

Jagged Alliance Back in Action

Drops All Items

1. Information

This modification is adding to the entire game, option Drops all Items. Thanks to this option, all enemies, militias, terrorists, Hillbillis and all evil NPCs will be dropping everything what they will be having. I made this modification basing on information from **lucka99** and his great idea.

2. Compatibility

I have made **six versions** of this modification in purpose to be compatible with other popular modifications.

No.	Main Name	Description	Version
1.	PURE	Works only with pure not modified Jagged Alliance Back in Action .	1.13g
2.	PURE CRF	Works only with pure not modified Jagged Alliance Crossfire .	1.00
3.	BLUE	Works only with clean version of " Blue Dawn Mod ".	0.4b plus 1.13 Confus Blue Dawn Patch.
4.	FIRE	Works only with " Blue Dawn Mod " and " Firearms Rebalanced Experiment ".	2.4
5.	COMBAT	Works only with clean version of " Combat Evolved ".	1.07
6.	COMBAT CRF	Works only with clean version of " Combat Evolved for Crossfire " with patch for military base crash.	1.00

3. Instalation

Copy all files and folders from version of your choice and paste them to the main folder of your game. Install this modification **as the last installation of all**.

Have fun !!!

Starchris

VERSION HISTORY

Drops All Items version 1.5

1. Changes from version 1.4 to 1.5

- a.) Fixed the doubled drops all items in The COMBAT version.

2. Changes from version 1.3 to 1.4

- a.) Updated The COMBAT CRF version because of releasing the patch for military base crash.
- b.) Updated The COMBAT CRF version because of releasing the patch for military base crash.

3. Changes from version 1.2 to 1.3

- a.) Added two new versions.
 - PURE CRF – works only with pure not modified Jagged Alliance Crossfire v1.01.
 - COMBAT CRF - works only with clean version of "Combat Evolved for Crossfire" v1.00.
- b.) Updated The COMBAT version to be compatible with the newest version of Combat Evolved modification, version 1.07.
- c.) Connected all versions to one downloadable file.

4. Changes from version 1.1 to 1.2

- a.) Added fourth version "COMBAT", which is compatible with Combat Evolved v1.05 modification.
- b.) Updated to be compatible with the newest version of Jagged Alliance Back in Action, version 1.13e.

5. Changes from version 1.0 to 1.1

- a.) Updated The PURE version to be compatible with the newest version of Jagged Alliance Back in Action, version 1.13a.
- b.) Updated The BLUE version to be compatible with the newest version of Blue Dawn Mod, version 0.4b plus 1.13 Confus Blue Dawn Patch.
- c.) Updated The FIRE version to be compatible with the newest version of Firearms Rebalanced Experiment modification, version 2.4

6. Version 1.00

- a.) It was the first version that was divided into two versions: with and without Xp changes. The newest version is only without Xp changes. The second version (with Xp changes) has been published as a “Improved ICE” (Items, Civilians, Experience) modification.