracy Modifier> of Machine Pistols from 30-15 to 3
- Changed <NCTH Accuracy> of most conventional AK rifles and variants, drop of up to -5
- Changed inaccessible roof tile to a more brown pattern in hopes of better blending into ground of UBT maps.
- Changed distribution, and where possible increased, population of Satan's Sons gangsters in these maps: **A10\_B1**, **D13\_B1**, **H4\_B2**, **H8\_B1**, **H9\_B1**, and **I3\_B1**
- Changed <NCTH Accuracy> of *Colt* SCW to reflect it being a smaller weapon than the *Colt Commando/CAR-15*
- Changed <Projection Factor> of high end LAM attachments, reduced all by 1 or so.
- Changed use of <NCTH Accuracy Modifier> from percentage to points based (as observed from in-game testing) for *Advance Reflex Sights* (and equivalents), and *Match Sights*
- Fixed BR Name for SA-24, in process changed to SA vz.24
- Fixed abnormally low coolness of *Remington 700* (6.8mm SPC hunting rifle)
- Fixed Missing NCTH values for *Stechkin APS Stock*, based on NCTH values used on Machine Pistols with extended stock.
- Fixed Missing NCTH values for *KGP-9 Extended Barrel*
- Fixed UBT Station Guide embedded in laptop's desktop for default (new maps) VFS selected game mode
- Fixed inaccessible item in **D13\_B1** and **H4\_B2**
- Fixed incorrect assignment of *SKS* <RGL> via **EnemyGunChoices.XML**
- Fixed incorrect appearance of 4.6x30mm *AET* ammunition in Bobby Rays
- Fixed incorrect appearance of *Gyrojet Ammo Crate* in Bobby Rays
- Fixed incorrect item placement in **C13**, both Old and New maps
- Fixed FSS errors with *AS Val* pair

#### 20110702 UC-1.13 v3.52 (Patch)

- Added necessary files for **UC-1.13 v3.50** to work correctly post **v1.13 Revision 4552** (with new “Enlarged Strategic Map” feature/requirement)
- Added new item: *SKS RAS Kit* – Note: attachment to *SKS* requires the removal of stock from kit first – Graphic by , from IoV 920
- Added new item: *TactiKool-Aid Shotgun Optics RIS*
  - Removed direct *Scope Sight (1.5X)* attachment to some shotguns
- Added new item: *TactiKool-Aid M1 RIS Handguard*
- Added new item: *Advance Reflex Sight 2x Magnifier*
- Added new item: *Advance Reflex Sight 6x Magnifier*
- Added to attachments for *M1 Garand* and *M1 Carbine* the *TactiKool-Aid Scope Mount RIS*
- Changed some Short Barrel Rifles to be classified as Rifle/Assault Rifle for consistency
- Changed attachment cost of *Advance Reflex Sight* addons to 1 AP
- Fixed *Heavy Throwing Knife* with incorrect <Bloody Item>
- Fixed *GRD-40* smoke cloud causing damage, it is now just a smoke grenade
- Fixed incorrect <BR name> for *TactiKool-Aid FAL Optics RIS*
- Fixed incorrect OCTH stats for *Advance Reflex Sight 4x Magnifier*

### 20110702 UC-1.13 v3.52a (Patch)

- Changed distribution of hostile forces in UBT maps: **H3\_B2**, **J9\_B1**, and **K4\_B1**
- Fixed missing alternate map **J9\_B1\_A** and associated radarmap

### 20110703 UC-1.13 v3.53 (Patch)

- Added workaround to underground Player vs. Hostile Civilian battles not being recognized in-game, all underground combat now includes a number of regular Enemies:
  - workaround is only for Default (New) UBT maps
  - workaround has no effect on Save Games, a new game is needed for it to work
  - Added **initunderground.lua** to “Data-UC113Maps\Scripts”
  - Changed Enemy distribution in maps: **A10\_B1**, **B2\_B1**, **D13\_B1**, **H3\_B2**, **H4\_B2**, **H8\_B1**, **H9\_B1**, **I3\_B1**, **I3\_B2**, **I14\_B1**, and **J14\_B1**
  - Fixes the lack of Enemy forces in Calisto Factory Basement: **E13\_B1**
- Added *Utility Case* item to new UBT Station maps while I was in them, also to Airport Maps: **A9** and **B13**.
- Fixed incorrect <BR Name> for *Barrett REC7 Upper Receiver*
- Fixed missing camouflage bonuses on *Commando LBE – ASL/NCO*, now has same 10 camo and 5 desert bonuses

### 20110710 UC-1.13 v3.54 (Patch)

- Changed *AEK-906 (-1)*: <NCTH Accuracy> from 8 to 5, <Flat Aim> bonus of 1 for all stances
- Changed *Mateba Model 6 Unica*: <Flat Aim> bonus of 1 for all stances
- Changed <NCTH Accuracy>, and Recoils for most AR-15 weapons
  - Baselines are *M16A3*, *M4*, and *Colt 9mm SMG*
  - Piston Drive variants = +1 X and Y recoil
  - Heavy Barrel = +5 NCTH Accuracy
  - .223 = -1 NCTH Accuracy
  - 5.45x39mm = 0 ammo related NCTH differences
  - 6.8mm SPC = +2 NCTH Accuracy, +1 X and +2 Y recoil
  - 7.62x51mm = +10 NCTH Accuracy, +2 X and +5 Y recoil
  - 7.62x39mm = -5 NCTH Accuracy, +1 X and +3 Y recoil
  - 10mm Auto = +3 NCTH Accuracy, +2 Y recoil
  - .40 S&W = 0 ammo related NCTH differences
  - .45 ACP = -3 NCTH Accuracy, +4 Y recoil
  - extra large recoil values for LWRC M6A4 (Automatic Rifle) variants as these fire from open bolt
- Changed NCTH stats of several Machine Pistols
  - Taking reputed effective range into account: 200m and 100m effective range Machine Pistols will have appropriate <NCTH Accuracy> values to set them apart from pistols
  - Extended-stock bonus increased on a case by case basis
- Changed **EnemyGunChoices.XML**
  - removed extra *SKS* from level 2
  - moved remaining *SKS* from level 4 to 3
  - moved *AEK-906* from level 0 to 1

- added *PSM* to level 1
- fixed wrong *Skorpion* variant in level 0
- Fixed mass of 6.8x43mm SPC C-Mags
- Fixed item description of 5.8x42mm *DBP-95 LMG Magazine, Tracer*
- Fixed graphic assignment for all 5.8x42mm ammo boxes
- Fixed multiple Cold Loaded ammunition issues
  - Fixed missing 40% <Noise Reduction> as needed
  - Added -20 range penalty to all non .357Sig cold loaded magazine items
  - Added -2 damage penalty to all non .357Sig cold loaded magazine items
  - Changed *AmmoTypes.XML* so that all Cold types can no longer Go Through Walls (.357 Sig cold loaded already had similar penalties)

### 20110723 UC-1.13 v3.55 (Full)

- Added to attachment list of *PP-19-01 Vityaz: AK Grip Hand-Guard, TactiKool-Aid AK RIS Handguard, and TactiKool-Aid AK RIS Reflex Handguard*
- Added to attachment list of *HK G36C: RIS Bipod, RIS Foregrip, and Grip Pod*
- Added to attachment list of *Zastava M70 variants: AK Grip Hand-Guard*
- Added new item: *Beretta MX4 Mod* attachment - attaches to any CX4 in-game, allows: 3 round burst, 30 round magazine capacity
- Added new items: colour labelled Utility Cases
- Added new item: *Cardboard Labels*
  - USE (merge) into Utility Cases to change the colour
- Added customized **DynamicRestrictions.XML** to account for Danubia's city layout under Mobile Militia Movement (MMM) feature
- Added version control note to **Items.XML**
- Changed VFS folder structure
  - Removed folder: **Data-UCDoNotEdit**, as it is presently unused (due to current full XML Editor compatibility)
  - Different map variations to campaign now contained in sub-folders of **Data-UC113**
  - Common **Ja2\_Options.INI**, with **MAX\_NUMBER\_PLAYER\_VEHICLES = 3** (this needs to be changed to 2 if you are continuing a campaign using the old maps UC-1.13 campaign, *vfs\_config.UC113OldMaps.ini*); Old UC Map campaign still only has two vehicles available in-map.
- Changed **Ja2\_Options.INI** to default with MMM feature active
  - **ALLOW\_MILITIA\_MOVEMENT\_THROUGH\_EXPLORED\_SECTORS = TRUE**
  - **ALLOW\_DYNAMIC\_RESTRICTED\_ROAMING = FALSE**
- Changed **Cities.XML**: increased townRebelSentiment for Port Kip's from 30 to 45
- Changed *HK G36C* layout class to now have natural underside RIS slot
- Changed *HK MG36* availability from Bobby Rays to Used only
- Changed *IWI Tavor STAR 21* <NCTH Accuracy> from 80 to 73
- Changed **SenderNameList.XML** so that "Enrico" is replaced by "Dunlap" finally (Thanks to DepressivesBrot for pointing out that sender names were externalized)
- Fixed Crepaton Officials (Terrorists) random appearance scheme by clearing specific sector

assignments found in some of the five character indexes in **MercProfiles.XML**

- Fixed map **D1** and **N6**: missing Priority and Stay in Sector orders
- Fixed map **F3**: hostile civilian inventories
- Fixed map **G8**: cleanup from past inventory change
- Fixed *Zastava M70B2 (both)* missing FSS attachments and defaults.
- Fixed missing *Tool Kit* USE merger to restore default attachments on *IWI Tavor STAR-21*

### 20110730 UC-1.13 v3.56 (Patch)

- Added new item: *Fixed Stock Kit*
  - permanent attachment for lower stock slot of following families: AK (only variants with folding stock), H&K G36, IMI Galil, Sig SG55x, and Robinson XCR
  - upper stock slot no longer accepts *FSS item*, but merging *FSS item* into weapon will remove the Fixed Stock Kit (the folded stock weapon copies do not have this attachment)
  - adds attachments: *AR-15 Fixed Stock*, *AR-15 Precision Stock*, *AR-15 Telescopic Stock*
- Changed all X and Y recoil (NCTH) values by 0.71 multiplier, this changes the values from 1.75x stock v1.13 equivalents, to 1.25x
- Changed all grips, reduced (NCTH) Percent Max CF to 50 (was 70), and Percent CF Accuracy to 25 (was 30)
- Changed *Advance Reflex Sight*, reduced NCTH Flat Aim Bonus to 2 (was 5)
- Changed *Rod & Spring*, penalty now Percent CF Frequency = -50 (was Percent CF Accuracy)
- Changed *AR-15 Rate Reducer*, Bonus now Percent CF Frequency = 50 (was Percent CF Accuracy)
- Changed general scope auto/burst penalties:
  - Percent CF Accuracy = -10 x Scope Mag Factor (all stances)
  - Percent CF Frequency = -10 x Scope Mag Factor (standing), incremental reduction with crouch, then prone stances; extra penalty for NV scopes
- Changed attachment cost of *FSS Item* = 1, wanted 0 but the game keeps resetting to 5
- Changed *Mark 153 SMAW*, added NCTH Mag Factor = 3.8
- Changed *Carl Gustaf M3*, added NCTH Mag Factor = 2
- Changed *RPO-M*, added attachments: *Kobra EKP-1S-03M*, *PO 3.5x21P*, *1PN51 NV Scope*, and *TactiKool-Aid RSA/SVU RIS Scope Mount*
- Changed *ACME Trigger Group* so it no longer fits weapons that are automatic fire only
- Changed *MAT Modele 1949*, full auto only now (as it is not the police version)
- Changed *CETME Ameli*, full auto only now
- Changed *A-91M*, NCTH accuracy lowered to 58 (was 75)
- Changed *AK-9 (both)*, NCTH stats now in line with similar AK assault rifles.
- Changed *LWRC M6-AK 5.45*, available from Bobby Rays only as upper receiver, still available as full assault rifle from Tony.
- Changed Arms Dealer's inventory, **ElginInventory.XML**, to now include Metal Storm grenade launchers, rockets launchers, and rocket launcher rounds
- Fixed Tony's inventory, **TonyInventory.XML**, for missing items: both *Skorpion vz.61* and *Krinkov/AKMSU* (with stock extended)
- Fixed in-country Bobby Ray's inventories, **HerveInventory.XML** and **MannyInventory.XML**, missing FSS Item (as a repair item to account for game detaching

attachments automatically under some circumstances)

- Fixed missing NCTH Handling stats for launchers
- Fixed missing mergers for calibre conversion of *Groza Ots-14*
- Fixed *Skorpion EVO III* (stock extended), missing NCTH values for fully adjustable stock
- Fixed *Steyr AUG-A3 9mm XS*, range now 230 (was 370)
- Fixed *TactiKool-Aid RSA/SVU RIS Scope Mount*, missing incompatibility attachments
- Corrected and Updated, “New Chance-to-Hit (NCTH) Notes,” on page 14

### **20110806 Alrulco Folding Stock v3.00**

- Reorganized XML's for stock Alrulco campaign
- Changed *HK 21E*, *HK 23E*, and *HK GR9*: standardized bipod to *integral bipod*, set also as default attachment
  - Added mergers for Tool Kit to restore defaults for *HK 21E* and *HK 23E*
- Changed *FN ELGM* launcher to be no longer compatible with drum magazine adapters
- Changed NV Scopes/Sights to follow new NCTH guideline:
  - Night Vision Scopes = treated as +2 of actual Mag Factor
  - Thermal Imaging(FLIR) Scope = no additional changes, treated as 6X scope
- Changed item 406 to act as dummy item for *Fixed Stock Kit* in Bobby Ray's attachment list feature
- Fixed *TactiKool-Aid H&K Optics RIS* missing incompatibility definitions: *Clamp on Battle Scope (4x)* and *Aim-Point-Projector*
- Fixed *TactiKool-Aid RSA/SVU RIS Scope Mount* missing incompatibility definitions: *PSO-P*
- Fixed *M203A1* missing incompatibility definitions for other under-slung launchers, *Bipod*, and *Foregrip*
- Fixed *TactiKool-Aid Scope Ring with Reflex Mount* incorrect Attachment Class, corrected to "Optics – Scope"
- Fixed *KGP-9 Extended Barrel* unnecessary incompatible attachment definitions
- Fixed *Integral Bipod*, missing incompatible attachments: *Bipod*, *RIS Bipod*, and *GripPod*
- Fixed *Heavy Bipod*, missing incompatible attachments: *Bipod*, *RIS Bipod*, and *GripPod*

### **20110813 UC-1.13 v3.57 (Cumulative Patch for v3.55)**

- 20110806 (Alrulco Folding Stock v3.00) revisions to base mod
- Changed *Agram 2000* to bring it in line with being a development of the *Beretta PM12*, but with no stock of any kind
  - reduce Accuracy to 9, was 17
  - penalty to <Percent Max CF> and <Percent CF Accuracy> = 40% (note that these penalties will be further modified by the integral grips's bonuses to produce the effective max CF and CF accuracy)
- Changed *Saiga 12K*:
  - added attachment: *ACME Trigger Group*, *Foregrip*, and *Rod & Spring*
  - added NCTH recoil 5, 17 (X, Y)
  - left existing OCTH burst & auto penalties at 20



- Changed *AK-104*:
  - reduced <NCTH Accuracy> to 45, was 52
  - increased Recoil to 4, 14 (X, Y), was 3, 13
- Changed *AK-105*:
  - reduced <NCTH Accuracy> to 47, was 52
  - increased Recoil to 4, 10 (X, Y), was 3, 9
- Changed *AKS-74U*, increased recoil: 4, 11, was 3, 10
- Changed *AN-94*, *Muzzle Brake* now default attachment
- Changed *Krinkov / AKMSU*:
  - reduced <NCTH Accuracy> to 37, was 52
  - Increased Recoil to 4, 15 (X, Y), was 3, 13
- Changed all scopes, now have a Flat Base penalty of between -2 and -5 depending on Scope Mag Factor. This is to emulate the -5 CtH penalty found on scopes under OCTH.
- Changed all muzzle brakes:
  - no longer hides muzzle flash (*AK Muzzle Brake*)
  - reduced NCTH recoil modification to 0, -1 (X,Y), was 1,2
  - reduced <Percent Max CF> to 5, was 25
- Changed *PM-63RAK*:
  - no longer accepts muzzle attachments
  - reduced recoil to 3, 6 (X, Y), was 4, 9
- Changed *Rod &Spring*: now a Sci-fi item

### **20110813 Alrulco Folding Stock v3.10**

- 20110813 (Cumulative Patch for v3.55) revisions to base mod
- Changed Nails gear kit selections:
  - 2. and 3 now have 4 round 12 gauge items (3 lacks the FRAG-12 which were equivalent to load-out from Deidranna Lives!)
  - 4. changed to same weapon as 1, but enhanced by attachments
- Fixed NCTH stats for grips: missing reduced CF bonuses in previous **AFS v3.00** only
- Fixed Barry's gear kit selection 3: corrected *KGP-9* variant
- Fixed missing burst AP cost for: *Beretta CX Storm* (all variants), and *Saiga 12K*, all set to 13 for now
- Fixed missing NCTH stats (all of them) for *TactiKool-Aid Pistol2Carbine*, took opportunity to change implementation somewhat:
  - adds capability to attach one of the three AR-15 stocks, comes default with telescopic stock
  - Changed OCTH and NCTH stats to reflect the separation of stock and grip functions of this attachment

### **20110820 Urban Chaos-1.13 v3.58 (Cumulative Patch for v3.55)**

- 20110813 (Alrulco Folding Stock v3.10) revisions to base mod
- Added *TactiKool-Aid FN Stock Kit*, graphic used components from v1.13 *FN SAW* and *Colt M4A1* both from original *Urban Chaos*

- Added *TactiKool-Aid Mini-14/68 RAS Kit*, BigItems graphic from DBB/IOV, by
- Added *TactiKool-Aid M1 RAS Kit*, graphic based on graphic: gun362 "Mini-14 EBR," from DBB/IOV, by
- Added *AN-94 Muzzle Device*, same stats as AK Muzzle Brake, hides muzzle flash and 20% Attack Volume reduction
- Changed *TactiKool-Aid Fixed Stock Kit*, new graphic made from v1.13 AKS-74U and Colt M4A1 from original *Urban Chaos*
- Changed *AR-15 Precision Stock*:
  - new graphic based on v1.13 M21 EBR by Kaerar
  - new description (both)
- Changed *AR-15 Telescopic Stock*, freehand updated old graphic, changed colour pallet to that used by v1.13 M21 EBR by Kaerar
- Changed *EBR Stock*, <BRName> now "RAS Kit - M14/M21 EBR" for sorting purposes (sorting of items only occurs at start of new game)
- Changed *AN-94*:
  - replaced default attachment with *AN-94 Muzzle Device*
  - no longer has Hides Muzzle Flash option set
- Changed all "Premium" sound suppressors to now have <NCTH Recoil Y Modifier> = -1
- Changed *AK Muzzle Brake*, recoil modification now -1,-2 (X,Y), was 0,-1
- Changed *Muzzle Brake*, <NCTH Recoil Y Modifier> = -2, was -1
- Changed item 643, formerly *TactiKool-Aid M1 Handguard*, into *TactiKool-Aid Universal RIS block*
  - attaches to most guns that have suitable length of barrel, please advise of any omissions
  - only fits light RIS attachments (no launchers)
  - penalizes accuracy: OCTH General To-Hit = -5%, NCTH Flat Base = -5 (all stances)
- Changed Ruger "Mini" rifles, added attachment: *ACME Trigger Group*, and *Foregrip*
- Changed *Rod&Spring*, not on attachment lists until burst capability gained for: *Beretta CX Storm* (all variants), *Saiga 12K*, and *Ruger Mini* rifles.

## 20110820 Dedrianna Lives!-1.13 v3.00 (Full)

- Initial release of v3.00, reorganization of basic items mod up to 20110820 UC-1.13 v3.58(patch)
- Initial release of Extra Items XML's for *Deidranna Lives!* Campaign:
  - maps: B14, E3, G9, H11, H14, I7, I8, I13, I15, J9, L11, L14, M2, N3, N4, N5, and O8
  - no variance for difficulty levels
- Changed Gear Kits 1, 2, and 3 for Ron "Raider" Higgins, and Charlene "Raven" Higgins: armour and LBE selections now better match original *Dedrianna Lives!*
- Changed majority of High Explosives, Grenades, Rockets, Grenades classed as ammunition, and AET ammunition to be available from Bobby Rays
- Fixed *40x46mm Napalm*, incorrect <BRName>
- Fixed *CG 84mm HEAT*, incorrect <BRName>
- Fixed *40x46mm Napalm*, incorrect <BRName>

### 20110821 Alrulco Folding Stock v3.20 (Full)

- 20110820 (Dedrianna Lives!-1.13 v3.00) revisions to base mod
- Fixed missing combo merger to produce *X-ray Device*
- Fixed missing alternate merger to produce *Display Unit* (now it does not matter which item is merged into other item)
- Fixed missing **VFS\_CONFIG.AFS-International.ini** covers other semi-common ordinary weapons
- Fixed *X-ray Detector*, could not attach *AA Batteries* to it
  - changed layout to 1024

### 20110823 Dedrianna Lives!-1.13 v3.10 (Full)

- Changed order of gear kits so that *Dedrianna Lives!* based kit is first, additional cleanup of other kits.
- Fixed *X-ray Detector*, could not attach *AA Batteries* to it
  - changed layout to 1024
  - not integrating merger for components not present in original *Dedrianna Lives!*

### 20110903 Alrulco Folding Stock v3.30 (Full)

- Reworked NCTH balance for Long Arm (SMG, AR, LMG, Rifle, Sniper Rifle) to increase accuracy without scopes, but without changing with scope performance
- Reworked FSS NCTH stats for both Long Arms and Machine Pistol type weapons
- Reworked NCTH stats for AR-15 modular stocks and related adaptor attachments
  - *CMMG 7.3* now has stats of the *Micro-16*, though semi-auto only
- Added *Jian She 9mm Sub-Machine Gun*, graphics based on *Type 05* from DBB/IOV 916 by Ron
- Added *Ruger Mini-30*, graphic based on v1.13 *Ruger Mini-14*
- Added *Rheinmetall MG3*, graphic from stock v1.13 (previously unused)
- Added *Type 63*, graphic based on v1.13 *SKS* by Tbird94lx
- Added *FX-05 Xiuhcoatl*, based on *HK G36E* by Coolberg, colour palette from *ACS Hezi SM-1*
  - variants: Full Size, Carbine, and Short Carbine
  - stats based on G36 and AK-74 (except for OCTH Burst penalty)
  - <NCTH Recoil Delay> employed to reflect claims of an effective recoil delay system for 3 round burst
- Added *M203*:
  - graphic by Hairysteed, based on v1.13 *Colt Launcher System* graphic by Marlboro Man (unused in UC-1.13)
  - only fits full size M16 variant
  - inseparable attachment
  - 330m range
- Added *AR-15 Padded Buffer Tube Cover*, only used on AR-15 pistols to allow them to fire somewhat normally without benefit of a proper stock
- Changed *40x46mm Napalm* / *40mm Metal Storm Napalm*:
  - Stun Damage lowered to 20, was 40

- Volume lowered to 25 was 75
- Volatility increased to 2, was 1
- Changed all **30x71mm grenades**:
  - New single grenade graphics, shapes inspired by uscmc.wikispaces.com (accessed 20110828)
  - colour scheme mostly conforms to that presently used by UC-1.13 (and Jagged Alliance 2 except **green** and **yellow** are **illumination** and **incendiary** respectively). Red end caps indicate high-explosive fill of some kind and not specifically **thermobaric** (as with 40mm)
  - Sci-fi nature justifies these smaller grenades being equivalent to larger 40mm grenades in stats where equivalents exist. (This is not done with “realistic” 20mm and 25mm rounds)
  - *M40 High Explosives* grenade replacing *M38 High Explosive Dual Purpose* in item slot 950, *M38 HEDP* moved to item slot 998 – this change will affect save games and existing map placements
  - The following may be used “ad hoc” as hand grenades (sorry no push button detonation yet) in-game: *M40 HE*, *M51 HEAB*, *M67A CS* and *M67B Smoke*
- Changed *Type 05* sub-machine gun, previous stats were unfinished:
  - corrected mass to 2.2 kg from 3.4 kg
  - corrected range to 200 m from 340 m
  - adjusted NCTH Accuracy to 40 from 47
  - adjusted NCTH Handling to 6 from 7
- Changed *M203PI*
  - takes over role as short barrel (9") M203 from *M203A1*, short range of 230m
  - attaches to non-US weapons (without RIS), M4 with Modular Weapon System, and most large hand guard equipped (full size) assault rifles
- Changed item index 902 into *M203 Quick Detach*, was now redundant *M203A1*
  - graphic by Hairysteed, based on v1.13 *M203PI* graphic by Coolberg
  - standard range (300m) launcher
  - attaches to non-US weapons (without RIS), M4 with Modular Weapon System adapter, and some "sturdier" RIS hand guard equipped weapons
- Changed *M203 (Modified)*
  - graphic by Hairysteed, based on v1.13 *Colt Launcher System* graphic by Marlboro Man (unused in UC-1.13)
  - only fits full size M16 variant
  - inseparable attachment
  - adjusted range to 320m, was 300m
- Changed *Colt M16*, new graphic by Hairysteed, based on v1.13 *Colt M16A1* by Terry Thorne, and *.50 Beowulf Rifle* by Lisac
- Changed *Colt M16A4*, new graphic by Hairysteed, based on v1.13 *Colt M16A4* and *.50 Beowulf Rifle* graphics by Lisac
- Changed naming convention for Bobby Ray's Name for these groups of items:
  - Mortars prefixed with "Mortar - "
  - Grenade Launchers prefixed with "GL - "
  - Underslung Grenade Launchers prefixed with "UGL - "
  - Rocket and Recoil-less Launchers prefixed with "R - "

- Russian 40mm caseless grenades (VOG-25 Type) prefixed with "40mm (CL)"
- Metal Storm 40mm grenades prefixed with "40mm (MS)"
- Changed *HK SL8* and *HK SL9SD*, NAS layout bit mask now includes bit for attachment slot "H: RIS - Top (LAM, RIS Bipod)"
- Changed *M60E3*:
  - now can use barrel change
  - increased both new and used Bobby Rays inventory to 1 and 2, was 0 and 1
- Changed *CMMG 7.3*, attachments now include: *5.56mm C-Mag*, *ACME Trigger Group*, and *AR-15 Padded Buffer Tube Cover*
- Changed *Olympic Arms OA-93*, attachments now include: *.223 C-Mag*, *ACME Trigger Group*, *AR-15 RIS Hand-guard*, and *Fixed Stock Kit*
- Fixed availability for heavy weapon, rocket rounds, and grenades in:
  - *DL-1.13*: some were not available when they should be
  - *UC-1.13*: Smoke and Illumination rounds for all "realistic" grenade launchers should be available now
- Fixed *FAMAE SAF Silenciada* (both), removed unnecessary muzzle attachments from list
- Fixed *OG-7V Fragmentation Antipersonnel*, RPG-7 round:
  - incorrect <Long Name>
  - missing Bobby Ray's description
  - missing <Explosion Volume>
- Fixed *PG7 Anti-Tank*, missing Bobby Ray's description
- Fixed *M72A4 LAW*, now available for purchase
- Fixed missing +2 Layout Class needed for Rifle Grenade (RGL) versions of the: *Zastava M70B1* and *Zastava M70B2*
- Fixed missing *Tool Kit* conversion for map compatibility copies of stock JA2 weapons in *Alrulco Folding Stock*

### **20110903 Dedrianna Lives!-1.13 v3.20 (Full)**

- *20110903 (Alrulco Folding Stock v3.30) revisions to base mod*
- Fixed missing *Tool Kit* conversion for map compatibility copies of *Dedrianna Lives!-1.13* weapons
- Fixed *Minigun*, it can fire now

## Credits:

- The Mod Squad : the original creators of *Deidranna Lives!* and *Urban Chaos*
- Madd Mugsy, Kaiden, Rowan, Lesh, Lisac and the rest of the 1.13 programmers and contributors
- The Judge : groundbreaking work needed for recreating the *Urban Chaos* experience
- Bullet Six : Initial work on a *Deidranna Lives!-1.13 Hybrid* including the graphics for several science-fiction guns (see v20100719 revision notes)
- Marlboro Man
  - Graphics: scopes and NV/TI gear, Robinson XCR (used as base for calibers options)
- Tbird94lx
  - Graphics: NV Scope, C8, C8 PDW, KGP-9, OTs-09 Kiparis, P-9 Klin/PP-91, AK-9, AEK-906 pistol, AUG A3, Korsak LAM, EoTech sight, Jericho 941/Baby Eagle, original KAC PDW magazines (used as base for 6 round 12 gauge magazines), original Olympic Arms pistol caliber carbine (used as base for OA K- series carbines and several AR-15 upper receivers), original HK416 (used as base for upper receivers), Gun318 (used as base for Colt SCW, HK416C) and aforementioned SMG graphics used as base for unfolded stock version.
- Kaerar
  - Graphics: Original 9x19mm 15 round magazines used as base for “shiny black” 9x19mm 15 round magazines, .45ACP 14 round magazines, and 9mm 30 round SMG magazines. Original 5.45x39mm magazines used as base for "orange plastic" 30 round magazines.
- Coolberg
  - Graphics: Original XM8 family of weapons (used as base for XM8 parts kits), original MP7 (used as base for MP7 with stock and grip unfolded, MP stock extension/retract graphics), originals used as base for unfolded stock versions: Uzi's, SR-2 Veresk, and Skorpion vz.82
- Lisac
  - Graphics: Original .50 Beowulf rifle (used as base for .50 Beowulf and M16 upper receivers), Gun 264 Colt M4 (used as base for many AR-15 upper receivers), originals for stock extended MP's: AEK-919K, Ingram M10, and Ingram M10/9
- Logisteric: Help with modifying some NPC files
- DBB/CosPlay/JoV Mod : Graphics
  - Bayerlein: Russian Scopes
  - royalpotato: HK 416x2 interfaces, HK 417x2 interfaces
  - unknown: RIS Foregrip), Crossbow
  - see v20100719 and later revision notes
- Wil Gates : fixing Ehili's eyes/mouth coordinates
- The Scorpion: Fixing RudeDog's portrait, original folding stock graphics
- Kazuya: Face Graphics (with working coordinates) for: Postie, Reuban, Kelly, Snake, Goose (Col. Leon Roachburn), Spike
- MissingName: Graphics, .32ACP pistols and magazines, some modified for use here; Gyrojet pistol, carbine and rocket ammunition
- Smeagol: Graphics - most of the non-v1.13 sound suppressors, Ammunition Boxes
- Soverign: Graphics - Mateba Model 6 Unica, Mateba Grifone
- Buggler: help with face graphics sets and miscellaneous NPC issues
- DepressivesBrot: general advice on v1.13 capabilities

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