

Jagged Alliance Back in Action

Improved ICE

(Items, Civilians, Experience)

Version 1.03

I. Information

This modification will change following things:

1. Items:

- a.) charges of all medical items have been increased by two times,
- b.) charges of all explosives have been increased by two times,
- c.) charges of all tool kits have been increased by two times,
- d.) each of the inventory slots can contain three times more ammunition,
- e.) each of inventory slots can contain up to fifty of one collectible item,
- f.) each of inventory slots can contain up to fifty of one consumable item,
- g.) added full “drops all items”,
- h.) several energetic items have new weight and energy.

The most energetic items with the lowest weight			
No.	Name	Weight (grams)	Energy
1.	Da Honko Power Bar Expired	30	10
2.	Da Honko Power Bar	40	20
3.	Tomato	100	30
4.	Peach	150	40
5.	Apple	200	50
6.	Banana	200	50
7.	Potato	250	60
8.	Blood Sausage	250	60
9.	Orange	300	70
10.	Fit Mix Flakes	350	80
11.	Beef	400	90
12.	Ham	500	100

2. Attachments:

a.) Suppressor

- silencing 100

b.) 12x Scope

- accuracy 100

c.) 4x Scope

- accuracy 50
- aimtime 25

d.) EOTech Optic

- aimtime 100

e.) Red Dot Optic

- aimtime 50
- accuracy 25

Attachments				
No.	Name	Silencing	Accuracy	Aimtime
1.	Suppressor	100		
4.	12x Scope		100	
5.	4x Scope		50	25
6.	EOTech Optic			100
7.	Red Dot Optic		25	50

3. Mercenaries

- a.) Experience of all mercenaries has been reduced to 1 to give everyone a chance to add 63 points to his statistics.

4. Civilians

Increase a lot a health points of all evil civilians, all terrorists and Hillbillies.

A.) Evil civilians

- a.) Doreen 2500
- b.) Pippin 5000
- c.) Elliot 10000
- d.) Deidranna 100000

B.) Terrorists

- a.) Slay 1000
- b.) Anny 2000
- c.) Impostor 4000
- d.) Tiffany 8000
- e.) T-Rex 15000
- f.) Druggist 30000

C.) Hillbillies

- Hillbillies1 25000
- Hillbillies2 50000

5. Experience:

A.) Soldiers

- a.) Royal soldiers 600
- b.) Assassins..... 400
- c.) Soldiers 300
- d.) Brigand 200
- e.) Bandit 100

B.) Hillbillis

- a.) Hillybillis 500

C.) Evil civilians

- a.) Doreen 2500
- b.) Pippin..... 5000
- c.) Elliot 10000
- d.) Deidranna..... 100000

D.) Terrorists

- a.) Terrorists
 - Slay..... 1000
 - Anny 2000
 - Impostor 4000
 - Tiffany..... 8000
 - T-Rex..... 15000
 - Druggist..... 30000

6. Sounds

- a.) New sound of victory (played when the last enemy on the map will be killed) is famous short A-Team song.

II. Compatibility

This modification works only with pure not modified version of Jagged Alliance Back in Action.

III. Installation

Copy all files and folders from “[JA Back in Action – Improved ICE v1.03](#)” and paste them to the main folder of your game. Install this modification [as the last installation of all](#).

Have Fun !!!

Starchris

Version History

1. Version 1.03

- a.) Experience of all mercenaries has been reduced to 1 to give everyone a chance to add 63 points to his statistics.
- b.) Increase a lot a health points of all evil civilians, all terrorists and Hillbillies.

2. Version 1.02

- a.) Changed statistics of all attachments.

Attachments				
No.	Name	Silencing	Accuracy	Aimtime
1.	Suppressor	100		
4.	12x Scope		100	
5.	4x Scope		50	25
6.	EOTech Optic			100
7.	Red Dot Optic		25	50

- b.) Added new sound of victory (played when the last enemy on the map will be killed) – famous short A-Team song.

3. Version 1.01

- A.) Added improvements of others things.
 - a.) each of inventory slots can contain up to fifty of one collectible item,
 - b.) each of inventory slots can contain up to fifty of one consumable item,
 - c.) changed slightly settings of several consumables items.
- B.) Corrected the wrong name of "config" folder - should be "configs".

The most energetic items with the lowest weight

No.	Name	Weight (grams)	Energy
1.	Da Honko Power Bar Expired	30	10
2.	Da Honko Power Bar	40	20
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4.	Peach	150	40
5.	Apple	200	50
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