

**S E C T O R   D A T A**  
**F O R**  
**J A G G E D   A L L I A N C E**



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# EXPLANATIONS OF MAP SYMBOLS USED



## ENEMIES

Positions of *initially placed* enemy mercs present in sector prior the player is arrive are marked by with number. Positions of enemy mercs, who came as reinforcement instead of *already killed* initial mercs, present in sector prior the player is arrive are marked by with letter. Initial and replacement mercs of same colour cannot present on a same map, while its possible for different colours (say, 1 & A is not possible, while 2 & H is possible). Every position have a 1/3 chance corresponding merc is placed there during map generation (of course, placed mercs could start to move out of them during their turn). Enemy mercs, who come as reinforcement *during* the time player is already in sector arrive along one of sector edges and their placement follow another rules.

Inventories of initially placed enemy mercs are pre-set, except an amount of ammo they drop from a drop slot containing ammo (if any) (chances are: 1% for 5, 2% for 4, 7% for 3, 15% for 2, 75% for 1), and a possible (at 25% chance) additional ammo slot, with ammo of the type the enemy's gun is use (while no ammo is actually used by AI-controlled mercs to fire), with the same rule about random amount applied. Unlike a gun and special weapon, armor and eyes/ears slots are random-affected, depending on shipments, received by enemies and game progress in days. Due to a sad bug, rolls for armor are never actually worked in practice, so almost all initially placed or already arrived as reinforcement enemies were unintentionally spawned *without any armor* (see the patch 1.15x, with command line option adresssing this problem). Non-armor equipment also are subjects of possible upgrades due to shipments, received by enemies and game progress in days (grenade amount and condition also can vary; beside that mercs *without* special weapons could eventually acquire a knife or some grenade). Inventories of enemy mercs, who came as reinforcement are random-based, depending on shipments, received by enemies and game progress in days. They carry no pre-set drop items, but instead have up to 3 drop slots, containing a copy of some equipment they have, with 8% chance per equipment, and possible (at 45% chance) additional ammo slot, with ammo of the type the enemy gun is use, with the same rule about random amount applied.

For initially placed mercs items in drop slots and their amount and condition are given for corresponding number, together with the initial gun type and special weapon carried (possible upgrades can change them later). Also hair colours and levels of experience and armor (higher armor value means what merc is possible to acquire better equipment) are given for convenience.



## WARNING TRAPS

Positions of warning traps (the trigger for "This place looks suspicious" kind of messages) are marked by with number. Successfully triggered trap give 30 rolls for increasing a Wisdom experience for a merc, who stepped on a trigger square if value is postive, or 15 rolls if value is negative. To be triggered, the merc ExpLevel should at least meet the trap value if value is postive, or ExpLevel should be not greater then negated trap value if its negative. All mercs could trigger warning traps, including enemies (they follow the same rules about ExpLevel). Warning traps are usually clustered together, creating warning area (even if it consist from only one square). Every time warning trap is triggered, it removed from map, and all warning traps on adjacent squares are also removed, effectively causing a chain reaction, so every area is triggered only once.

Warning area value are given for corresponding number.



## LOCKED CRATES AND DOORS

Positions of *locked* (having a non-zero lock value) crates are marked by ▽ with number. As crates also usually contain an item, crate mark is located on a *nearby square* and *point* to a crate. During opening attempt the lock value compared to a [Strength] value of merc per formula:

[BaseStrength = (Health + BandagedHealth/2)/2\*Breath/100],

in case of using Crowbar its further modified by: [CrowbarBonus = BaseStrength/2],

resulting in: [Strength = BaseStrength + CrowbarBonus].

Amount of [Strength] should at least meet the lock value for crate to be opened.

Positions of *locked* (having a non-zero lock value) doors are marked by △ with number. During opening attempt the lock value, possibly modified with type (regular / padlock), compared to:

1) Key condition, it should exactly match the lock value and door type for door to be opened.

2) [Picklock] value of merc per formula:

[Picklock = (Dexterity\*(Wisdom\*Mechanical/100)/100 + 5\*ExpLevel)\* LocksmithKitCondition/100]

Amount of [Picklock] should at least meet the lock value for door to be opened.

3) [Strength] value of merc per formula above if crowbar is used. Using a crowbar is non-optional here, unlike a crate opening. Door's type modify it by adding 100 points to lock value for padlock doors, making opening of them using this method impossible. Amount of [Strength] should at least meet the *twice* the lock value for door to be opened.

4) Damage of gun bullet hitting the door should exceed the lock value for door to be opened. Door's type modify it by adding 30 points to lock value for padlock doors, making opening of them using this method harder.

Beside it, door value is used for item-triggers. If triggered, all doors in sector with value exactly matching the item-trigger will change a state to (depends on a trigger's type) opened or closed.

Crate or door value (with P = padlock) are given for corresponding number.



## ITEMS

Positions of pre-set items are marked by ○ with number. Positions of items, added to maps due to Quests / factories sabotage /shipments are marked by additional line, creating Q. For items, that normally are unique (quest items, include NoteX's in enemy pockets) *alternative* locations are shown, so if such item placed in some place, it will not appear in other mentioned places this game.

Negative condition value means that the item is boobytrapped and could explode. Value of (ExpLevel + Explosives/30) of merc should at least meet the negated trap value for trap to be detected, and defusing attempt would be prompted instead of outright detonation (exception: detonation triggers type 1 and 2, with blue flag placement as result of detection use only ExpLevel value to compare). Initially planted Mine could be detected only by means of MetalDetector (no skill check for merc there, but bad condition of Detector could lead to false negative result). Some items cannot be detected by in-game means (door and sound triggers; some special explosives).

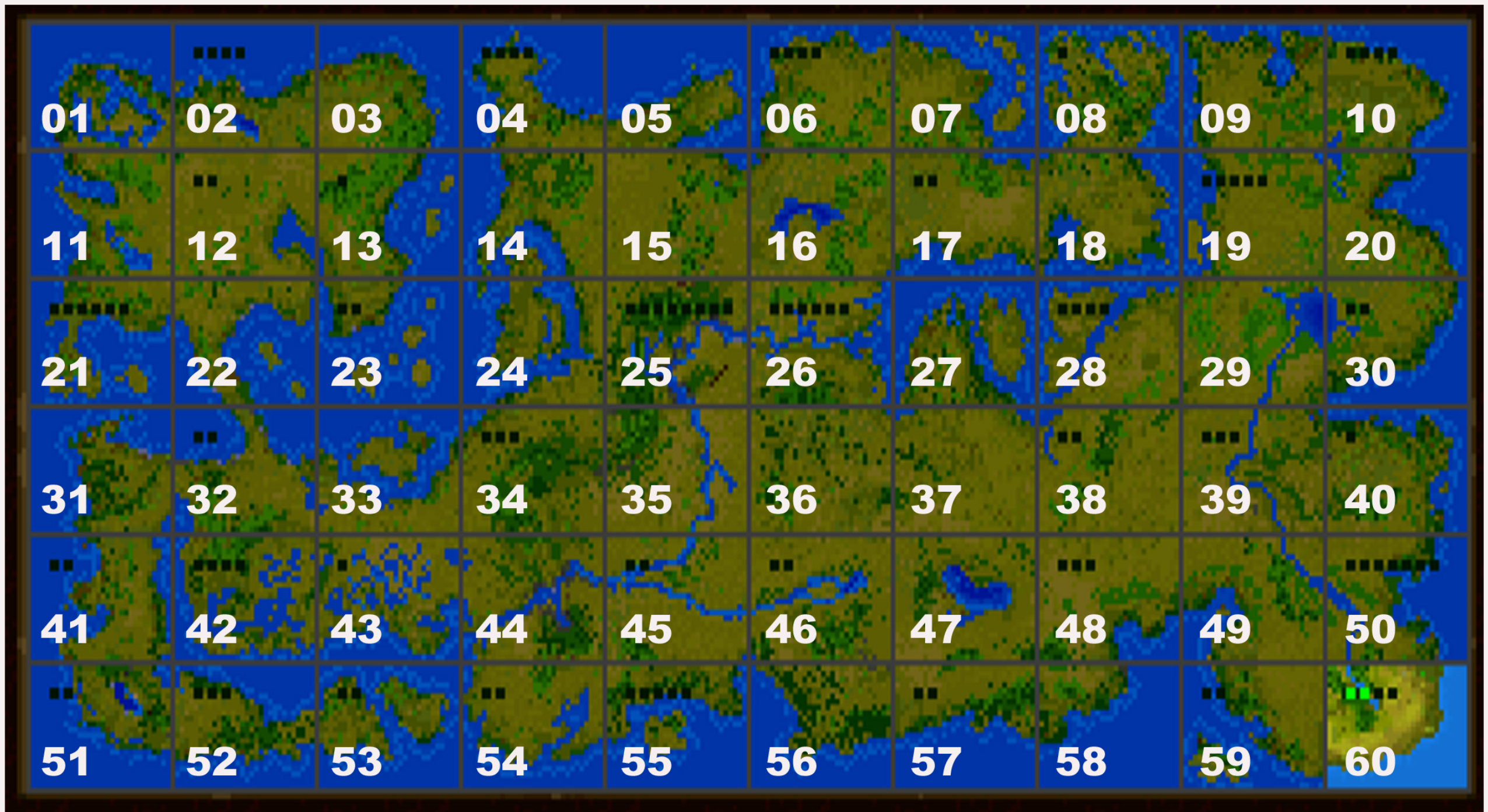
Items and their amount and condition are given for corresponding number (with Q = quest item).

*All data provided for a versions 1.13b and 1.15, earlier versions may have differencies.*

**SPOILER ALERT**



# METAVIRA



SECTOR 60



ENEMIES

Items\weapons section apply to initially set ( ) mercenaries only

ID	Hair	Level	Drop Items	Gun	Special
		exp/arm	Amount	Condition, %	

LOCKED CRATES

AND

DOORS

WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value
				1	20		
				2	24		

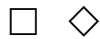
ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Key	1	20				
2	.38 Ammo(6)	1	-				
3	.38 Ammo(6)	3	-				
4	.38 Ammo(6)	4	-				
5	.38 Ammo(6)	2	-				
6	.38 Revolver	1/4	94				
7	Knife	1	80				
8	Crowbar	1	60				
9	Helmet	1	70				
10	Tool Kit	1	98				
11	4-Pocket Vest	1	-				





SECTOR 59



ENEMIES

			Items\weapons section apply to initially set (□) mercs only					
ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Note1	1	-	.38 Revolver	Knife
1	Black	1/1	2Q	Micro-Purifier	1	-		
A	Black	1/1	ammo	.38 Ammo(6)	0-5	-		
2/B			1	First Aid Kit	1	87	.38 Revolver	-
2	Brown	1/1	2					
B	Brown	1/1	ammo	.38 Ammo(6)	0-5	-		
3/C			1	5-Pocket Vest	1	-	.38 Revolver	Knife
3	Blond	1/0	2	Note1	1	-		
C	Blond	1/0	ammo	.38 Ammo(6)	0-5	-		
4/D			1				Colt .45	-
4	Red	1/1	2	Note1	1	-		
D	Red	1/1	ammo	.45 Ammo(6)	0-5	-		
5/E			1				.38 Revolver	Knife
5	Gray	1/0	2					
E	Gray	1/0	ammo	.38 Ammo(6)	0-5	-		
6/F			1	Note1	1	-	.38 Revolver	Knife
6	Brown	1/1	2					
F	Brown	1/1	ammo	.38 Ammo(6)	0-5	-		
7/G			1	Grenade	1	50	9mm Beretta	Knife
7	Blond	1/1	2	Helmet	1	69		
G	Blond	1/1	ammo	9mm Ammo(15)	0-5	-		
8/H			1	Note1	1	-	.38 Revolver	Knife
8	Black	1/0	2					
H	Black	1/0	ammo	.38 Ammo(6)	0-5	-		

LOCKED ▽  
CRATES

AND

△  
DOORS

☆  
WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
----	-------	----	-------	----	-------	----	-------	----	-------

○  
ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	.38 Ammo(6)	2	-				
2	Grenade	1	68				
3	Helmet	1	30				
4	Wall Probe	1	91				
5	Locksmith Kit	1	73				
6	Crowbar	1	63				
7	.45 Ammo(6)	2	-				
8	4-Pocket Vest	1	-				
9	Kevlar Vest	1	92				





SECTOR 58



ENEMIES

Items\weapons section apply to initially set (□) mercs only								
ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Note1	1	-	9mm Beretta	Tear Gas
1	Bald	1/0	2					
A	Bald	1/0	ammo	9mm Ammo(15)	0-5	-		
2/B			1				Colt .45	Knife
2	Red	1/0	2					
B	Red	1/0	ammo	.45 Ammo(6)	0-5	-		
3/C			1				Colt .45	Knife
3	Brown	1/0	2	Metal Detector	1	86		
C	Brown	1/0	ammo	.45 Ammo(6)	0-5	-		
4/D			1				.38 Revolver	Tear Gas
4	Blond	1/0	2					
D	Blond	1/0	ammo	.38 Ammo(6)	0-5	-		
5/E			1	Helmet	1	55	Colt .45	Grenade
5	Red	1/1	2					
E	Red	1/1	ammo	.45 Ammo(6)	0-5	-		
6/F			1				Colt .45	Knife
6	Blond	1/1	2					
F	Blond	1/1	ammo	.45 Ammo(6)	0-5	-		
7/G			1				.38 Revolver	Knife
7	Black	1/1	2					
G	Black	1/1	ammo	.38 Ammo(6)	0-5	-		
8/H			1				Colt .45	Tear Gas
8	Gray	1/0	2					
H	Gray	1/0	ammo	.45 Ammo(6)	0-5	-		

LOCKED ▽

CRATES

AND



DOORS



WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
1	29								
2	27								
3	33								



ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	.45 Ammo(6)	2	-				
2	.38 Ammo(6)	3	-				
3	Crowbar	1	89				
4	Rock	1	-				





SECTOR 57



ENEMIES

Items\weapons section apply to initially set ( ) mercs only									
ID	Hair	Level	exp/arm	Slot	Name	Drop Items	Amount	Condition, %	Gun Special
1/A				1					9mm Beretta Knife
1	Black	2/2		2					
A	Black	1/2		ammo	9mm Ammo(15)	0-5	-		
2/B				1					Colt .45 Knife
2	Brown	1/2		2					
B	Bald	2/2		ammo	.45 Ammo(6)	0-5	-		
3/C				1	Key	1	68		Colt .45 Knife
3	Bald	1/2		2					
C	Gray	1/0		ammo	.45 Ammo(6)	0-5	-		
4/D				1					9mm Beretta Knife
4	Gray	2/1		2					
D	Gray	1/2		ammo	9mm Ammo(15)	0-5	-		
5/E				1	Wall Probe	1	51		9mm Beretta Knife
5	Bald	1/2		2	Extended Ear	1	70		
E	Blond	1/1		ammo	9mm Ammo(15)	0-5	-		
6/F				1					.38 Revolver Cb. Knife
6	Blond	1/1		2					
F	Blond	2/1		ammo	.38 Ammo(6)	0-5	-		
7/G				1					9mm Beretta Knife
7	Red	2/2		2					
G	Brown	1/2		ammo	9mm Ammo(15)	0-5	-		
8/H				1	Kevlar Helmet	1	93		9mm Beretta Knife
8	Black	2/1		2					
H	Blond	1/1		ammo	9mm Ammo(15)	0-5	-		

LOCKED ▽  
CRATES

AND

△  
DOORS

☆  
WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value
				1	68		
				2	28		
				3	96		
				4	98		

○  
ITEMS

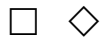
ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Tear Gas	1	94				
2	Sound Trigger	1	-				
3	Sound Trigger	1	-				
4	Sound Trigger	1	-				
5	Sound Trigger	1	-				
6	Sound Trigger	1	-				







SECTOR 56



ENEMIES

Items\weapons section apply to initially set (□) mercs only

ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Note7	1	-	9mm Beretta	Knife
1	Bald	2/2	2	Key	1	84		
A	Red	2/2	ammo	9mm Ammo(15)	0-5	-		
2/B			1				.357 Magnum	Knife
2	Brown	2/1	2					
B	Gray	1/2	ammo	.357 Ammo(10)	0-5	-		
3/C			1	9mm Ammo(15)	1-5	-	9mm Beretta	Knife
3	Blond	2/1	2	First Aid Kit	1	92		
C	Blond	2/1	ammo	9mm Ammo(15)	0-5	-		
4/D			1				.12g Shotgun	Knife
4	Brown	2/0	2					
D	Brown	2/0	ammo	.12g Ammo(6)	0-5	-		
5/E			1				9mm Beretta	Knife
5	Red	2/2	2					
E	Red	2/2	ammo	9mm Ammo(15)	0-5	-		
6/F			1				9mm Beretta	Knife
6	Blond	2/0	2					
F	Blond	2/0	ammo	9mm Ammo(15)	0-5	-		
7/G			1				9mm Beretta	Knife
7	Black	2/2	2					
G	Black	2/2	ammo	9mm Ammo(15)	0-5	-		
8/H			1				Modified .45	Knife
8	Gray	1/2	2					
H	Gray	1/2	ammo	.45 Ammo(6)	0-5	-		

LOCKED ▽

CRATES

AND



DOORS



WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
1	50			1	P89				
2	40			2	58				
3	50			3	82				
4	40								



ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Key	1	58				
2	Live Plastic	1	-4				
3	Canteen	1	10				
4	Rock	1	-				
5	Key	1	82				
6	9mm Ammo(15)	2	-				
7	Shielded Vest	1	20				
8	Camouflage Kit	1	85				
9	Compound 17	1	88				
10	Metal Detector	1	80				
11	Plastic Explosive	1	94				
12	Grenade	2	83				
13Q	Blouse	1	- (Brenda Quest)				
14Q	Antidote	1	- (Virus Quest) (replace ID 9)				







SECTOR 55



ENEMIES

Items\weapons section apply to initially set ( ) mercs only								
ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Grenade	1	75	.12g Shotgun	Grenade
1	Bald	3/2	2					
A	Bald	3/2	ammo	.12g Ammo(6)	0-5	-		
2/B			1				.357 Magnum	Knife
2	Gray	2/2	2					
B	Gray	2/2	ammo	.357 Ammo(10)	0-5	-		
3/C			1				.12g Shotgun	Knife
3	Blond	2/2	2					
C	Blond	2/2	ammo	.12g Ammo(6)	0-5	-		
4/D			1	Spectra Shield	1	79	M14 Rifle	Cb. Knife
4	Black	3/2	2					
D	Black	3/2	ammo	M14 Ammo(20)	0-5	-		
5/E			1	Mustard Gas	1	97	.357 Magnum	Must. Gas
5	Black	2/3	2					
E	Black	2/3	ammo	.357 Ammo(10)	0-5	-		
6/F			1				.12g Shotgun	Knife
6	Brown	2/2	2					
F	Brown	2/2	ammo	.12g Ammo(6)	0-5	-		
7/G			1				.12g Shotgun	Must. Gas
7	Blond	3/2	2					
G	Blond	3/2	ammo	.12g Ammo(6)	0-5	-		
8/H			1				.12g Shotgun	Knife
8	Red	2/2	2					
H	Red	2/2	ammo	.12g Ammo(6)	0-5	-		

LOCKED ▽  
CRATES

AND

△  
DOORS

☆  
WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
1	34								

○  
ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Cloth Wick	1	99				
2	Sun Goggles	1	82				
3	Medical Kit	1	81				
4Q	Bra	1	- (Brenda Quest)				







## SECTOR 54



### ENEMIES

Items\weapons section apply to initially set (□) mercs only

ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Note9	1	-	Modified .357	Cb. Knife
1	Blond	5/3	2	Key	1	52		
A	Brown	5/3	ammo	.357 Ammo(10)	0-5	-		
2/B			1	Modified 9mm	1/12	78	Modified 9mm	Knife
2	Gray	5/3	2	Key	1	46		
B	Gray	4/3	ammo	9mm Ammo(15)	0-5	-		
3/C			1	Locksmith Kit	1	91	M14 Rifle	Tear Gas
3	Brown	5/3	2	Key	1	64		
C	Brown	5/3	ammo	M14 Ammo(20)	0-5	-		
4/D			1				.12g Rifle	Detonator
4	Black	5/3	2					
D	Black	5/3	ammo	.12g Ammo(6)	0-5	-		
5/E			1				Modified .357	Cb. Knife
5	Red	4/3	2					
E	Red	4/3	ammo	.357 Ammo(10)	0-5	-		
6/F			1	Grenade	1	55	.12g Rifle	Grenade
6	Black	4/3	2					
F	Black	4/3	ammo	.12g Ammo(6)	0-5	-		
7/G			1				.12g Shotgun	Cb. Knife
7	Gray	5/3	2					
G	Gray	5/3	ammo	.12g Ammo(6)	0-5	-		
8/H			1				.12g Rifle	Knife
8	Bald	5/3	2					
H	Bald	5/3	ammo	.12g Ammo(6)	0-5	-		

### LOCKED ▽ CRATES

AND

### △ DOORS

### ☆ WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
				1	P59				
				2	P57				
				3	52				
				4	46				
				5	34				
				6	64				



### ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Padlock Key	1	59				
2	Compound 17	2	99				
3	Tool Kit	1	93				
4	Medical Kit	1	84				
5	Glass Jar	1	88				
6	Glass Jar	1	99				
7	Type3 Detonator	1	-2				
8	First Aid Kit	1	82				
9	Sun Goggles	1	91				
10	Cloth Wick	1	86				
11	Kevlar Helmet	1	80				
12Q	Blouse	1	- (Brenda Quest)				
-----During Plant Sabotage Mission-----							
13Q	Type3 Explosive	1	-5				
14Q	Type3 Explosive	1	-5				
15Q	Type3 Explosive	1	-5				
16Q	Type3 Explosive	1	-5				
17Q	Type3 Explosive	1	-5				
18Q	Type3 Explosive	1	-5				
19Q	Type3 Explosive	1	-5				
20Q	Type3 Explosive	1	-5				
21Q	Type3 Explosive	1	-5				
22Q	Type3 Explosive	1	-5				





## SECTOR 53



### ENEMIES

Items\weapons section apply to initially set (□) mercs only

ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Tear Gas	1	100	M16 Rifle	Grenade
1	Gray	8/4	2	Sniper Scope	1	52		
A	Gray	8/4	ammo	M16 Ammo(20)	0-5	-		
2/B			1	Modified .357	1/9	85	Modified .357	Cb. Knife
2	Red	6/3	2	Note11	1	-		
B	Red	6/3	ammo	.357 Ammo(10)	0-5	-		
3/C			1				M14 Rifle	Cb. Knife
3	Bald	7/4	2					
C	Bald	7/4	ammo	M14 Ammo(20)	0-5	-		
4/D			1				Modified M14	Tear Gas
4	Brown	7/3	2					
D	Brown	7/3	ammo	M14 Ammo(20)	0-5	-		
5/E			1				Modified .357	Cb. Knife
5	Bald	7/4	2					
E	Bald	7/4	ammo	.357 Ammo(10)	0-5	-		
6/F			1				Modified M16	Cb. Knife
6	Black	8/3	2					
F	Black	8/3	ammo	M16 Ammo(20)	0-5	-		
7/G			1				Mod. 12g Rifle	Stun Gren.
7	Brown	7/4	2					
G	Brown	7/4	ammo	.12g Ammo(6)	0-5	-		
8/H			1				Mod. 12g Rifle	Cb. Knife
8	Blond	7/3	2					
H	Blond	7/3	ammo	.12g Ammo(6)	0-5	-		

### LOCKED ▽

#### CRATES

AND



#### DOORS



#### WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
1	46			1	2				
2	40			2	P65				
3	54			3	50				
4	40			4	48				
5	42								



### ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Type1 Detonator	1	-6	26	Type1 Explosive	1	-7
2	Type1 Explosive	1	-90	27	Key	1	48
3	Mine	1	-9	28	Crowbar	1	88
4	Mine	1	-90	29	Mine	1	98
5	Mine	1	-90	30	Mine	1	94
6	Mine	1	-9	31	Mine	1	-7
7	Mine	1	-90	32	Mine	1	96
8	Mine	1	-90	33	Explosives	1	87
9	Mine	1	-90	34	Chunk Of Steel	1	97
10	Mine	1	-90	35	Type1 Explosive	1	-90
11	Mine	1	-90	36	Type1 Explosive	1	-7
12	Mine	1	-90	37	Type1 Explosive	1	-7
13	Mine	1	-90	38Q	Bra	1	- (Brenda Quest)
14	Mine	1	-90				
15	Mine	1	-90				
16	Mine	1	-90				
17	Mine	1	-90				
18	Mine	1	-90				
19	Type1 Explosive	1	-7				
20	Type1 Explosive	1	-9				
21	Type1 Explosive	1	-90				
22	Type1 Explosive	1	-90				
23	Type1 Detonator	1	-6				
24	Type1 Explosive	1	-90				
25	Type1 Explosive	1	-90				



SECTOR 52



ENEMIES

ENEMIES			Items\weapons section apply to initially set (□) mercs only						
ID	Hair	Level	exp/arm	Drop Items			Gun	Special	
				Slot	Name	Amount			Condition, %
1/A				1	Note5	1	-	Mod. 12g Rifle	Cb. Knife
1	Bald	7/4		2	Key	1	70		
A	Bald	7/4		ammo	.12g Ammo(6)	0-5	-		
2/B				1	M14 Ammo(20)	1-5	-	M14 Rifle	Stun Gren.
2	Brown	7/3		2	Detonator	1	71		
B	Brown	7/3		ammo	M14 Ammo(20)	0-5	-		
3/C				1	Money	1	100\$	Mod. 12g Rifle	Cb. Knife
3	Blond	8/4		2	Padlock Key	1	65		
C	Blond	8/4		ammo	.12g Ammo(6)	0-5	-		
4/D				1				Modified .357	Cb. Knife
4	Red	7/3		2	Camouflage Kit	1	65		
D	Red	7/3		ammo	.357 Ammo(10)	0-5	-		
5/E				1				M16 Rifle	Grenade
5	Gray	7/3		2					
E	Gray	7/3		ammo	M16 Ammo(20)	0-5	-		
6/F				1				Modified M14	Grenade
6	Black	7/3		2					
F	Black	7/3		ammo	M14 Ammo(20)	0-5	-		
7/G				1				Modified 9mm	Cb. Knife
7	Gray	7/4		2					
G	Gray	7/4		ammo	9mm Ammo(15)	0-5	-		
8/H				1				Modified .357	Cb. Knife
8	Brown	7/3		2					
H	Brown	7/3		ammo	.357 Ammo(10)	0-5	-		

LOCKED ▽  
CRATES

ID	Value	ID	Value
1	26		
2	34		

AND

△  
DOORS

ID	Value	ID	Value
1	82		
2	70		

☆  
WARNING TRAPS

ID	Value
----	-------



ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Money	4	~920\$				
2	Kevlar Helmet	1	89				
3	Spectra Shield	1	95				
4Q	Blouse	1	- (Brenda Quest)				
5Q	Antidote	1	- (Virus Quest)				





## SECTOR 51



### ENEMIES

Items\weapons section apply to initially set (□) mercs only

ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Stun Grenade	1	-6	M16 Rifle	Stun Gren.
1	Black	7/4	2	Note8	1	-		
A	Brown	7/4	ammo	M16 Ammo(20)	0-5	-		
2/B			1	Kevlar Vest	1	95	M14 Rifle	Grenade
2	Red	7/3	2	Grenade	1	-5		
B	Red	7/3	ammo	M14 Ammo(20)	0-5	-		
3/C			1	Medical Kit	1	80	M16 Rifle	Tear Gas
3	Black	6/3	2					
C	Black	6/3	ammo	M16 Ammo(20)	0-5	-		
4/D			1				M14 Rifle	Cb. Knife
4	Gray	6/3	2					
D	Gray	6/3	ammo	M14 Ammo(20)	0-5	-		
5/E			1				Mod. 12g Rifle	Cb. Knife
5	Blond	7/4	2					
E	Blond	7/4	ammo	.12g Ammo(6)	0-5	-		
6/F			1				M14 Rifle	Knife
6	Red	7/4	2					
F	Red	7/4	ammo	M14 Ammo(20)	0-5	-		
7/G			1				M16 Rifle	Cb. Knife
7	Brown	7/3	2					
G	Brown	7/3	ammo	M16 Ammo(20)	0-5	-		
8/H			1				Mod. 12g Rifle	Cb. Knife
8	Brown	6/3	2					
H	Brown	6/3	ammo	.12g Ammo(6)	0-5	-		

### LOCKED



#### CRATES

AND



#### DOORS



#### WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value
1	37					1	5
2	42						
3	49						



### ITEMS

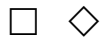
ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Mine	1	-94	26	Mine	1	-96
2	Mine	1	-90	27	Mine	1	-96
3	Mine	1	-90	28	Mine	1	-96
4	Mine	1	-93	29	Mine	1	-96
5	Mine	1	-94	30	Mine	1	-96
6	Mine	1	-91	31	Mine	1	-96
7	Mine	1	-94	32	Mine	1	-96
8	Mine	1	-96	33	Mine	1	-96
9	Mine	1	-95	34	Mine	1	-96
10	Metal Detector	1	93	35	Mine	1	-96
11	M16 Rifle	1/20	82	36	Mine	1	-90
12	Mine	1	-95	37	Mine	1	-90
13	Mine	1	-95	38	Mine	1	-90
14	Mine	1	-95	39	Mine	1	-93
15	Mine	1	-95	40	Mine	1	-93
16	Mine	1	-95	41	Mine	1	-93
17	Mine	1	-95	42	Mine	1	-94
18	Mine	1	-95	43	Mine	1	-94
19	Mine	1	-95	44	Mine	1	-94
20	Mine	1	-95	45	Mine	1	-91
21	Mine	1	-95	46	Mine	1	-91
22	Mine	1	-95	47	Mine	1	-91
23	Mine	1	-95	48	Mine	1	-94
24	Mine	1	-95	49	Mine	1	-94
25	Mine	1	-95	50Q	Blouse	1	- (Brenda Quest)







SECTOR 50



ENEMIES

Items\weapons section apply to initially set ( ) mercs only

ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Helmet	1	60	.38 Revolver	Knife
1	Brown	1/1	2Q	Micro-Purifier	1	-		
A	Brown	1/1	ammo	.38 Ammo(6)	0-5	-		
2/B			1				.38 Revolver	Knife
2	Black	1/0	2					
B	Black	1/0	ammo	.38 Ammo(6)	0-5	-		
3/C			1				Colt .45	-
3	Blond	1/0	2					
C	Blond	1/0	ammo	.45 Ammo(6)	0-5	-		
4/D			1				Colt .45	Knife
4	Gray	1/0	2					
D	Gray	1/0	ammo	.45 Ammo(6)	0-5	-		
5/E			1				.38 Revolver	Knife
5	Red	1/1	2	9mm Beretta	1/2	38		
E	Red	1/1	ammo	.38 Ammo(6)	0-5	-		
6/F			1				.38 Revolver	-
6	Bald	1/1	2					
F	Bald	1/1	ammo	.38 Ammo(6)	0-5	-		
7/G			1				.38 Revolver	Knife
7	Black	1/0	2					
G	Black	1/0	ammo	.38 Ammo(6)	0-5	-		
8/H			1				.38 Revolver	Cb. Knife
8	Blond	1/0	2					
H	Blond	1/0	ammo	.38 Ammo(6)	0-5	-		

LOCKED ▽  
CRATES

AND

△  
DOORS

☆  
WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
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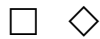
○  
ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	.38 Ammo(6)	2	-				
2	.38 Ammo(6)	3	-				
3	Rock	1	-				
4	.45 Ammo(6)	1	-				
5	Colt .45	1/6	77				
6	4-Pocket Vest	1	-				



50

SECTOR 49



ENEMIES

Items\weapons section apply to initially set (□) mercs only

ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Sun Goggles	1	91	.38 Revolver	Knife
1	Bald	1/0	2Q	Micro-Purifier	1	-		
A	Bald	1/0	ammo	.38 Ammo(6)	0-5	-		
2/B			1				.38 Revolver	Knife
2	Blond	1/1	2					
B	Blond	1/1	ammo	.38 Ammo(6)	0-5	-		
3/C			1				.38 Revolver	Knife
3	Black	1/0	2					
C	Black	1/0	ammo	.38 Ammo(6)	0-5	-		
4/D			1				.38 Revolver	Knife
4	Brown	1/0	2					
D	Brown	1/0	ammo	.38 Ammo(6)	0-5	-		
5/E			1				.38 Revolver	Cb. Knife
5	Black	1/1	2					
E	Black	1/1	ammo	.38 Ammo(6)	0-5	-		
6/F			1				.38 Revolver	Grenade
6	Red	1/1	2					
F	Red	1/1	ammo	.38 Ammo(6)	0-5	-		
7/G			1				.38 Revolver	Knife
7	Brown	1/0	2					
G	Brown	1/0	ammo	.38 Ammo(6)	0-5	-		
8/H			1	4-Pocket Vest	1	-	.38 Revolver	Grenade
8	Gray	1/0	2					
H	Gray	1/0	ammo	.38 Ammo(6)	0-5	-		

LOCKED ▽  
CRATES

AND

△  
DOORS

☆  
WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
1	15							1	1
2	23							2	2
3	20								
4	30								

○  
ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	5-Pocket Vest	1	-				
2	.38 Ammo(6)	1	-				
3	Knife	1	84				
4	4-Pocket Vest	1	-				
5	.38 Ammo(6)	2	-				
6	5-Pocket Vest	1	-				
7	Colt .45	1/6	99				
8	Grenade	1	-1				
9	.45 Ammo(6)	2	-				
10	.38 Ammo(6)	1	-				
11	.38 Ammo(6)	1	-				
12	Chunk Of Steel	1	86				







## SECTOR 48



### ENEMIES

Items\weapons section apply to initially set (□) mercs only

ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Padlock Key	1	57	Colt .45	Knife
1	Gray	1/0	2					
A	Gray	1/0	ammo	.45 Ammo(6)	0-5	-		
2/B			1	Key	1	54	.38 Revolver	Grenade
2	Red	1/1	2	Grenade	1	88		
B	Red	1/1	ammo	.38 Ammo(6)	0-5	-		
3/C			1				.38 Revolver	Knife
3	Blond	1/1	2					
C	Blond	1/1	ammo	.38 Ammo(6)	0-5	-		
4/D			1				.38 Revolver	-
4	Bald	1/0	2					
D	Bald	1/0	ammo	.38 Ammo(6)	0-5	-		
5/E			1	Kevlar Vest	1	92	Colt .45	Knife
5	Brown	1/1	2					
E	Brown	1/1	ammo	.45 Ammo(6)	0-5	-		
6/F			1				Colt .45	Cb. Knife
6	Red	1/0	2					
F	Red	1/0	ammo	.45 Ammo(6)	0-5	-		
7/G			1				.38 Revolver	Knife
7	Blond	1/0	2					
G	Blond	1/0	ammo	.38 Ammo(6)	0-5	-		
8/H			1				.38 Revolver	-
8	Gray	1/0	2					
H	Gray	1/0	ammo	.38 Ammo(6)	0-5	-		

### LOCKED ▽

#### CRATES

AND



#### DOORS



#### WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
1	29			1	P57				
2	21								
3	31								



### ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Type2 Explosive	1	-99	26	Type1 Explosive	1	-90
2	Colt .45	1/6	68	27	Type1 Explosive	1	-99
3	9mm Ammo(15)	1	-	28	Type1 Explosive	1	-98
4	.45 Ammo(6)	1	-	29	Type1 Explosive	1	-82
5	First Aid Kit	1	90	30	Type1 Detonator	1	-85
6	Type2 Explosive	1	-83	31	Type2 Detonator	1	-96
7	.45 Ammo(6)	1	-	32	Type2 Detonator	1	-96
8	Glass Jar	1	81	33	Type1 Detonator	1	-88
9	Type2 Explosive	1	-83	34	Type2 Detonator	1	-92
10	Type2 Explosive	1	-83	35	Type1 Detonator	1	-85
11	Type1 Detonator	1	-86	36	Type2 Detonator	1	-81
12	Type1 Explosive	1	-89	37	Type1 Detonator	1	-81
13	Type2 Explosive	1	-83	38	.12g Shotgun	1/1	55
14	Type1 Explosive	1	-82	39	Live Plastic	1	-3
15	Type2 Explosive	1	-92	40	Type2 Explosive	1	-98
16	Type2 Explosive	1	-98	41	Type2 Explosive	1	-83
17	Type2 Explosive	1	-91	42	Type2 Explosive	1	-98
18	Type2 Explosive	1	-88	43	Type2 Explosive	1	-99
19	Type2 Explosive	1	-96	44	Type2 Explosive	1	-81
20	Type2 Explosive	1	-92	45	Type2 Explosive	1	-93
21	Type2 Explosive	1	-87	46	Type2 Explosive	1	-99
22	Type2 Explosive	1	-90	47	Type2 Explosive	1	-99
23	Type2 Explosive	1	-85	48	Type2 Explosive	1	-81
24	Type2 Explosive	1	-94	49	Type2 Explosive	1	-83
25	Type2 Explosive	1	-94				







SECTOR 47



ENEMIES

ENEMIES			Items\weapons section apply to initially set (☐) mercs only					
ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Note3	1	-	9mm Beretta	Knife
1	Black	1/2	2	Key	1	66		
A	Black	1/2	ammo	9mm Ammo(15)	0-5	-		
2/B			1				Colt .45	Knife
2	Bald	1/1	2					
B	Black	1/0	ammo	.45 Ammo(6)	0-5	-		
3/C			1	Compound 17	1	77	Colt .45	Knife
3	Blond	1/2	2	Money	1	120\$		
C	Blond	1/2	ammo	.45 Ammo(6)	0-5	-		
4/D			1				Colt .45	Knife
4	Gray	1/2	2	Note3	1	-		
D	Gray	1/2	ammo	.45 Ammo(6)	0-5	-		
5/E			1				9mm Beretta	Knife
5	Black	2/1	2	Note3	1	-		
E	Black	2/2	ammo	9mm Ammo(15)	0-5	-		
6/F			1	Gas Mask	1	62	Colt .45	Knife
6	Bald	2/1	2					
F	Bald	2/1	ammo	.45 Ammo(6)	0-5	-		
7/G			1				9mm Beretta	Knife
7	Black	2/2	2					
G	Black	2/2	ammo	9mm Ammo(15)	0-5	-		
8/H			1				Colt .45	Knife
8	Black	1/1	2					
H	Black	1/1	ammo	.45 Ammo(6)	0-5	-		

LOCKED ▽  
CRATES

ID	Value	ID	Value
1	36		

AND

△  
DOORS

ID	Value	ID	Value
1	66		

☆  
WARNING TRAPS

ID	Value
1	3
2	4
3	4

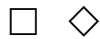
○  
ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Paper	1	-				
2	9mm Beretta	1/15	81				
3	Tool Kit	1	94				
4	First Aid Kit	1	84				
5	Mine	1	-90				
6	Mine	1	-90				
7	Mine	1	-90				
8	Mine	1	-90				
9	Mine	1	-90				
10	Mine	1	-90				
11	Mine	1	-90				
12	Mine	1	-90				
13	Mine	1	-90				
14	Mine	1	-90				
15	Mine	1	-90				
16	Mine	1	-90				
17	Mine	1	-90				
18	Mine	1	-90				
19	Mine	1	-90				
20	Mine	1	-90				
21	Mine	1	-90				
22	Mine	1	-90				
23	Mine	1	-90				
24	Mine	1	-90				





SECTOR 46



ENEMIES

Items\weapons section apply to initially set (□) mercs only

ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Grenade	1	76	9mm Beretta	Grenade
1	Brown	2/2	2	9mm Ammo(15)	1-5	-		
A	Brown	2/2	ammo	9mm Ammo(15)	0-5	-		
2/B			1	Money	1	50\$	9mm Beretta	Knife
2	Blond	1/2	2	Sniper Scope	1	69		
B	Blond	1/2	ammo	9mm Ammo(15)	0-5	-		
3/C			1				9mm Beretta	Knife
3	Red	1/2	2					
C	Red	1/2	ammo	9mm Ammo(15)	0-5	-		
4/D			1				9mm Beretta	Knife
4	Gray	1/1	2					
D	Gray	1/1	ammo	9mm Ammo(15)	0-5	-		
5/E			1				9mm Beretta	Knife
5	Blond	2/2	2					
E	Blond	2/2	ammo	9mm Ammo(15)	0-5	-		
6/F			1				9mm Beretta	Knife
6	Black	2/2	2					
F	Black	2/2	ammo	9mm Ammo(15)	0-5	-		
7/G			1				9mm Beretta	Knife
7	Bald	1/2	2					
G	Bald	1/2	ammo	9mm Ammo(15)	0-5	-		
8/H			1				.357 Magnum	Knife
8	Gray	2/2	2					
H	Gray	2/2	ammo	.357 Ammo(10)	0-5	-		

LOCKED ▽  
CRATES

AND

△  
DOORS (Metal)

☆  
WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
				1	98			1	3
								2	-4
								3	4

○  
ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Gas Can	1	86				
2	Gas Can	1	82				
3	Gas Can	1	90				
4	Crowbar	1	89				
5	Rock	1	-				
6	.12g Shotgun	1/2	18				
7	Chunk Of Steel	1	94				
8	Chunk Of Steel	1	83				
9	Gas Can	1	81				
10Q	Blouse	1	- (Brenda Quest)				







## SECTOR 45



### ENEMIES

Items\weapons section apply to initially set (□) mercs only

ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Note4	1	-	.12g Shotgun	Knife
1	Bald	3/2	2					
A	Bald	3/2	ammo	.12g Ammo(6)	0-5	-		
2/B			1				.12g Shotgun	Knife
2	Black	3/2	2					
B	Black	3/2	ammo	.12g Ammo(6)	0-5	-		
3/C			1				.357 Magnum	Knife
3	Red	2/3	2					
C	Red	2/2	ammo	.357 Ammo(10)	0-5	-		
4/D			1	Helmet	1	52	.12g Shotgun	Grenade
4	Brown	3/3	2	Compound 17	1	52		
D	Brown	3/3	ammo	.12g Ammo(6)	0-5	-		
5/E			1				.357 Magnum	Knife
5	Brown	2/2	2					
E	Brown	2/2	ammo	.357 Ammo(10)	0-5	-		
6/F			1				9mm Beretta	Knife
6	Gray	2/2	2					
F	Gray	2/2	ammo	9mm Ammo(15)	0-5	-		
7/G			1				9mm Beretta	Knife
7	Blond	2/2	2					
G	Blond	2/2	ammo	9mm Ammo(15)	0-5	-		
8/H			1				9mm Beretta	Knife
8	Black	2/1	2					
H	Black	2/1	ammo	9mm Ammo(15)	0-5	-		

### LOCKED ▽ CRATES

AND

### △ DOORS

### ☆ WARNING TRAPS

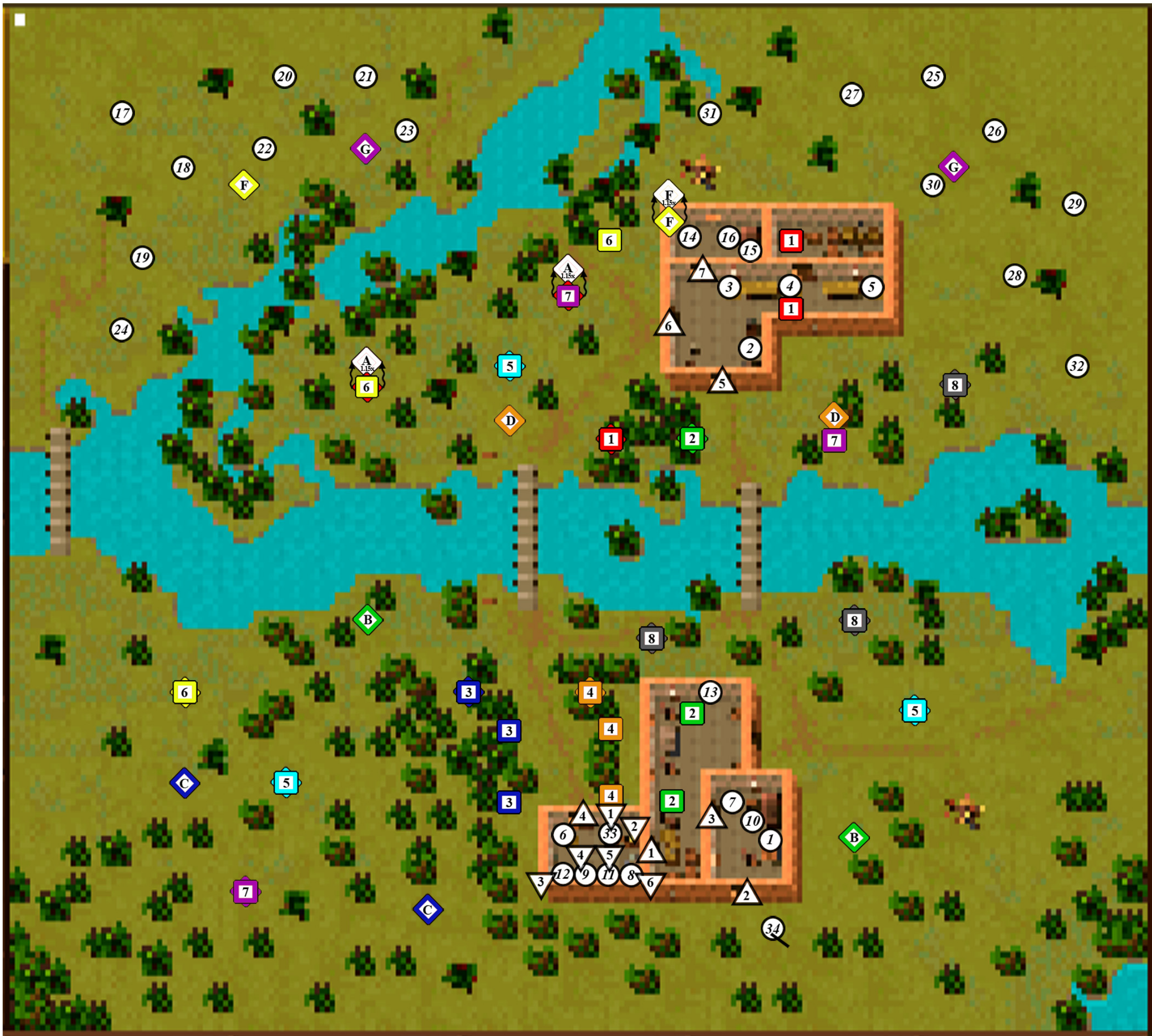
ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
1	41			1	98	7	42		
2	27			2	P67				
3	31			3	84				
4	35			4	P71				
5	53			5	26				
6	47			6	36				



### ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Padlock Key	1	71	26	Mine	1	-90
2	Key	1	42	27	Mine	1	-90
3	.38 Ammo(6)	4	-	28	Mine	1	-90
4	.12g Ammo(6)	1	-	29	Mine	1	-90
5	.357 Ammo(10)	3	-	30	Mine	1	-90
6	.357 Ammo(10)	2	-	31	Mine	1	-90
7	Gas Mask	1	88	32	Mine	1	-90
8	Mustard Gas	1	-4	33	.12g Ammo(6)	2	-
9	9mm Ammo(15)	2	-	34Q	Blouse	1	- (Brenda Quest)
10	Note5	1	-				
11	Metal Detector	1	92				
12	Explosives	1	-3				
13	First Aid Kit	1	92				
14	Key	1	84				
15	Tool Kit	1	99				
16	Beer	1	82				
17	Mine	1	-90				
18	Mine	1	-90				
19	Mine	1	-90				
20	Mine	1	-90				
21	Mine	1	-90				
22	Mine	1	-90				
23	Mine	1	-90				
24	Mine	1	-90				
25	Mine	1	-90				







SECTOR 44



ENEMIES

Items\weapons section apply to initially set (□) mercs only									
ID	Hair	Level	Slot	Name	Drop Items Amount	Condition, %	Gun	Special	
		exp/arm							
1/A			1	Paper	1	-	Modified 9mm	Cb. Knife	
1	Red	5/3	2						
A	Brown	5/3	ammo	9mm Ammo(15)	0-5	-			
2/B			1	Camouflage Kit	2	50	Modified .357	Knife	
2	Gray	5/4	2	Stun Grenade	1	60			
B	Red	5/3	ammo	.357 Ammo(10)	0-5	-			
3/C			1	Key	1	50	M16 Rifle	Cb. Knife	
3	Black	5/3	2						
C	Black	5/3	ammo	M16 Ammo(20)	0-5	-			
4/D			1				M14 Rifle	Cb. Knife	
4	Bald	4/3	2						
D	Bald	4/3	ammo	M14 Ammo(20)	0-5	-			
5/E			1				.12g Rifle	Cb. Knife	
5	Red	4/3	2						
E	Red	4/3	ammo	.12g Ammo(6)	0-5	-			
6/F			1				M14 Rifle	Stun Gren.	
6	Blond	5/3	2						
F	Blond	5/3	ammo	M14 Ammo(20)	0-5	-			
7/G			1				.12g Rifle	Knife	
7	Brown	4/3	2						
G	Brown	4/3	ammo	.12g Ammo(6)	0-5	-			
8/H			1				Modified .357	Knife	
8	Gray	4/3	2						
H	Gray	4/3	ammo	.357 Ammo(10)	0-5	-			

LOCKED ▽  
CRATES

ID	Value	ID	Value
1	25	7	52
2	49		
3	40		
4	37		
5	57		
6	66		

AND

△  
DOORS

ID	Value	ID	Value
1	50		
2	P67		
3	42		

☆  
WARNING TRAPS

ID	Value
1	4
2	3



ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Glass Jar	1	89				
2	Oil Can	1	93				
3	Oil Can	1	89				
4	Gas Can	1	-6				
5	Detonator	1	99				
6	Explosives	1	-5				
7	Explosives	1	82				
8	Spectra Shield	1	91				
9Q	Blouse	1	- (Brenda Quest)				







SECTOR 43



ENEMIES

			Items\weapons section apply to initially set ( ) mercs only					
ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Note9	1	-	M16 Rifle	Grenade
1	Gray	5/3	2	Grenade	2	-5		
A	Gray	5/3	ammo	M16 Ammo(20)	0-5	-		
2/B			1				Mod. 12g Rifle	Tear Gas
2	Brown	6/3	2	Padlock Key	1	49		
B	Brown	6/3	ammo	.12g Ammo(6)	0-5	-		
3/C			1	Kevlar Vest	1	94	Modified .357	Cb. Knife
3	Blond	6/3	2	Kevlar Helmet	1	63		
C	Blond	6/3	ammo	.357 Ammo(10)	0-5	-		
4/D			1	First Aid Kit	1	64	M14 Rifle	Cb. Knife
4	Bald	6/3	2	Canteen	1	60		
D	Bald	6/3	ammo	M14 Ammo(20)	0-5	-		
5/E			1				Mod. 12g Rifle	Knife
5	Gray	6/4	2					
E	Gray	6/4	ammo	.12g Ammo(6)	0-5	-		
6/F			1				Modified 9mm	Cb. Knife
6	Black	5/3	2					
F	Black	5/3	ammo	9mm Ammo(15)	0-5	-		
7/G			1				M14 Rifle	Grenade
7	Brown	5/3	2					
G	Brown	5/3	ammo	M14 Ammo(20)	0-5	-		
8/H			1				Mod. 12g Rifle	Cb. Knife
8	Red	5/3	2					
H	Red	5/3	ammo	.12g Ammo(6)	0-5	-		

LOCKED ▽  
CRATES

ID	Value	ID	Value
1	37	7	32
2	45		
3	24		
4	53		
5	64		
6	22		

AND

△  
DOORS

ID	Value	ID	Value

☆  
WARNING TRAPS

ID	Value



ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1Q	Blouse	1	- (Brenda Quest)				
-----During Shipment Mission at Day 26-----							
2Q	Grenade	4	100				
3Q	Mustard Gas	3	91				
4Q	Detonator	2	84				
5Q	Plastic Explosive	1	80				
6Q	Stun Grenade	5	82				
7Q	M16 Ammo(20)	5	-				
8Q	M16 Rifle	1/1	83				
9Q	Grenade	2	100				
10Q	Explosives	1	80				
11Q	Explosives	1	80				







## SECTOR 42



### ENEMIES

Items\weapons section apply to initially set (□) mercs only

ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	.12g Ammo(6)	1-5	-	Mod. 12g Rifle	Cb. Knife
1	Blond	6/3	2	Padlock Key	1	53		
A	Blond	6/3	ammo	.12g Ammo(6)	0-5	-		
2/B			1	Tear Gas	1	100	M16 Rifle	Tear Gas
2	Brown	6/4	2	Key	1	48		
B	Brown	6/4	ammo	M16 Ammo(20)	0-5	-		
3/C			1	M14 Ammo(20)	1-5	-	M14 Rifle	Knife
3	Red	6/4	2	Camouflage Kit	1	62		
C	Red	6/4	ammo	M14 Ammo(20)	0-5	-		
4/D			1	.357 Ammo(10)	1-5	-	Modified .357	Cb. Knife
4	Black	6/3	2					
D	Black	6/3	ammo	.357 Ammo(10)	0-5	-		
5/E			1	M16 Ammo(20)	1-5	-	M16 Rifle	Grenade
5	Gray	5/3	2					
E	Gray	5/3	ammo	M16 Ammo(20)	0-5	-		
6/F			1				Mod. 12g Rifle	Cb. Knife
6	Blond	6/3	2					
F	Blond	6/3	ammo	.12g Ammo(6)	0-5	-		
7/G			1				Modified M14	Cb. Knife
7	Black	5/3	2					
G	Black	5/3	ammo	M14 Ammo(20)	0-5	-		
8/H			1				M16 Rifle	Knife
8	Gray	5/3	2					
H	Gray	5/3	ammo	M16 Ammo(20)	0-5	-		

### LOCKED ▽

#### CRATES

AND



#### DOORS



#### WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value
1	33	7	42	1	P53		
2	58	8	28	2	60		
3	62			3	P47		
4	66						
5	39						
6	22						



### ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Mine	1	-8				
2	Padlock Key	1	47				
3	Silencer	1	94				
4	Mine	1	80				
5	Metal Detector	1	86				
6	M14 Ammo(20)	4	-				
7	M14 Rifle	1/20	85				
8	9mm Ammo(15)	3	-				
9	Explosives	1	-6				
10	Rock	1	-				
11	Sniper Scope	1	88				
12	Live Plastic	1	-6				
13	Mine	1	-6				
14	Explosives	1	98				
15	Stun Grenade	1	98				
16	Mine	1	-5				
17	Spectra Shield	1	89				
18	Oil Can	1	94				
19	Oil Can	1	88				
20	Cloth Wick	1	87				
21	Tear Gas	3	90				
22	Crowbar	1	83				
23Q	Antidote	1	- (Virus Quest)				
			(replace ID 17)				







## SECTOR 41



### ENEMIES

Items\weapons section apply to initially set (□) mercs only

ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Note12	1	-	M16 Rifle	Cb. Knife
1	Gray	7/4	2	Camouflage Kit	1	66		
A	Gray	7/4	ammo	M16 Ammo(20)	0-5	-		
2/B			1	Tear Gas	1	100	Mod. 12g Rifle	Tear Gas
2	Red	6/3	2	Detonator	1	58		
B	Red	6/3	ammo	.12g Ammo(6)	0-5	-		
3/C			1				M14 Rifle	Cb. Knife
3	Brown	7/3	2	Explosives	1	-6		
C	Brown	7/3	ammo	M14 Ammo(20)	0-5	-		
4/D			1				Modified .357	Grenade
4	Black	7/3	2					
D	Black	7/3	ammo	.357 Ammo(10)	0-5	-		
5/E			1				Modified 9mm	Cb. Knife
5	Red	7/3	2					
E	Red	7/3	ammo	9mm Ammo(15)	0-5	-		
6/F			1				M14 Rifle	Knife
6	Blond	6/3	2					
F	Blond	6/3	ammo	M14 Ammo(20)	0-5	-		
7/G			1				Mod. 12g Rifle	Cb. Knife
7	Bald	6/3	2					
G	Bald	6/3	ammo	.12g Ammo(6)	0-5	-		
8/H			1				M16 Rifle	Knife
8	Brown	6/3	2					
H	Brown	6/3	ammo	M16 Ammo(20)	0-5	-		

### LOCKED



#### CRATES

AND



#### DOORS



#### WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
1	58								
2	66								



### ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Mine	1	-65	26	Mine	1	-92
2	Mine	1	-72	27	Mine	1	-82
3	Mine	1	-83	28	Mine	1	-85
4	Mine	1	-63	29	Mine	1	-88
5	Mine	1	-85	30	Mine	1	-76
6	Mine	1	-70	31	Mine	1	-78
7	Mine	1	-73	32	Mine	1	-82
8	Mine	1	-90	33	Mine	1	-68
9	Mine	1	-83	34	Mine	1	-83
10	Mine	1	-62	35	Mine	1	-85
11	Mine	1	-67	36	Mine	1	-88
12	Mine	1	-50	37	Mine	1	-83
13	Mine	1	-82	38	Mine	1	-86
14	Mine	1	-86	39	Mine	1	-61
15	Mine	1	-89	40	Chunk Of Steel	1	88
16	Sniper Scope	2	97				
17	M16 Rifle	1/20	93				
18	Mine	1	-60				
19	Mine	1	-81				
20	Mine	1	-47				
21	Mine	1	-67				
22	Mine	1	-71				
23	Mine	1	-62				
24	Mine	1	-86				
25	Mine	1	-63				







SECTOR 40



ENEMIES

ENEMIES			Items\weapons section apply to initially set (☐) mercs only					
ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1				.38 Revolver	Knife
1	Blond	1/0	2					
A	Blond	1/0	ammo	.38 Ammo(6)	0-5	-		
2/B			1				.38 Revolver	Knife
2	Gray	1/1	2					
B	Gray	1/1	ammo	.38 Ammo(6)	0-5	-		
3/C			1	Knife	1	99	.38 Revolver	-
3	Red	1/0	2	Kevlar Vest	1	53		
C	Red	1/0	ammo	.38 Ammo(6)	0-5	-		
4/D			1	Grenade	1	84	.38 Revolver	Grenade
4	Black	1/0	2					
D	Black	1/0	ammo	.38 Ammo(6)	0-5	-		
5/E			1	.45 Ammo(6)	1-5	-	Colt .45	-
5	Brown	1/0	2					
E	Brown	1/0	ammo	.45 Ammo(6)	0-5	-		
6/F			1	.38 Ammo(6)	1-5	-	.38 Revolver	Knife
6	Brown	1/0	2					
F	Brown	1/0	ammo	.38 Ammo(6)	0-5	-		
7/G			1	Knife	1	94	.38 Revolver	Knife
7	Bald	1/1	2					
G	Bald	1/1	ammo	.38 Ammo(6)	0-5	-		
8/H			1				.38 Revolver	Knife
8	Blond	1/1	2					
H	Blond	1/1	ammo	.38 Ammo(6)	0-5	-		

LOCKED ▽  
CRATES

ID	Value	ID	Value
1	26		
2	25		
3	33		
4	28		

AND

△  
DOORS

ID	Value	ID	Value
1	P55		
2	28		
3	28		

☆  
WARNING TRAPS

ID	Value
1	-2



ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Colt .45	1/6	45				
2	.357 Ammo(10)	4	-1				
3	.38 Ammo(6)	3	-				
4	5-Pocket Vest	1	-				
5	.45 Ammo(6)	3	-				
6	Medical Kit	1	98				
7	Padlock Key	1	55				
8	.357 Magnum	1/1	32				
9	Canteen	1	90				
10	9mm Beretta	1/15	85				
11	9mm Ammo(15)	2	-				
12	Combat Knife	1	80				







## SECTOR 39



### ENEMIES

Items\weapons section apply to initially set (□) mercs only

ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Metal Detector	1	81	Colt .45	Cb. Knife
1	Blond	1/1	2					
A	Blond	1/1	ammo	.45 Ammo(6)	0-5	-		
2/B			1	5-Pocket Vest	1-5	-	.38 Revolver	Knife
2	Black	1/0	2					
B	Black	1/0	ammo	.38 Ammo(6)	0-5	-		
3/C			1	Grenade	1	50	.38 Revolver	Grenade
3	Brown	1/0	2					
C	Brown	1/0	ammo	.38 Ammo(6)	0-5	-		
4/D			1				.38 Revolver	Knife
4	Red	1/0	2					
D	Red	1/0	ammo	.38 Ammo(6)	0-5	-		
5/E			1	Money	1	670\$	.38 Revolver	-
5	Gray	1/0	2	Canteen	1	77		
E	Gray	1/0	ammo	.38 Ammo(6)	0-5	-		
6/F			1				Colt .45	Knife
6	Bald	1/1	2					
F	Bald	1/1	ammo	.45 Ammo(6)	0-5	-		
7/G			1				.38 Revolver	Knife
7	Blond	1/0	2					
G	Blond	1/0	ammo	.38 Ammo(6)	0-5	-		
8/H			1				.38 Revolver	Knife
8	Black	1/0	2					
H	Black	1/0	ammo	.38 Ammo(6)	0-5	-		

### LOCKED ▽

#### CRATES

AND



#### DOORS



#### WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
1	21			1	26			1	1
2	18							2	2
3	15							3	2
4	22								
5	20								



### ITEMS

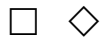
ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Knife	1	68 (buried)	26	Type1 Explosive	1	-90
2	.38 Ammo(6)	3	-	27	Type1 Explosive	1	-90
3	Grenade	1	20				
4	Type1 Detonator	1	-1				
5	Type1 Detonator	1	-1				
6	Type1 Explosive	1	-89				
7	Type1 Explosive	1	-91				
8	Type1 Explosive	1	-93				
9	Type1 Explosive	1	-82				
10	Type1 Explosive	1	-82				
11	Type1 Detonator	1	-2				
12	Type1 Detonator	1	-2				
13	Type1 Detonator	1	-1				
14	.357 Ammo(10)	4	-				
15	.38 Ammo(6)	4	-				
16	.45 Ammo(6)	2	-				
17	Type1 Explosive	1	-90				
18	Type1 Explosive	1	-90				
19	Type1 Explosive	1	-90				
20	Type1 Explosive	1	-90				
21	Type1 Explosive	1	-90				
22	Type1 Explosive	1	-90				
23	Type1 Explosive	1	-90				
24	Type1 Explosive	1	-90				
25	Type1 Explosive	1	-90				







SECTOR 38



ENEMIES

Items\weapons section apply to initially set (□) mercs only								
ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Note2	1	-	Colt .45	Knife
1	Gray	1/0	2	5-Pocket Vest	1	-		
A	Gray	1/0	ammo	.45 Ammo(6)	0-5	-		
2/B			1	Key	1	70	M14 Rifle	Cb. Knife
2	Black	1/0	2	Key	1	88		
B	Black	1/0	ammo	M14 Ammo(20)	0-5	-		
3/C			1	.12g Ammo(6)	1-5	-	9mm Beretta	Knife
3	Brown	1/1	2	9mm Ammo(15)	1-5	-		
C	Brown	1/1	ammo	9mm Ammo(15)	0-5	-		
4/D			1				.38 Revolver	Grenade
4	Blond	1/0	2					
D	Blond	1/0	ammo	.38 Ammo(6)	0-5	-		
5/E			1				.38 Revolver	Knife
5	Brown	1/1	2					
E	Brown	1/1	ammo	.38 Ammo(6)	0-5	-		
6/F			1				.357 Magnum	Knife
6	Gray	1/1	2					
F	Gray	1/1	ammo	.357 Ammo(10)	0-5	-		
7/G			1				.38 Revolver	Knife
7	Brown	1/1	2					
G	Brown	1/1	ammo	.38 Ammo(6)	0-5	-		
8/H			1				.38 Revolver	Knife
8	Blond	1/1	2					
H	Blond	1/1	ammo	.38 Ammo(6)	0-5	-		

LOCKED ▽  
CRATES

AND

△  
DOORS

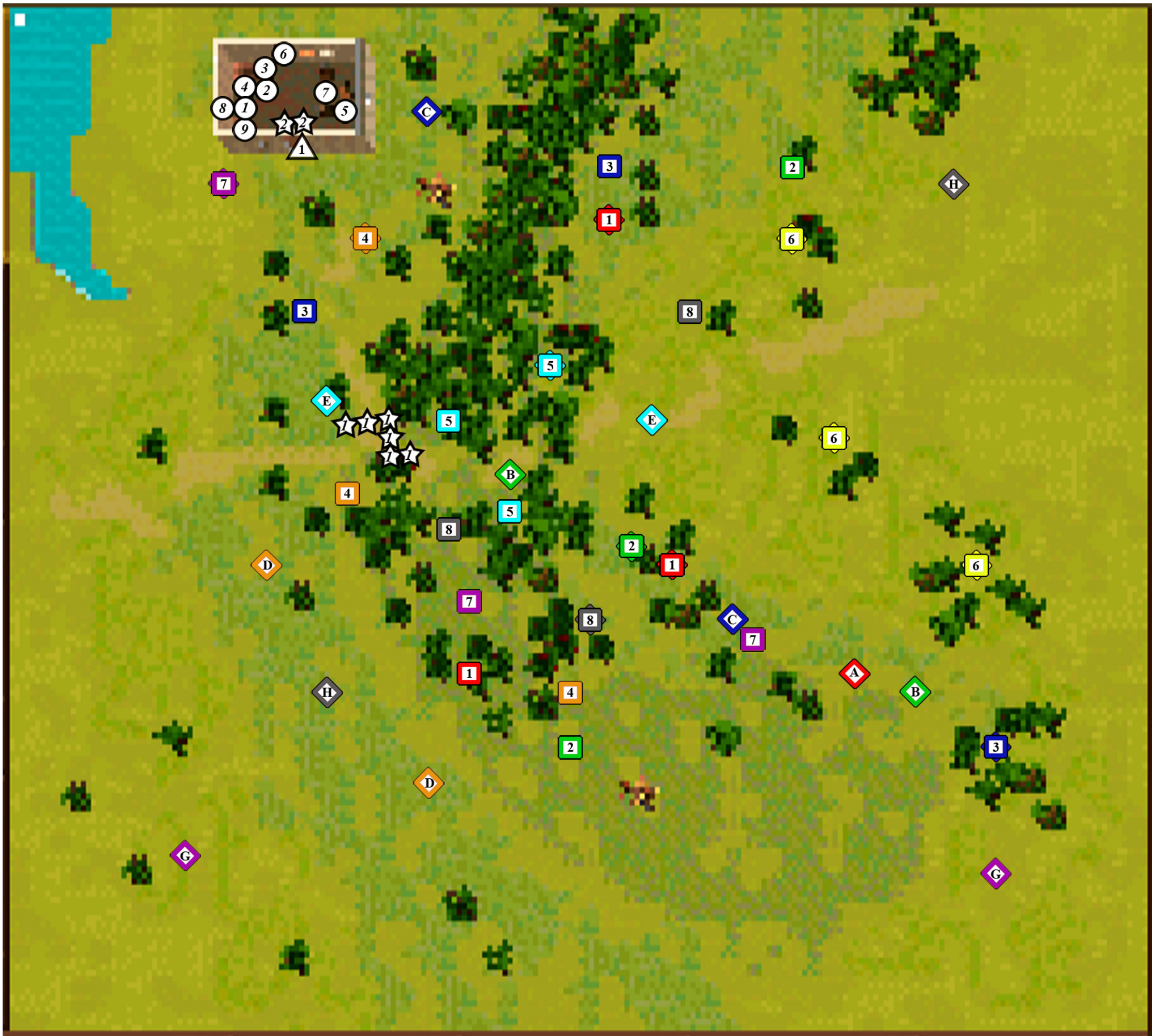
☆  
WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value
				1	88		
						1	3
						2	4

○  
ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Kevlar Vest	1	82				
2	Kevlar Helmet	1	84				
3	Camouflage Kit	1	70				
4	Sun Goggles	1	80				
5	First Aid Kit	1	20				
6	First Aid Kit	1	80				
7	.357 Magnum	1/1	85				
8	DoorClose Trigger	1	88				
9	Key	1	88				







SECTOR 37



ENEMIES

			Items\weapons section apply to initially set ( ) mercs only					
ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	5-Pocket Vest	1	-	9mm Beretta	Knife
1	Red	2/1	2					
A	Blond	1/2	ammo	9mm Ammo(15)	0-5	-		
2/B			1				Colt .45	Knife
2	Black	1/1	2					
B	Black	1/2	ammo	.45 Ammo(6)	0-5	-		
3/C			1	Key	1	44	Colt .45	Knife
3	Blond	1/2	2					
C	Blond	1/2	ammo	.45 Ammo(6)	0-5	-		
4/D			1	Grenade	1	-2	9mm Beretta	Grenade
4	Gray	2/2	2					
D	Gray	2/2	ammo	9mm Ammo(15)	0-5	-		
5/E			1				.357 Magnum	Knife
5	Black	1/2	2					
E	Black	1/2	ammo	.357 Ammo(10)	0-5	-		
6/F			1				Colt .45	Knife
6	Bald	1/1	2					
F	Bald	1/1	ammo	.45 Ammo(6)	0-5	-		
7/G			1				Colt .45	Knife
7	Red	2/1	2					
G	Red	2/1	ammo	.45 Ammo(6)	0-5	-		
8/H			1				Colt .45	Knife
8	Black	2/2	2					
H	Black	2/2	ammo	.45 Ammo(6)	0-5	-		

LOCKED ▽  
CRATES

ID	Value	ID	Value
1	65		
2	40		
3	50		
4	41		
5	38		

AND

△  
DOORS (Metal)

ID	Value	ID	Value
1	44		
2	28		

☆  
WARNING TRAPS

ID	Value
----	-------



ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Note13	1	-				
2	Silencer	1	91				
3	.12g Rifle	1/0	25				
4	Silencer	1	96				
5	Rock	1	-				
6	Crowbar	1	99				
7	Silencer	1	91				
8	Silencer	1	93				
9	9mm Ammo(15)	3	-				
10	Metal Detector	1	96				





SECTOR 36



ENEMIES

Items\weapons section apply to initially set (□) mercs only								
ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1				9mm Beretta	Knife
1	Red	2/2	2					
A	Blond	2/2	ammo	9mm Ammo(15)	0-5	-		
2/B			1	Key	1	36	9mm Beretta	Knife
2	Bald	1/2	2	Tear Gas	1	67		
B	Gray	1/0	ammo	9mm Ammo(15)	0-5	-		
3/C			1	Key	1	46	9mm Beretta	Grenade
3	Red	1/1	2					
C	Red	1/1	ammo	9mm Ammo(15)	0-5	-		
4/D			1				.12g Shotgun	Knife
4	Blond	2/2	2					
D	Blond	2/2	ammo	.12g Ammo(6)	0-5	-		
5/E			1				9mm Beretta	Knife
5	Black	2/2	2					
E	Black	2/2	ammo	9mm Ammo(15)	0-5	-		
6/F			1				M14 Rifle	Stun Gren.
6	Blond	2/2	2					
F	Blond	2/2	ammo	M14 Ammo(20)	0-5	-		
7/G			1				.357 Magnum	Knife
7	Black	2/2	2					
G	Black	2/2	ammo	.357 Ammo(10)	0-5	-		
8/H			1				9mm Beretta	Knife
8	Gray	2/1	2					
H	Gray	2/1	ammo	9mm Ammo(15)	0-5	-		

LOCKED ▽  
CRATES

ID	Value	ID	Value
1	45	7	62
2	27		
3	57		
4	61		
5	31		
6	61		

AND

△  
DOORS (Metal)

ID	Value	ID	Value
1	46		
2	38		

☆  
WARNING TRAPS

ID	Value
----	-------



ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Camouflage Kit	1	-3 (box trapped)				
2	Sniper Scope	1	98				
3	Padlock Key	1	33				
4	First Aid Kit	1	86				
5	Money	1	50\$				
6	Key	1	38				

-----During Shipment Mission at Day 9-----

7Q	Grenade	2	100
8Q	.357 Magnum	1/1	80
9Q	.357 Magnum	1/1	97
10Q	.12g Shotgun	1/1	81
11Q	.357 Ammo(10)	2	-
12Q	.12g Ammo(6)	1	-
13Q	Oil Can	1	86
14Q	Mine	1	86
15Q	Mine	1	83







SECTOR 35



ENEMIES

Items\weapons section apply to initially set ( ) mercs only								
ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Key	1	56	.12g Shotgun	Knife
1	Blond	3/2	2	Shielded Vest	1	68		
A	Blond	3/2	ammo	.12g Ammo(6)	0-5	-		
2/B			1				.357 Magnum	Must. Gas
2	Bald	3/2	2					
B	Bald	3/2	ammo	.357 Ammo(10)	0-5	-		
3/C			1	Note5	1	-	.12g Shotgun	Knife
3	Brown	3/2	2	Camouflage Kit	1	79		
C	Brown	3/2	ammo	.12g Ammo(6)	0-5	-		
4/D			1				.357 Magnum	Knife
4	Red	3/2	2					
D	Red	3/2	ammo	.357 Ammo(10)	0-5	-		
5/E			1				.357 Magnum	Grenade
5	Gray	2/2	2					
E	Gray	2/2	ammo	.357 Ammo(10)	0-5	-		
6/F			1	9mm Beretta	1/1	83	9mm Beretta	Knife
6	Black	3/2	2					
F	Black	3/2	ammo	9mm Ammo(15)	0-5	-		
7/G			1				9mm Beretta	Knife
7	Brown	2/2	2					
G	Brown	2/2	ammo	9mm Ammo(15)	0-5	-		
8/H			1				9mm Beretta	Knife
8	Blond	2/2	2					
H	Blond	2/2	ammo	9mm Ammo(15)	0-5	-		

LOCKED ▽  
CRATES

AND

△  
DOORS

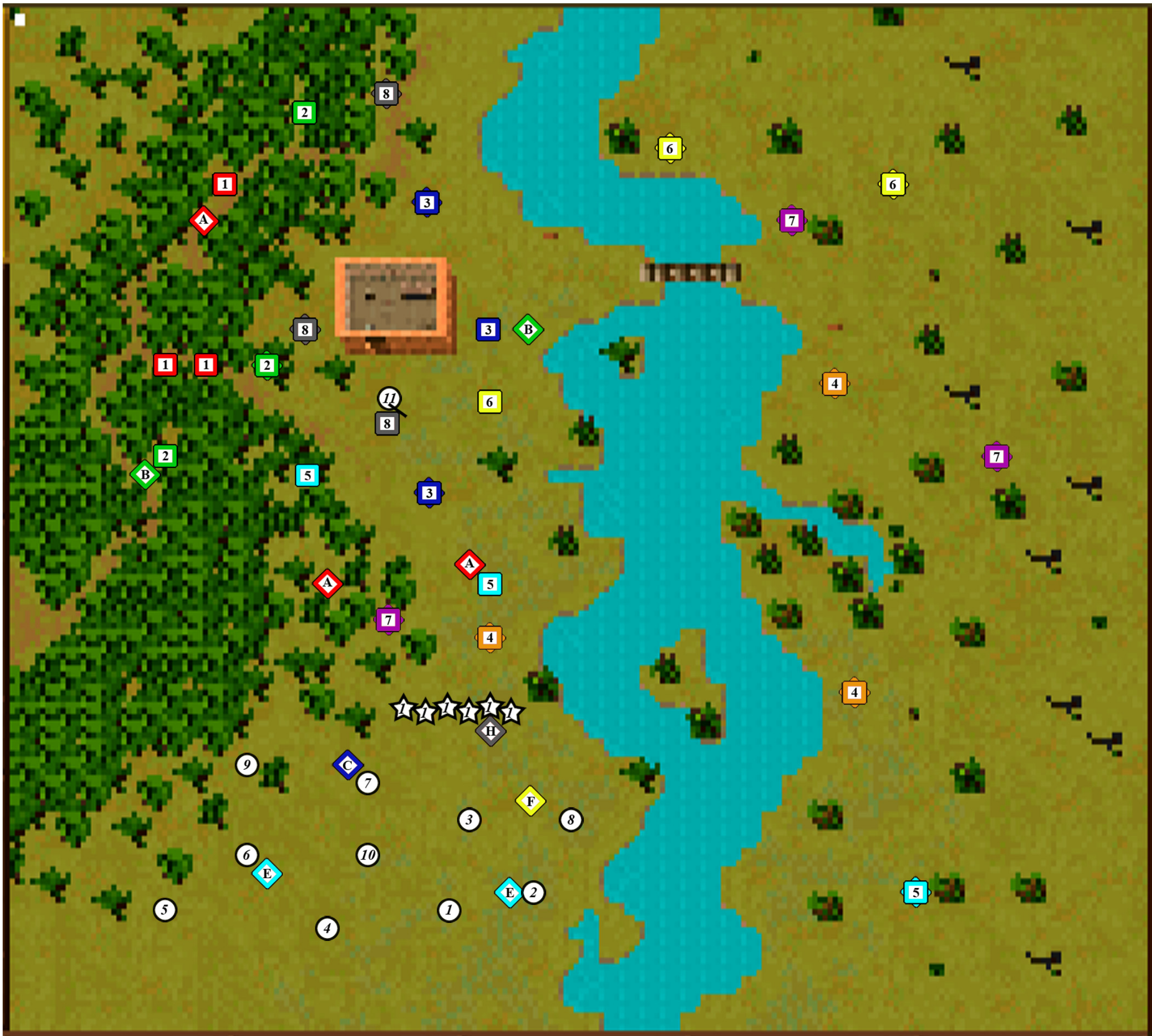
☆  
WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
								1	3

○  
ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Mine	1	-90				
2	Mine	1	-90				
3	Mine	1	-90				
4	Mine	1	-90				
5	Mine	1	-90				
6	Mine	1	-90				
7	Mine	1	-90				
8	Mine	1	-90				
9	Mine	1	-90				
10	Mine	1	-90				
11Q	Blouse	1	- (Brenda Quest)				







SECTOR 34



ENEMIES

			Items\weapons section apply to initially set ( ) mercs only				
ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun Special
1/A			1	Note5	1	-	Mod. 12g Rifle Cb. Knife
1	Black	5/4	2				
A	Black	5/4	ammo	.12g Ammo(6)	0-5	-	
2/B			1	Padlock Key	1	63	Modified .357 Cb. Knife
2	Red	4/3	2	Detonator	1	78	
B	Red	4/3	ammo	.357 Ammo(10)	0-5	-	
3/C			1				Modified .357 Cb. Knife
3	Brown	5/4	2				
C	Brown	5/4	ammo	.357 Ammo(10)	0-5	-	
4/D			1				M14 Rifle Cb. Knife
4	Blond	4/4	2				
D	Blond	4/4	ammo	M14 Ammo(20)	0-5	-	
5/E			1				Modified 9mm Tear Gas
5	Bald	4/3	2				
E	Bald	4/3	ammo	9mm Ammo(15)	0-5	-	
6/F			1	Tear Gas	1	81	.12g Rifle Tear Gas
6	Brown	5/3	2				
F	Brown	5/3	ammo	.12g Ammo(6)	0-5	-	
7/G			1				Modified 9mm Knife
7	Gray	5/4	2				
G	Gray	5/4	ammo	9mm Ammo(15)	0-5	-	
8/H			1				.12g Rifle Cb. Knife
8	Black	4/3	2				
H	Black	4/3	ammo	.12g Ammo(6)	0-5	-	

LOCKED ▽  
CRATES

AND

△  
DOORS

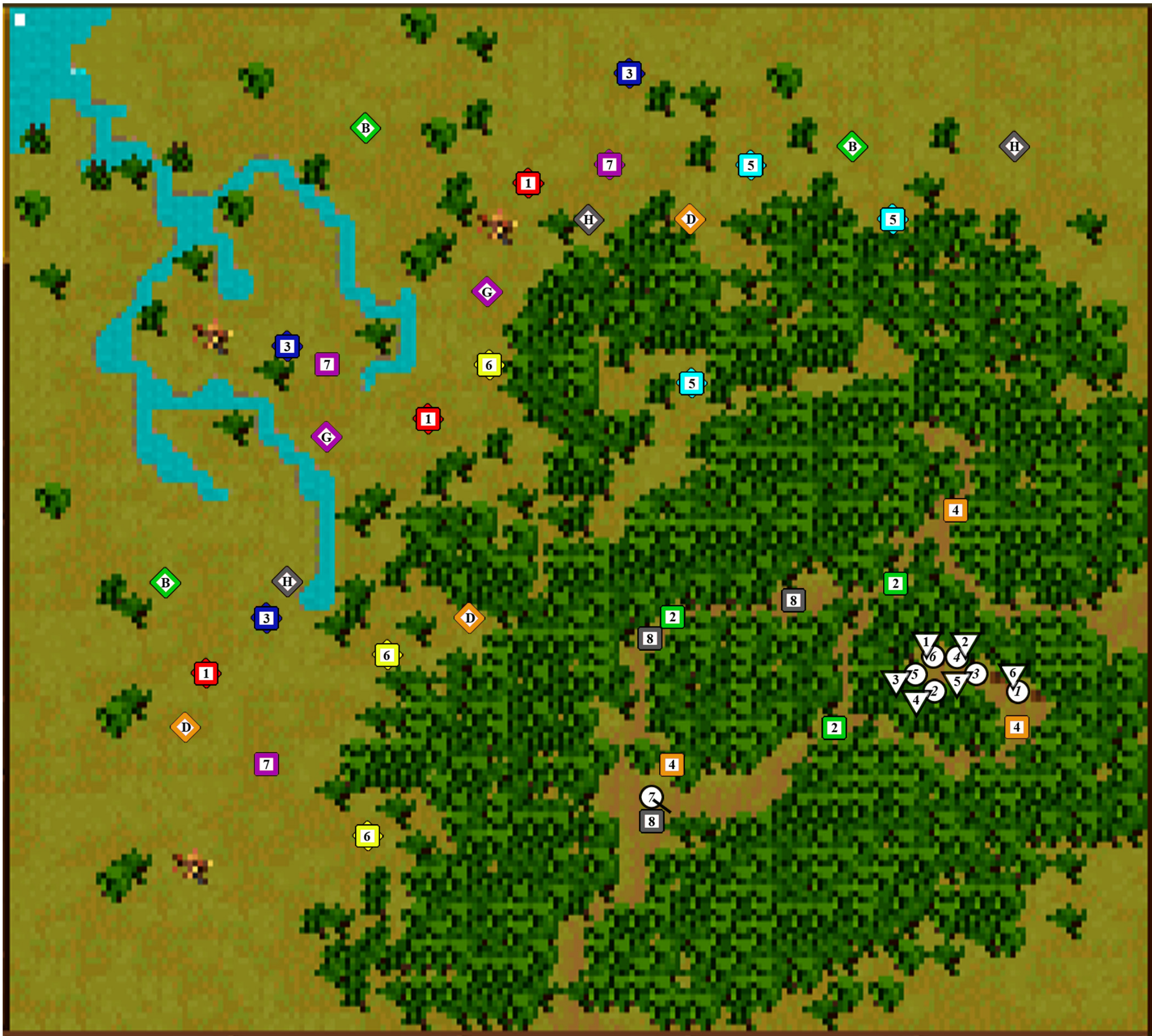
☆  
WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
1	63								
2	52								
3	40								
4	36								
5	43								
6	39								

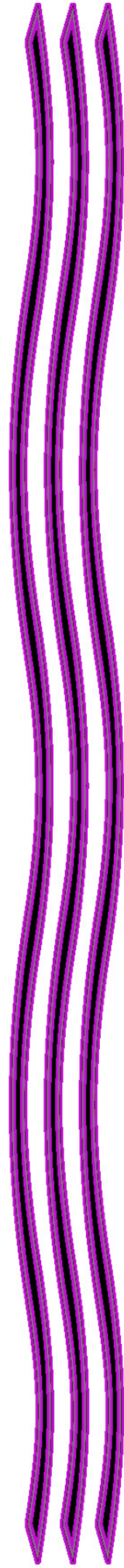
○  
ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Live Plastic	1	-4				
2	M14 Rifle	1/15	66				
3	9mm Ammo(15)	4	-				
4	.45 Ammo(6)	2	-				
5	Kevlar Helmet	1	96				
6	Gas Mask	1	83				
7Q	Blouse	1	- (Brenda Quest)				





34





## SECTOR 33



### ENEMIES

Items\weapons section apply to initially set (□) mercs only

ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Padlock Key	1	73	M16 Rifle	Cb. Knife
1	Bald	6/4	2	Compound 17	1	55		
A	Bald	6/4	ammo	M16 Ammo(20)	0-5	-		
2/B			1	Stun Grenade	2	-5	M14 Rifle	Stun Gren.
2	Black	6/3	2	Sun Goggles	1	61		
B	Black	6/3	ammo	M14 Ammo(20)	0-5	-		
3/C			1				M16 Rifle	Cb. Knife
3	Blond	5/3	2					
C	Blond	5/3	ammo	M16 Ammo(20)	0-5	-		
4/D			1				Mod. 12g Rifle	Cb. Knife
4	Brown	6/3	2					
D	Brown	6/3	ammo	.12g Ammo(6)	0-5	-		
5/E			1				Modified .357	Knife
5	Blond	6/3	2					
E	Blond	6/3	ammo	.357 Ammo(10)	0-5	-		
6/F			1				Modified 9mm	Knife
6	Gray	5/3	2					
F	Gray	5/3	ammo	9mm Ammo(15)	0-5	-		
7/G			1				M16 Rifle	Cb. Knife
7	Red	5/4	2					
G	Red	5/4	ammo	M16 Ammo(20)	0-5	-		
8/H			1				M14 Rifle	Knife
8	Black	6/3	2					
H	Black	6/3	ammo	M14 Ammo(20)	0-5	-		

### LOCKED ▽

#### CRATES

AND



#### DOORS



#### WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
1	51	7	21	1	P73			1	6
2	57			2	P49				
3	48			3	48				
4	55			4	72				
5	50			5	51				
6	40								



### ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Note0	1	-	26	Crowbar	1	83
2	Mine	1	-79	27	Type1 Explosive	1	-90
3	Mine	1	-85	28	Type1 Explosive	1	-90
4	Mine	1	-83	29	Type1 Explosive	1	-90
5	Mine	1	-73	30	Type1 Explosive	1	-90
6	Cloth Wick	1	80	31Q	Bra	1	- (Brenda Quest)
7	Type1 Explosive	1	-90				
8	M14 Rifle	1/20	84				
9	Explosives	1	-6				
10	Oil Can	1	95				
11	Tool Kit	1	94				
12	M16 Ammo(20)	2	-6 (box trapped)				
13	Key	1	72				
14	Canteen	1	85				
15	Canteen	1	85				
16	Mine	1	-90				
17	Mine	1	-90				
18	First Aid Kit	1	84				
19	Canteen	1	97				
20	Type1 Detonator	1	-7				
21	Type1 Explosive	1	-90				
22	Type1 Explosive	1	-90				
23	Gas Mask	1	82				
24	Type1 Explosive	1	-90				
25	Tear Gas	2	87				





SECTOR 32



ENEMIES

ENEMIES			Items\weapons section apply to initially set (□) mercs only					
ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Note12	1	-	Modified M14	Cb. Knife
1	Blond	7/4	2					
A	Blond	7/4	ammo	M14 Ammo(20)	0-5	-		
2/B			1	Key	1	62	M16 Rifle	Knife
2	Bald	6/3	2	Spectra Shield	1	57		
B	Bald	6/3	ammo	M16 Ammo(20)	0-5	-		
3/C			1				Mod. 12g Rifle	Cb. Knife
3	Red	7/3	2					
C	Red	7/3	ammo	.12g Ammo(6)	0-5	-		
4/D			1	Mustard Gas	1	54	Modified .357	Must. Gas
4	Gray	6/4	2					
D	Gray	6/4	ammo	.357 Ammo(10)	0-5	-		
5/E			1				Modified 9mm	Cb. Knife
5	Brown	7/3	2					
E	Brown	7/3	ammo	9mm Ammo(15)	0-5	-		
6/F			1				M16 Rifle	Grenade
6	Blond	6/3	2					
F	Blond	6/3	ammo	M16 Ammo(20)	0-5	-		
7/G			1				.12g Rifle	Knife
7	Gray	6/4	2					
G	Gray	6/4	ammo	.12g Ammo(6)	0-5	-		
8/H			1				Modified M14	Stun Gren.
8	Brown	7/3	2					
H	Brown	7/3	ammo	M14 Ammo(20)	0-5	-		

LOCKED ▽  
CRATES

ID	Value	ID	Value
1	56		

AND

△  
DOORS (Metal)

ID	Value	ID	Value

☆  
WARNING TRAPS

ID	Value
1	5
2	3
3	2

○  
ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Canteen	1	98				
2	Canteen	1	95				
3	Canteen	1	86				
4	Canteen	1	90				
5	Paper	1	-				
6	Canteen	1	83				
7	Key	1	40				
8	Compound 17	2	96				
9	Gas Can	1	89				
10	Gas Can	1	93				
11	Explosives	1	-6				
12	Mine	1	-90				
13	Mine	1	-90				
14	Mine	1	-90				
15	Mine	1	-90				
16	Mine	1	-90				
17	Mine	1	-90				
18	Mine	1	-90				
19	Mine	1	-90				
20	.12g Ammo(6)	3	-				
21	Glass Jar	1	88				







## SECTOR 31



### ENEMIES

Items\weapons section apply to initially set (□) mercs only

ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Key	1	76	Mod. 12g Rifle	Detonator
1	Red	7/3	2					
A	Red	7/3	ammo	.12g Ammo(6)	0-5	-		
2/B			1	Key	1	76	M14 Rifle	Stun Gren.
2	Blond	6/4	2	Spectra Shield	1	56		
B	Blond	6/4	ammo	M14 Ammo(20)	0-5	-		
3/C			1				Modified .357	Cb. Knife
3	Black	7/3	2	First Aid Kit	1	82		
C	Black	7/3	ammo	.357 Ammo(10)	0-5	-		
4/D			1				Modified .357	Cb. Knife
4	Black	7/4	2					
D	Black	7/4	ammo	.357 Ammo(10)	0-5	-		
5/E			1				M16 Rifle	Cb. Knife
5	Brown	7/3	2					
E	Brown	7/3	ammo	M16 Ammo(20)	0-5	-		
6/F			1				Mod. 12g Rifle	Cb. Knife
6	Gray	6/3	2					
F	Gray	6/3	ammo	.12g Ammo(6)	0-5	-		
7/G			1				M16 Rifle	Stun Gren.
7	Black	6/4	2					
G	Black	6/4	ammo	M16 Ammo(20)	0-5	-		
8/H			1				M16 Rifle	Stun Gren.
8	Brown	6/4	2					
H	Brown	6/4	ammo	M16 Ammo(20)	0-5	-		

### LOCKED ▽ CRATES

AND

### △ DOORS

### ☆ WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
				1	76				
				2	76				
				3	78				
				4	80				
				5	2				
				6	2				



### ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Type3 Detonator	1	-2				
2	Colt .45	1/6	82				
3	Key	1	84				
4	Glass Jar	1	98				
5	Cloth Wick	1	99				
6	Key	1	80				
7	Compound 17	1	91				
8	Gas Can	1	-7 (box trapped)				
9	Money	1	200\$				
10	DoorOpen Trigger	1	2				
11	DoorOpen Trigger	1	2				
12	DoorOpen Trigger	1	2				
13	DoorOpen Trigger	1	2				
-----During Plant Sabotage Mission-----							
14Q	Type3 Explosive	1	-6				
15Q	Type3 Explosive	1	-6				
16Q	Type3 Explosive	1	-6				
17Q	Type3 Explosive	1	-6				
18Q	Type3 Explosive	1	-6				
19Q	Type3 Explosive	1	-6				
20Q	Type3 Explosive	1	-6				
21Q	Type3 Explosive	1	-6				
22Q	Type3 Explosive	1	-6				







SECTOR 30



ENEMIES

ENEMIES			Items\weapons section apply to initially set (□) mercs only					
ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Silencer	1	30	9mm Beretta	Knife
1	Blond	2/1	2					
A	Blond	1/1	ammo	9mm Ammo(15)	0-5	-		
2/B			1				Colt .45	Knife
2	Red	2/1	2					
B	Red	1/1	ammo	.45 Ammo(6)	0-5	-		
3/C			1	Extended Ear	1	93	Colt .45	Grenade
3	Black	2/1	2					
C	Black	2/1	ammo	.45 Ammo(6)	0-5	-		
4/D			1				Colt .45	-
4	Blond	1/2	2					
D	Blond	1/2	ammo	.45 Ammo(6)	0-5	-		
5/E			1				.38 Revolver	Knife
5	Red	1/1	2					
E	Red	1/1	ammo	.38 Ammo(6)	0-5	-		
6/F			1				Colt .45	Knife
6	Bald	1/2	2					
F	Bald	1/2	ammo	.45 Ammo(6)	0-5	-		
7/G			1	First Aid Kit	1	76	Colt .45	Grenade
7	Red	2/1	2					
G	Red	2/1	ammo	.45 Ammo(6)	0-5	-		
8/H			1	.45 Ammo(6)	1-5	-	Colt .45	-
8	Red	1/2	2					
H	Red	1/2	ammo	.45 Ammo(6)	0-5	-		

LOCKED ▽  
CRATES

AND

△  
DOORS

☆  
WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
				1	46				
				2	42				

○  
ITEMS

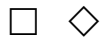
ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	.45 Ammo(6)	1	-				
2	.38 Ammo(6)	3	-				
3	Gas Can	1	89				
4	.45 Ammo(6)	2	-				
5	Money	1	300\$				
6	Kevlar Helmet	1	84				
7	.357 Ammo(10)	1	-				
8	Glass Jar	1	91				
9	Glass Jar	1	85				
10	Money	1	250\$				







SECTOR 29



ENEMIES

Items\weapons section apply to initially set (□) mercs only								
ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1				Colt .45	Knife
1	Gray	2/2	2	Money	1	250\$		
A	Gray	2/2	ammo	.45 Ammo(6)	0-5	-		
2/B			1	Key	1	48	Colt .45	Cb. Knife
2	Blond	2/1	2					
B	Blond	2/1	ammo	.45 Ammo(6)	0-5	-		
3/C			1				Colt .45	Knife
3	Black	1/1	2					
C	Black	1/1	ammo	.45 Ammo(6)	0-5	-		
4/D			1				.38 Revolver	Knife
4	Bald	2/0	2					
D	Bald	2/0	ammo	.38 Ammo(6)	0-5	-		
5/E			1	Compound 17	1	81	9mm Beretta	Knife
5	Gray	2/1	2					
E	Gray	1/1	ammo	9mm Ammo(15)	0-5	-		
6/F			1				.38 Revolver	Grenade
6	Bald	1/2	2					
F	Bald	1/2	ammo	.38 Ammo(6)	0-5	-		
7/G			1	Kevlar Vest	1	58	.38 Revolver	Knife
7	Red	1/2	2	Knife	1	95		
G	Red	1/2	ammo	.38 Ammo(6)	0-5	-		
8/H			1				Colt .45	-
8	Brown	1/1	2					
H	Brown	1/1	ammo	.45 Ammo(6)	0-5	-		

LOCKED ▽

CRATES

AND



DOORS



WARNING TRAPS

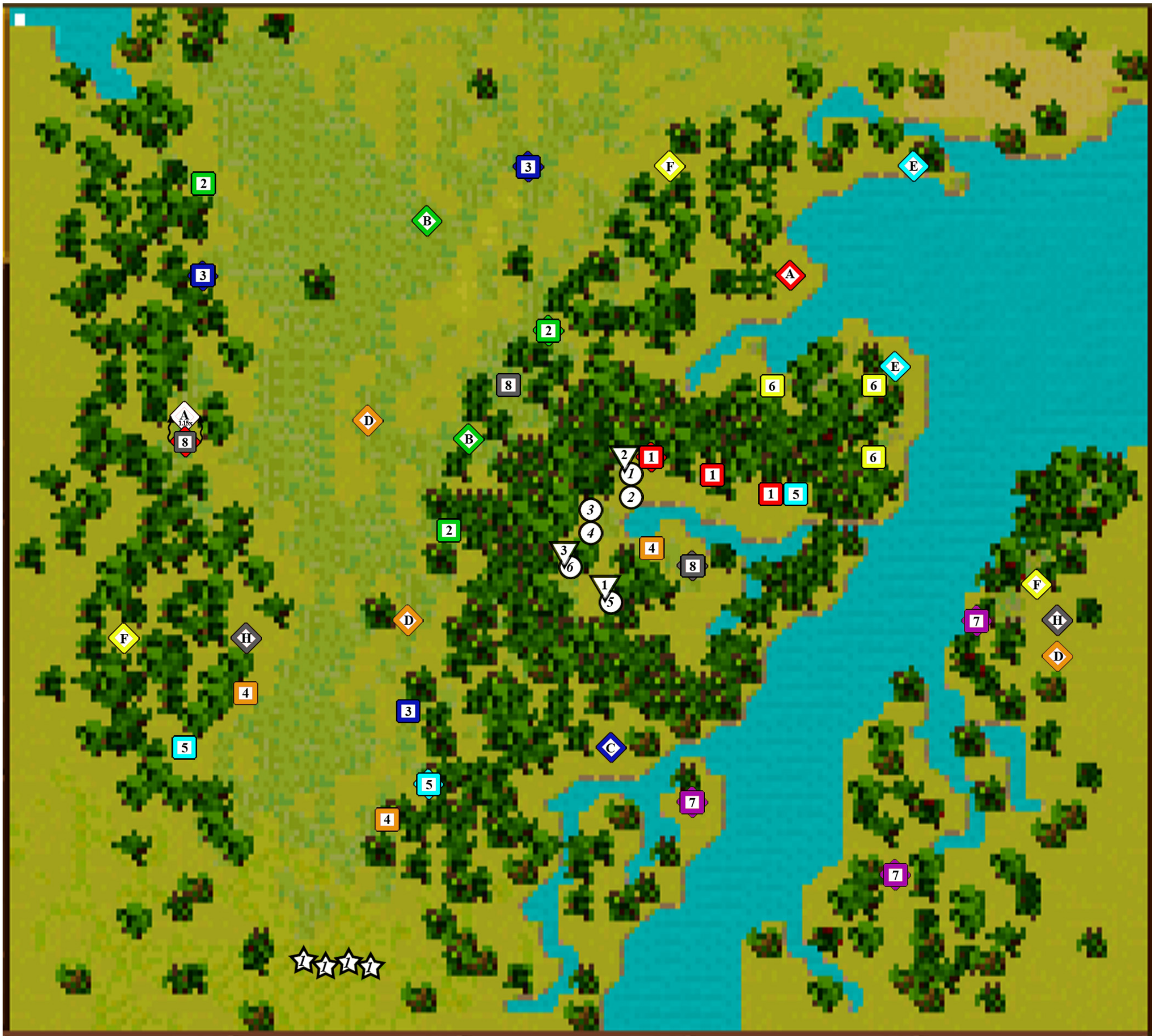
ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
1	27							1	1
2	39								
3	23								



ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	.45 Ammo(6)	1	-				
2	.45 Ammo(6)	2	-				
3	Medical Kit	1	85				
4	Canteen	2	88				
5	Explosives	1	-2				
6	Grenade	2	98				







SECTOR 28



ENEMIES

			Items\weapons section apply to initially set (□) mercs only					
ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	9mm Ammo(15)	1-5	-	9mm Beretta	Knife
1	Blond	1/2	2					
A	Blond	1/2	ammo	9mm Ammo(15)	0-5	-		
2/B			1	Note2	1	-	Colt .45	-
2	Red	1/1	2					
B	Red	1/1	ammo	.45 Ammo(6)	0-5	-		
3/C			1	.45 Ammo(6)	1-5	-	Colt .45	Knife
3	Brown	1/1	2	Knife	1	52		
C	Brown	1/1	ammo	.45 Ammo(6)	0-5	-		
4/D			1				Colt .45	Knife
4	Bald	1/2	2					
D	Bald	1/2	ammo	.45 Ammo(6)	0-5	-		
5/E			1	Canteen	2	51	.38 Revolver	Grenade
5	Brown	1/1	2					
E	Brown	1/1	ammo	.38 Ammo(6)	0-5	-		
6/F			1	Helmet	1	84	Colt .45	Knife
6	Bald	2/1	2					
F	Bald	2/1	ammo	.45 Ammo(6)	0-5	-		
7/G			1	Combat Knife	1	83	Colt .45	Cb. Knife
7	Gray	1/2	2					
G	Gray	1/2	ammo	.45 Ammo(6)	0-5	-		
8/H			1				Colt .45	-
8	Red	1/1	2					
H	Red	1/1	ammo	.45 Ammo(6)	0-5	-		

LOCKED ▽  
CRATES

ID	Value	ID	Value
1	40		
2	30		
3	55		
4	50		

AND

△  
DOORS (Metal)

ID	Value	ID	Value
1	70		
2	66		
3	P97		

☆  
WARNING TRAPS

ID	Value
----	-------



ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	.45 Ammo(6)	1	-				
2	Medical Kit	1	84				
3	First Aid Kit	1	50				
4	Wall Probe	1	40				
5	.45 Ammo(6)	1	-				
6	Colt .45	1/6	82				
7	Locksmith Kit	1	93				
8	Oil Can	1	86				
9	Money	1	1000\$ (buried)				
10	Money	1	1000\$ (buried)				
11	Money	1	1000\$ (buried)				
12	Glass Jar	1	80				
13	9mm Beretta	1/1	96				
14	Key	1	70				
15	DoorOpen Trigger	1	66				
16	Cloth Wick	1	97				
17	Key	1	66				
18	Cloth Wick	1	89				
19Q	Lab Coat (+ Note10)	1	- (Brenda Quest)				







## SECTOR 27



### ENEMIES

Items\weapons section apply to initially set (□) mercs only

ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Note9	1	-	9mm Beretta	Knife
1	Blond	3/3	2					
A	Bald	3/3	ammo	9mm Ammo(15)	0-5	-		
2/B			1	Padlock Key	1	77	.357 Magnum	Cb. Knife
2	Black	4/3	2					
B	Bald	3/3	ammo	.357 Ammo(10)	0-5	-		
3/C			1				.357 Magnum	Detonator
3	Brown	3/3	2					
C	Brown	3/3	ammo	.357 Ammo(10)	0-5	-		
4/D			1				Modified .45	Cb. Knife
4	Red	3/3	2					
D	Red	3/3	ammo	.45 Ammo(6)	0-5	-		
5/E			1				9mm Beretta	Grenade
5	Gray	4/2	2	Spectra Shield	1	59		
E	Gray	4/2	ammo	9mm Ammo(15)	0-5	-		
6/F			1	Stun Grenade	1	51	M14 Rifle	Stun Gren.
6	Bald	3/3	2					
F	Bald	3/3	ammo	M14 Ammo(20)	0-5	-		
7/G			1				.12g Shotgun	Knife
7	Red	3/3	2					
G	Red	3/3	ammo	.12g Ammo(6)	0-5	-		
8/H			1				.12g Rifle	Knife
8	Black	3/3	2					
H	Black	3/3	ammo	.12g Ammo(6)	0-5	-		

### LOCKED ▽ CRATES

AND

### △ DOORS

### ☆ WARNING TRAPS

ID    Value    ID    Value

ID    Value    ID    Value

ID    Value

1    P77  
2    68  
3    22  
4    68



### ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Money	1	100\$				
2	9mm Ammo(15)	4	-				
3	.357 Ammo(10)	2	-				
4	M14 Ammo(20)	1	-				
5	Rock	1	-				
6	Glass Jar	1	87				
7	Glass Jar	1	98				
8	Medical Kit	1	99				
9	Key	1	68				
10	Type3 Detonator	1	-1				
11	Camouflage Kit	1	80				
12	Compound 17	1	81				
-----During Plant Sabotage Mission-----							
13Q	Type3 Explosive	1	-4				
14Q	Type3 Explosive	1	-4				
15Q	Type3 Explosive	1	-4				
16Q	Type3 Explosive	1	-4				
17Q	Type3 Explosive	1	-4				
18Q	Type3 Explosive	1	-4				
19Q	Type3 Explosive	1	-4				
20Q	Type3 Explosive	1	-4				
21Q	Type3 Explosive	1	-4				
22Q	Type3 Explosive	1	-4				
23Q	Type3 Explosive	1	-4				





SECTOR 26



ENEMIES

			Items\weapons section apply to initially set (□) mercs only					
ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Note2	1	-	.357 Magnum	Must. Gas
1	Black	3/2	2	Mustard Gas	1	90		
A	Black	3/2	ammo	.357 Ammo(10)	0-5	-		
2/B			1				9mm Beretta	Detonator
2	Bald	2/2	2					
B	Bald	2/2	ammo	9mm Ammo(15)	0-5	-		
3/C			1	Kevlar Vest	1	81	.357 Magnum	Knife
3	Red	2/2	2					
C	Red	2/2	ammo	.357 Ammo(10)	0-5	-		
4/D			1	Kevlar Helmet	1	88	9mm Beretta	Detonator
4	Brown	2/2	2					
D	Brown	2/2	ammo	9mm Ammo(15)	0-5	-		
5/E			1	.357 Magnum	1/1	55	.357 Magnum	Knife
5	Red	2/2	2					
E	Red	2/2	ammo	.357 Ammo(10)	0-5	-		
6/F			1				.12g Shotgun	Knife
6	Black	2/2	2					
F	Black	2/2	ammo	.12g Ammo(6)	0-5	-		
7/G			1				.12g Shotgun	Knife
7	Blond	3/2	2					
G	Blond	3/2	ammo	.12g Ammo(6)	0-5	-		
8/H			1				9mm Beretta	Knife
8	Gray	2/2	2					
H	Gray	2/2	ammo	9mm Ammo(15)	0-5	-		

LOCKED ▽  
CRATES

ID	Value	ID	Value
1	40		
2	30		
3	60		
4	10		

AND

△  
DOORS

ID	Value	ID	Value
1	P33		
2	38		

☆  
WARNING TRAPS

ID	Value
----	-------



ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Extended Ear	1	87				
2	.45 Ammo(6)	2	-				
3	.357 Ammo(10)	1	-				
4	.38 Ammo(6)	3	-				
5	Wall Probe	1	95				
6	Detonator	1	96				
7	.12g Ammo(6)	3	-				
8	9mm Ammo(15)	4	-				
9	Type3 Explosive	1	-90				
10	Type3 Explosive	1	-90				
11	Type3 Detonator	1	-2				
12	Type3 Explosive	1	-90				
13	Type3 Explosive	1	-90				
14	Type3 Explosive	1	-90				
15	Type3 Explosive	1	-90				
16	Type3 Explosive	1	-90				
17Q	Blouse	1	- (Brenda Quest)				







SECTOR 25



ENEMIES

Items\weapons section apply to initially set ( ) mercs only							
ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun Special
1/A			1	Compound 17	1	86	.357 Magnum Knife
1	Black	3/2	2	Note6	1	-	
A	Black	3/2	ammo	.357 Ammo(10)	0-5	-	
2/B			1				.12g Shotgun Knife
2	Blond	2/2	2				
B	Blond	2/2	ammo	.12g Ammo(6)	0-5	-	
3/C			1				9mm Beretta Knife
3	Brown	1/2	2				
C	Brown	1/2	ammo	9mm Ammo(15)	0-5	-	
4/D			1	Radio	1	20	.357 Magnum Knife
4	Red	3/2	2	Cloth Wick	1	76	
D	Red	3/2	ammo	.357 Ammo(10)	0-5	-	
5/E			1				9mm Beretta Knife
5	Bald	2/2	2				
E	Bald	2/2	ammo	9mm Ammo(15)	0-5	-	
6/F			1				.12g Shotgun Knife
6	Blond	2/2	2				
F	Blond	2/2	ammo	.12g Ammo(6)	0-5	-	
7/G			1				9mm Beretta Knife
7	Gray	2/2	2				
G	Gray	2/2	ammo	9mm Ammo(15)	0-5	-	
8/H			1				Modified .45 Knife
8	Bald	3/2	2				
H	Bald	3/2	ammo	.45 Ammo(6)	0-5	-	

LOCKED ▽  
CRATES

ID	Value	ID	Value
1	30		
2	20		
3	32		
4	38		
5	40		

AND

△  
DOORS

ID	Value	ID	Value
----	-------	----	-------

☆  
WARNING TRAPS

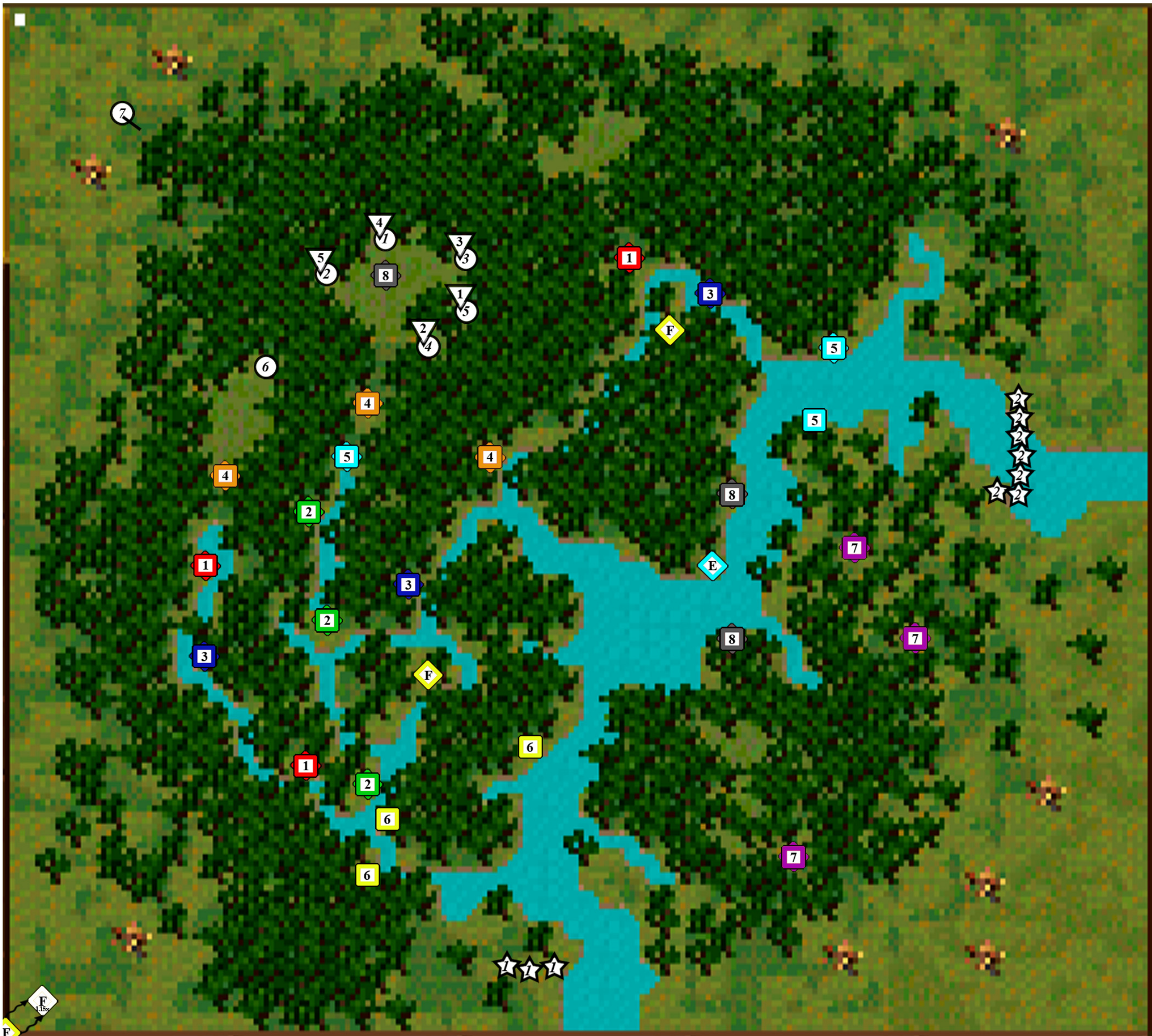
ID	Value
1	4
2	4



ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Explosives	1	-3				
2	Explosives	1	98				
3	Grenade	2	-4 (box trapped)				
4	Sun Goggles	1	98				
5	Sniper Scope	1	97				
6	Chunk Of Steel	1	96				
7Q	Blouse	1	- (Brenda Quest)				







## SECTOR 24



### ENEMIES

Items\weapons section apply to initially set (□) mercs only

ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Note6	1	-	Modified .357	Cb. Knife
1	Bald	5/4	2					
A	Black	5/3	ammo	.357 Ammo(10)	0-5	-		
2/B			1	Combat Knife	1	86	Modified 9mm	Cb. Knife
2	Gray	4/3	2					
B	Brown	5/4	ammo	9mm Ammo(15)	0-5	-		
3/C			1	M14 Ammo(20)	1-5	-	M14 Rifle	Grenade
3	Blond	4/3	2					
C	Blond	4/3	ammo	M14 Ammo(20)	0-5	-		
4/D			1				.12g Rifle	Detonator
4	Brown	5/3	2					
D	Brown	5/3	ammo	.12g Ammo(6)	0-5	-		
5/E			1				Modified .45	Grenade
5	Black	4/3	2	Grenade	1	-4		
E	Black	4/3	ammo	.45 Ammo(6)	0-5	-		
6/F			1				M14 Rifle	Cb. Knife
6	Red	4/3	2					
F	Red	4/3	ammo	M14 Ammo(20)	0-5	-		
7/G			1				.12g Rifle	Cb. Knife
7	Gray	4/3	2					
G	Gray	4/3	ammo	.12g Ammo(6)	0-5	-		
8/H			1				.12g Rifle	Knife
8	Brown	5/3	2					
H	Brown	5/3	ammo	.12g Ammo(6)	0-5	-		

### LOCKED ▽

#### CRATES

AND



#### DOORS



#### WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
1	51			1	58				
				2	74				
				3	38				
				4	P61				
				5	P75				



### ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Cloth Wick	1	92				
2	Gas Mask	1	85				
3	Stun Grenade	3	83				
4	Beer	1	96				
5	First Aid Kit	1	84				
6	Sun Goggles	1	83				
7	Type3 Explosive	1	-90				
8	Type3 Explosive	1	-90				
9	Type3 Explosive	1	-90				
10	Type3 Explosive	1	-90				
11	Type3 Explosive	1	-90				
12	Type3 Explosive	1	-90				
13	Type3 Explosive	1	-90				
14	Type3 Explosive	1	-90				
15	Type3 Explosive	1	-90				
16	Type3 Explosive	1	-90				
17	Type3 Explosive	1	-90				
18	Type3 Explosive	1	-90				
19	Explosives	1	91				
20	Detonator	1	82				
21	Explosives	1	99				
22	Detonator	1	90				
23Q	Bra	1	- (Brenda Quest)				





## SECTOR 23



### ENEMIES

Items\weapons section apply to initially set (□) mercs only

ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1				Modified M16	Stun Gren.
1	Black	7/2	2					
A	Black	7/2	ammo	M16 Ammo(20)	0-5	-		
2/B			1				Modified .357	Cb. Knife
2	Brown	6/4	2					
B	Brown	6/4	ammo	.357 Ammo(10)	0-5	-		
3/C			1	Key	1	82	Modified 9mm	Cb. Knife
3	Gray	6/3	2					
C	Gray	6/3	ammo	9mm Ammo(15)	0-5	-		
4/D			1				Modified 9mm	Knife
4	Blond	6/3	2					
D	Blond	6/3	ammo	9mm Ammo(15)	0-5	-		
5/E			1				Modified M16	Knife
5	Red	5/3	2					
E	Red	5/3	ammo	M16 Ammo(20)	0-5	-		
6/F			1				Modified M14	Stun Gren.
6	Blond	6/3	2					
F	Blond	6/3	ammo	M14 Ammo(20)	0-5	-		
7/G			1				Mod. 12g Rifle	Cb. Knife
7	Black	6/3	2					
G	Black	6/3	ammo	.12g Ammo(6)	0-5	-		
8/H			1				Modified M14	Cb. Knife
8	Black	6/3	2					
H	Black	6/3	ammo	M14 Ammo(20)	0-5	-		

### LOCKED ▽

#### CRATES

AND



#### DOORS (Metal)



#### WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
1	40	7	38	1	68				
2	20			2	82				
3	30								
4	30								
5	56								
6	58								



### ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Mine	1	-8	26	Mine	1	-90
2	Mine	1	-7	27	Type2 Explosive	1	-90
3	Mine	1	-6	28	Mine	1	-90
4	Mine	1	-6	29	Type2 Explosive	1	-90
5	Type3 Explosive	1	-90	30	Mine	1	-90
6	Mine	1	-6	31	Mine	1	-90
7	Type3 Explosive	1	-90	32	Mine	1	-90
8	Type1 Detonator	1	-6	33	Mine	1	-90
9	Detonator	1	50	34	Mine	1	-90
10	Type1 Explosive	1	-90	35	Type2 Explosive	1	-90
11	Type1 Explosive	1	-90	36	Live Plastic	1	-6
12	Type1 Explosive	1	-90	37	Live Plastic	1	-6
13	Type1 Explosive	1	-7	38	Live Plastic	1	-5
14	Type3 Explosive	1	-90	39	Live Plastic	1	-5
15	Type1 Explosive	1	-93	40	Mine	1	99
16	Mine	1	-7	41	Mine	1	87
17	Type3 Explosive	1	-90	42	Stun Grenade	2	96
18	Type1 Explosive	1	-90	43	Type2 Explosive	1	-90
19	Type1 Explosive	1	-90	44	Type2 Explosive	1	-90
20	Type2 Detonator	1	-7	45	Type2 Explosive	1	-90
21	Type2 Explosive	1	-90	46	Type3 Explosive	1	-90
22	Type2 Explosive	1	-90	47	Type3 Explosive	1	-90
23	Type3 Detonator	1	-2	48	Type2 Explosive	1	-90
24	Type2 Explosive	1	-90	49	M16 Rifle	1/20	86
25	Type3 Explosive	1	-90	50	Mine	1	-6
				51Q	Tombstone	1	- (Natives Quest)





SECTOR 22



ENEMIES

			Items\weapons section apply to initially set (□) mercs only				
ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun Special
1/A			1	Note12	1	-	.12g Shotgun <i>M16 Rifle</i>
1	Bald	7/4	2				
A	Bald	7/4	ammo	.12g Ammo(6)	0-5	-	
2/B			1				Modified M14 Cb. Knife
2	Blond	7/3	2				
B	Blond	7/3	ammo	M14 Ammo(20)	0-5	-	
3/C			1	Sniper Scope	1	83	Mod. 12g Rifle Cb. Knife
3	Gray	6/4	2				
C	Gray	6/4	ammo	.12g Ammo(6)	0-5	-	
4/D			1				Modified .357 Cb. Knife
4	Brown	6/3	2				
D	Brown	6/3	ammo	.357 Ammo(10)	0-5	-	
5/E			1				M14 Rifle Tear Gas
5	Red	7/3	2				
E	Red	7/3	ammo	M14 Ammo(20)	0-5	-	
6/F			1				Modified M14 Cb. Knife
6	Gray	7/4	2				
F	Gray	7/4	ammo	M14 Ammo(20)	0-5	-	
7/G			1				Mod. 12g Rifle Cb. Knife
7	Red	7/4	2				
G	Red	7/4	ammo	.12g Ammo(6)	0-5	-	
8/H			1				Modified M14 Cb. Knife
8	Gray	6/3	2				
H	Gray	6/3	ammo	M14 Ammo(20)	0-5	-	

LOCKED ▽  
CRATES

AND

△  
DOORS (Metal)

☆  
WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
				1	40				
				2	40				
				3	62				
				4	40				

○  
ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Mine	1	-90	26	Sound Trigger	1	-
2	Mine	1	-90	27	Money	1	300\$
3	Mine	1	-90	28	Chunk Of Steel	1	96
4	Mine	1	-90	29	Mine	1	-90
5	Mine	1	-90	30	Mine	1	-90
6	Mine	1	-90	31	Mine	1	-90
7	Mine	1	-90	32	Mine	1	-90
8	Mine	1	-90	33	First Aid Kit	1	94
9	Mine	1	-90	34	Camouflage Kit	1	81
10	Mine	1	-90	35	Silencer	1	95
11	Mine	1	-90	36Q	Tombstone	1	- (Natives Quest)
12	Mine	1	-90				
13	Mine	1	-90				
14	Mine	1	-90				
15	Mine	1	-90				
16	Mine	1	-90				
17	Mine	1	-90				
18	Mine	1	-90				
19	Mine	1	-90				
20	Mine	1	-90				
21	Mine	1	-90				
22	Mine	1	-90				
23	Sound Trigger	1	-				
24	Sound Trigger	1	-				
25	Sound Trigger	1	-				







SECTOR 21



ENEMIES

ENEMIES			Items\weapons section apply to initially set (☐) mercs only					
ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1				Modified M14	Stun Gren.
1	Brown	6/3	2					
A	Brown	6/3	ammo	M14 Ammo(20)	0-5	-		
2/B			1				Modified 9mm	Tear Gas
2	Black	6/4	2					
B	Black	6/4	ammo	9mm Ammo(15)	0-5	-		
3/C			1	Detonator	1	52	Mod. 12g Rifle	Detonator
3	Blond	6/3	2					
C	Blond	6/3	ammo	.12g Ammo(6)	0-5	-		
4/D			1				Modified .357	Cb. Knife
4	Bald	6/4	2					
D	Bald	6/4	ammo	.357 Ammo(10)	0-5	-		
5/E			1				Modified M16	Cb. Knife
5	Red	7/2	2	Money	1	10\$		
E	Red	7/2	ammo	M16 Ammo(20)	0-5	-		
6/F			1				Mod. 12g Rifle	Cb. Knife
6	Brown	7/3	2					
F	Brown	7/3	ammo	.12g Ammo(6)	0-5	-		
7/G			1				M16 Rifle	Grenade
7	Blond	7/4	2					
G	Blond	7/4	ammo	M16 Ammo(20)	0-5	-		
8/H			1	Detonator	1	72	Mod. 12g Rifle	Detonator
8	Red	6/3	2					
H	Red	6/3	ammo	.12g Ammo(6)	0-5	-		

LOCKED ▽  
CRATES

ID	Value	ID	Value
1	26		
2	36		
3	59		
4	30		

AND

△  
DOORS (Metal)

ID	Value	ID	Value
----	-------	----	-------

☆  
WARNING TRAPS

ID	Value
----	-------



ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Sound Trigger	1	-				
2	Sound Trigger	1	-				
3	Type3 Explosive	1	-7				
4	Type3 Explosive	1	-7				
5	Type3 Explosive	1	-90				
6	Detonator	1	90				
7	Plastic Explosive	1	-6				
8	Type3 Explosive	1	-90				
9	Type3 Explosive	1	-90				
10	Type3 Explosive	1	-90				
11	Type3 Explosive	1	-90				
12	Type3 Explosive	1	-90				
13	Type3 Explosive	1	-90				
14	Type3 Explosive	1	-90				
15	Type3 Explosive	1	-90				
16Q	Tombstone	1	- (Natives Quest)				







SECTOR 20



ENEMIES

Items\weapons section apply to initially set ( ) mercs only								
ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Note3	1	-	Colt .45	Knife
1	Red	1/2	2	.45 Ammo(6)	1-5	-		
A	Red	1/2	ammo	.45 Ammo(6)	0-5	-		
2/B			1	Padlock Key	1	53	Colt .45	Knife
2	Blond	2/1	2					
B	Blond	2/1	ammo	.45 Ammo(6)	0-5	-		
3/C			1	Money	1	30\$	Colt .45	Knife
3	Black	2/0	2	First Aid Kit	1	83		
C	Black	2/0	ammo	.45 Ammo(6)	0-5	-		
4/D			1				.38 Revolver	Cb. Knife
4	Brown	2/2	2					
D	Brown	2/2	ammo	.38 Ammo(6)	0-5	-		
5/E			1				.38 Revolver	Knife
5	Bald	1/1	2					
E	Bald	1/1	ammo	.38 Ammo(6)	0-5	-		
6/F			1	Stun Grenade	1	94	Colt .45	Stun Gren.
6	Brown	1/1	2					
F	Brown	1/1	ammo	.45 Ammo(6)	0-5	-		
7/G			1				Colt .45	Knife
7	Blond	1/1	2					
G	Blond	1/1	ammo	.45 Ammo(6)	0-5	-		
8/H			1				Colt .45	Knife
8	Red	1/1	2					
H	Red	1/1	ammo	.45 Ammo(6)	0-5	-		

LOCKED ▽  
CRATES

ID	Value	ID	Value
1	53		
2	31		
3	28		

AND

△  
DOORS

ID	Value	ID	Value

☆  
WARNING TRAPS

ID	Value
1	2
2	3

○  
ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Type1 Detonator	1	-3				
2	Type1 Explosive	1	-84				
3	Detonator	1	95				
4	Kevlar Vest	1	92				
5	Spectra Shield	1	55				





SECTOR 19



ENEMIES

ENEMIES			Items\weapons section apply to initially set (☐) mercs only					
ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1				Colt .45	Knife
1	Blond	1/1	2					
A	Blond	1/1	ammo	.45 Ammo(6)	0-5	-		
2/B			1	Spectra Shield	1	83	Colt .45	Knife
2	Red	2/1	2					
B	Red	1/1	ammo	.45 Ammo(6)	0-5	-		
3/C			1				Colt .45	Knife
3	Bald	1/2	2					
C	Bald	1/2	ammo	.45 Ammo(6)	0-5	-		
4/D			1				.38 Revolver	Knife
4	Gray	1/1	2					
D	Gray	1/1	ammo	.38 Ammo(6)	0-5	-		
5/E			1				Colt .45	Cb. Knife
5	Blond	1/1	2					
E	Blond	1/1	ammo	.45 Ammo(6)	0-5	-		
6/F			1	Grenade	1	-2	Colt .45	Grenade
6	Black	2/0	2					
F	Black	2/0	ammo	.45 Ammo(6)	0-5	-		
7/G			1				Colt .45	Knife
7	Red	1/2	2					
G	Red	1/2	ammo	.45 Ammo(6)	0-5	-		
8/H			1				Colt .45	Knife
8	Red	2/1	2					
H	Red	2/1	ammo	.45 Ammo(6)	0-5	-		

LOCKED ▽  
CRATES

ID	Value	ID	Value
1	30		
2	24		
3	45		

AND

△  
DOORS

ID	Value	ID	Value
1	48		
2	26		

☆  
WARNING TRAPS

ID	Value
1	3



ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	.45 Ammo(6)	1	-				
2	Money	1	800\$				
3	.45 Ammo(6)	3	-				
4	.38 Ammo(6)	4	-				
5	.38 Ammo(6)	3	-				
6	Gas Can	1	99				
7	Explosives	1	-3				
8	9mm Beretta	1/1	83 (+ <i>silencer</i> )				
9	Rock	1	-				
10	Crowbar	1	97				
11	Oil Can	1	97				
12	Compound 17	1	90				







SECTOR 18



ENEMIES

ENEMIES			Items\weapons section apply to initially set (□) mercs only					
ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Kevlar Helmet	1	53	.12g Rifle	Knife
1	Brown	3/3	2	Kevlar Vest	1	68		
A	Brown	3/3	ammo	.12g Ammo(6)	0-5	-		
2/B			1				.357 Magnum	Knife
2	Blond	3/3	2					
B	Blond	3/3	ammo	.357 Ammo(10)	0-5	-		
3/C			1				M14 Rifle	Grenade
3	Bald	3/3	2					
C	Bald	3/3	ammo	M14 Ammo(20)	0-5	-		
4/D			1				Modified 9mm	Knife
4	Gray	4/2	2					
D	Gray	4/2	ammo	9mm Ammo(15)	0-5	-		
5/E			1				Modified 9mm	Knife
5	Blond	3/2	2					
E	Blond	3/2	ammo	9mm Ammo(15)	0-5	-		
6/F			1				.12g Shotgun	Knife
6	Black	3/3	2					
F	Black	3/3	ammo	.12g Ammo(6)	0-5	-		
7/G			1				.357 Magnum	Knife
7	Red	3/3	2					
G	Red	3/3	ammo	.357 Ammo(10)	0-5	-		
8/H			1				M14 Rifle	Knife
8	Gray	3/3	2					
H	Gray	3/3	ammo	M14 Ammo(20)	0-5	-		

LOCKED ▽  
CRATES

ID	Value	ID	Value
1	33	7	32
2	40		
3	51		
4	48		
5	20		
6	59		

AND

△  
DOORS

ID	Value	ID	Value

☆  
WARNING TRAPS

ID	Value



ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Sound Trigger	1	-				
2	Sound Trigger	1	-				
3	Sound Trigger	1	-				
4	Sound Trigger	1	-				
5	Sound Trigger	1	-				
-----During Shipment Mission at Day 17-----							
6Q	.12g Shotgun	1/1	82				
7Q	.12g Shotgun	1/1	80				
8Q	.12g Rifle	1/1	91				
9Q	.12g Ammo(6)	5	-				
10Q	.357 Ammo(10)	3	-				
11Q	.357 Magnum	1/1	90				
12Q	.12g Ammo(6)	3	-				
13Q	M14 Rifle	1/1	97				
14Q	M14 Ammo(20)	3	-				
15Q	.38 Ammo(6)	3	-				





## SECTOR 17



### ENEMIES

Items\weapons section apply to initially set (□) mercs only

ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Note9	1	-	M14 Rifle	Knife
1	Bald	3/3	2					
A	Bald	3/3	ammo	M14 Ammo(20)	0-5	-		
2/B			1				.357 Magnum	Knife
2	Brown	3/3	2					
B	Brown	3/3	ammo	.357 Ammo(10)	0-5	-		
3/C			1	Padlock Key	1	85	.12g Shotgun	Knife
3	Blond	3/3	2					
C	Blond	3/3	ammo	.12g Ammo(6)	0-5	-		
4/D			1				.12g Rifle	Knife
4	Gray	3/3	2					
D	Gray	3/3	ammo	.12g Ammo(6)	0-5	-		
5/E			1	Grenade	1	-4	.12g Rifle	Grenade
5	Brown	3/2	2	Shielded Vest	1	55		
E	Brown	3/2	ammo	.12g Ammo(6)	0-5	-		
6/F			1				.357 Magnum	Knife
6	Blond	3/3	2					
F	Blond	3/3	ammo	.357 Ammo(10)	0-5	-		
7/G			1				M14 Rifle	Knife
7	Black	3/2	2					
G	Black	3/2	ammo	M14 Ammo(20)	0-5	-		
8/H			1				.357 Magnum	Knife
8	Red	2/3	2					
H	Red	2/3	ammo	.357 Ammo(10)	0-5	-		

### LOCKED ▽ CRATES

AND

### △ DOORS

### ☆ WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
1	57	7	50	1	P85	7	38	1	4
2	41			2	60			2	5
3	46			3	P97				
4	45			4	38				
5	30			5	68				
6	37			6	40				



### ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Cloth Wick	1	85				
2	Tool Kit	1	95				
3	Oil Can	1	84				
4	Detonator	1	99				
5	Metal Detector	1	86				
6	Wall Probe	1	80				
7	9mm Beretta	1/5	82 (+ silencer)				
8	9mm Ammo(15)	4	-				
9	Compound 17	1	82				
10	.357 Ammo(10)	2	-				
11	Chunk Of Steel	1	82				
12	Grenade	2	96				
13	Gas Can	1	82				
14	Gas Can	1	93				
15	First Aid Kit	1	94				
16	Medical Kit	1	81				
17	Mine	1	-90				
18	Mine	1	-90				
19	Mine	1	-90				
20	Mine	1	-90				
21	Mine	1	-90				
22	Mine	1	-90				
23	Mine	1	-90				
24	DoorOpen Trigger	1	68				
25Q	Blouse	1	- (Brenda Quest)				







SECTOR 16



ENEMIES

ENEMIES			Items\weapons section apply to initially set (□) mercs only					
ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Key	1	68	.12g Shotgun	Grenade
1	Black	3/3	2	Note3	1	-		
A	Black	3/3	ammo	.12g Ammo(6)	0-5	-		
2/B			1				.12g Rifle	Knife
2	Gray	3/2	2	Key	1	60		
B	Gray	3/2	ammo	.12g Ammo(6)	0-5	-		
3/C			1	Extended Ear	1	54	.12g Shotgun	Grenade
3	Bald	3/2	2					
C	Bald	3/2	ammo	.12g Ammo(6)	0-5	-		
4/D			1				.12g Rifle	Knife
4	Blond	2/2	2	First Aid Kit	1	63		
D	Blond	2/2	ammo	.12g Ammo(6)	0-5	-		
5/E			1				.357 Magnum	Knife
5	Brown	3/2	2					
E	Brown	3/2	ammo	.357 Ammo(10)	0-5	-		
6/F			1				.357 Magnum	Knife
6	Red	3/2	2					
F	Red	3/2	ammo	.357 Ammo(10)	0-5	-		
7/G			1				.357 Magnum	Knife
7	Blond	3/2	2					
G	Blond	3/2	ammo	.357 Ammo(10)	0-5	-		
8/H			1				.357 Magnum	Knife
8	Brown	2/2	2					
H	Brown	2/2	ammo	.357 Ammo(10)	0-5	-		

LOCKED ▽  
CRATES

AND

△  
DOORS

☆  
WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
----	-------	----	-------	----	-------	----	-------	----	-------

○  
ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1Q	Blouse	1	- (Brenda Quest)				







SECTOR 15



ENEMIES

Items\weapons section apply to initially set (□) mercs only									
ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special	
1/A			1	Note6	1	-	Modified .357	Cb. Knife	
1	Gray	4/3	2	Combat Knife	1	86			
A	Brown	3/3	ammo	.357 Ammo(10)	0-5	-			
2/B			1	Detonator	1	84	Modified 9mm	Cb. Knife	
2	Blond	3/3	2	Padlock Key	1	75			
B	Red	3/3	ammo	9mm Ammo(15)	0-5	-			
3/C			1	Mustard Gas	1	52	.357 Magnum	Must. Gas	
3	Red	3/3	2	Key	1	86			
C	Red	3/3	ammo	.357 Ammo(10)	0-5	-			
4/D			1	.12g Ammo(6)	1-5	-	.12g Shotgun	Knife	
4	Brown	3/3	2	First Aid Kit	1	96			
D	Brown	3/3	ammo	.12g Ammo(6)	0-5	-			
5/E			1				Modified 9mm	Cb. Knife	
5	Black	3/3	2						
E	Blond	3/3	ammo	9mm Ammo(15)	0-5	-			
6/F			1				Modified .45	Cb. Knife	
6	Bald	3/3	2						
F	Bald	3/3	ammo	.45 Ammo(6)	0-5	-			
7/G			1				.12g Rifle	Knife	
7	Brown	3/3	2						
G	Brown	3/3	ammo	.12g Ammo(6)	0-5	-			
8/H			1				.12g Rifle	Grenade	
8	Red	3/3	2						
H	Red	3/3	ammo	.12g Ammo(6)	0-5	-			

LOCKED ▽  
CRATES

ID	Value	ID	Value
1	66		

AND

△  
DOORS

ID	Value	ID	Value
1	86	7	P55
2	P41	8	32
3	56	9	28
4	P81	10	36
5	28		
6	36		

☆  
WARNING TRAPS

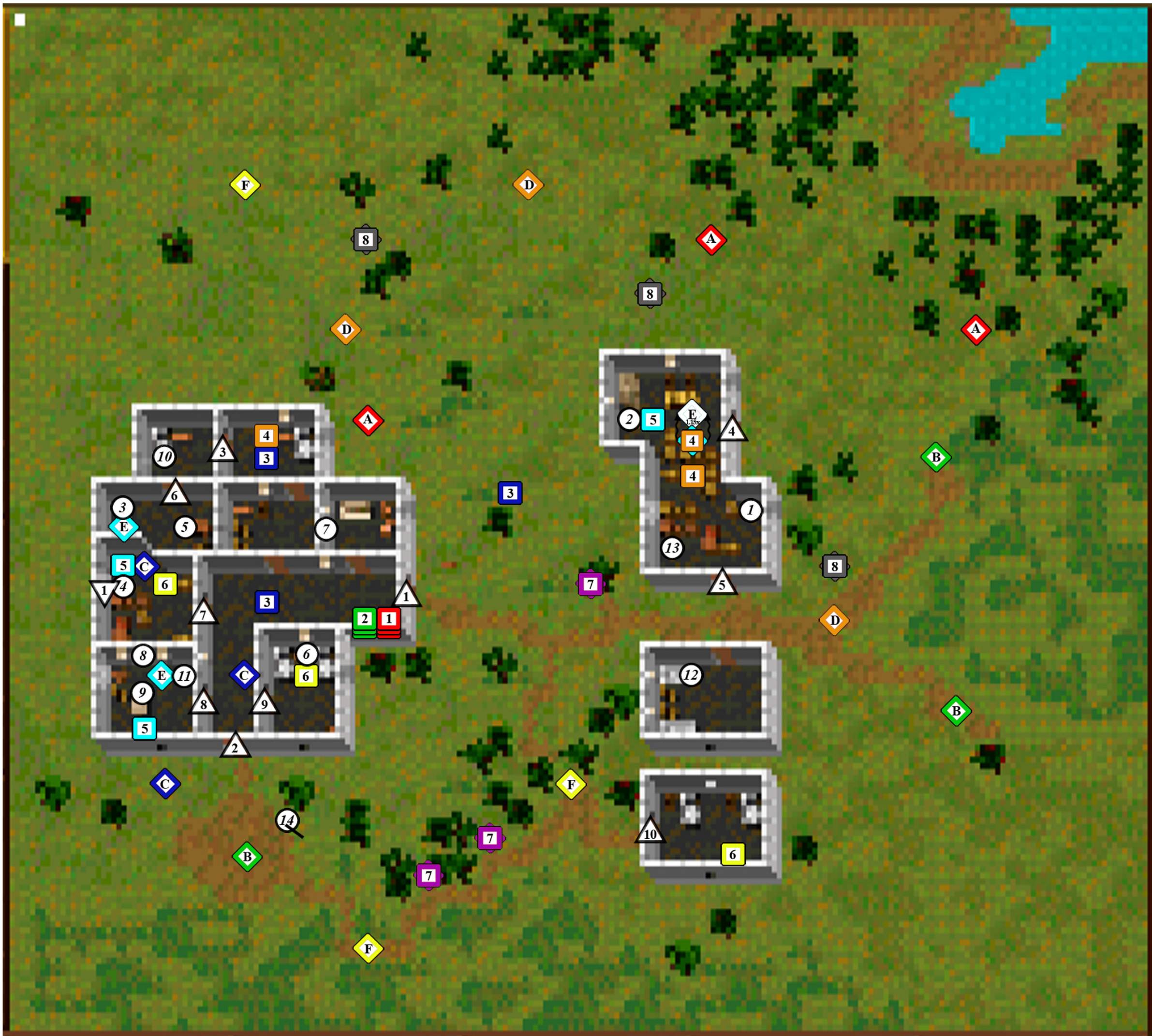
ID	Value
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ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Camouflage Kit	2	93				
2	Oil Can	1	98				
3	Sniper Scope	1	66				
4	Extended Ear	1	91				
5	Padlock Key	1	81				
6	Key	1	38				
7	First Aid Kit	1	80				
8	Oil Can	1	82				
9	.357 Ammo(10)	3	-				
10	.12g Rifle	1/6	81				
11	Padlock Key	1	55				
12	Crowbar	1	83				
13	Crowbar	1	55				
14Q	Blouse	1	- (Brenda Quest)				







SECTOR 14



ENEMIES

Items\weapons section apply to initially set (□) mercs only								
ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Note12	1	-	M14 Rifle	Cb. Knife
1	Gray	4/3	2	Tool Kit	1	97		
A	Gray	4/3	ammo	M14 Ammo(20)	0-5	-		
2/B			1	Key	1	74	M14 Rifle	Knife
2	Red	4/3	2					
B	Red	4/3	ammo	M14 Ammo(20)	0-5	-		
3/C			1				.12g Rifle	Cb. Knife
3	Bald	3/3	2					
C	Bald	3/3	ammo	.12g Ammo(6)	0-5	-		
4/D			1	Grenade	2	77	.12g Rifle	Grenade
4	Black	4/3	2	Grenade	1	-5		
D	Black	4/3	ammo	.12g Ammo(6)	0-5	-		
5/E			1				Modified 9mm	Cb. Knife
5	Brown	4/3	2					
E	Brown	4/3	ammo	9mm Ammo(15)	0-5	-		
6/F			1				Mod. 12g Rifle	Knife
6	Red	4/3	2					
F	Red	4/3	ammo	.12g Ammo(6)	0-5	-		
7/G			1				.12g Rifle	Knife
7	Blond	4/3	2					
G	Blond	4/3	ammo	.12g Ammo(6)	0-5	-		
8/H			1				Modified .357	Cb. Knife
8	Black	3/3	2					
H	Black	3/3	ammo	.357 Ammo(10)	0-5	-		

LOCKED ▽  
CRATES

AND

△  
DOORS

☆  
WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
1	40	7	27						
2	32								
3	56								
4	21								
5	60								
6	54								



ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Mine	1	85				
2	Mine	1	81				
3	Metal Detector	1	33				
4	Mine	1	-5				
5	Mine	1	96				
6	Mine	1	82				
7	Explosives	1	92				
8	Explosives	1	92				
9	Mine	1	98				
10Q	Blouse	1	- (Brenda Quest)				





14





## SECTOR 13



### ENEMIES

			Items\weapons section apply to initially set (□) mercs only				
ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun Special
1/A			1				Modified M16 Cb. Knife
1	Red	7/4	2				
A	Red	7/4	ammo	M16 Ammo(20)	0-5	-	
2/B			1				Mod. 12g Rifle Tear Gas
2	Blond	6/4	2				
B	Blond	6/4	ammo	.12g Ammo(6)	0-5	-	
3/C			1				Modified M14 Cb. Knife
3	Black	6/4	2	Key	1	90	
C	Black	6/4	ammo	M14 Ammo(20)	0-5	-	
4/D			1	Kevlar Vest	1	98	Modified .357 Stun Gren.
4	Bald	7/3	2				
D	Bald	7/3	ammo	.357 Ammo(10)	0-5	-	
5/E			1				Modified M14 Cb. Knife
5	Blond	7/4	2				
E	Blond	7/4	ammo	M14 Ammo(20)	0-5	-	
6/F			1	Locksmith Kit	1	93	Mod. 12g Rifle Cb. Knife
6	Gray	7/3	2				
F	Gray	7/3	ammo	.12g Ammo(6)	0-5	-	
7/G			1				M14 Rifle Cb. Knife
7	Gray	7/2	2				
G	Gray	7/2	ammo	M14 Ammo(20)	0-5	-	
8/H			1				Modified M16 Grenade
8	Black	7/4	2				
H	Black	7/4	ammo	M16 Ammo(20)	0-5	-	

### LOCKED ▽

#### CRATES

AND



#### DOORS (Metal)



#### WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
1	31			1	90	7	91	1	6
2	42			2	90	8	98		
3	36			3	90	9	96		
4	53			4	90	10	92		
5	42			5	90	11	2		
				6	66				



### ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	DoorOpen Trigger	1	90				
2	DoorOpen Trigger	1	90				
3	DoorOpen Trigger	1	90				
4	Sound Trigger	1	-				
5	Key	1	90				
6	Key	1	90				
7	DoorOpen Trigger	1	90				
8	DoorOpen Trigger	1	90				
9	Padlock Key	1	91				
10	Money	1	200\$				
11	Key	1	66				
12	.357 Magnum	1/6	98				
13	Money	1	700\$				
14	Money	1	150\$				
15	Money	1	500\$				
16	Glass Jar	1	82				
17	M16 Ammo(20)	4	-				
18	Kevlar Helmet	1	92				
19	Sniper Scope	1	82				
20	Grenade	1	81				
21	Live Plastic	1	-6 (box trapped)				
22	Camouflage Kit	1	93				
23Q	Tombstone	1	- (Natives Quest)				







## SECTOR 12



### ENEMIES

Items\weapons section apply to initially set (□) mercs only							
ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun Special
1/A			1				Modified M14 Cb. Knife
1	Blond	6/3	2				
A	Gray	6/4	ammo	M14 Ammo(20)	0-5	-	
2/B			1	Key	1	82	Modified .357 Cb. Knife
2	Bald	7/4	2				
B	Bald	7/4	ammo	.357 Ammo(10)	0-5	-	
3/C			1				Mod. 12g Rifle Cb. Knife
3	Bald	6/3	2				
C	Bald	6/3	ammo	.12g Ammo(6)	0-5	-	
4/D			1	Stun Grenade	1	79	Modified M16 Stun Gren.
4	Black	6/4	2				
D	Black	6/4	ammo	M16 Ammo(20)	0-5	-	
5/E			1				Modified 9mm Cb. Knife
5	Blond	6/3	2				
E	Blond	6/3	ammo	9mm Ammo(15)	0-5	-	
6/F			1	9mm Ammo(15)	1-5	-	Modified 9mm Cb. Knife
6	Red	6/4	2	Modified 9mm	1/2	69	
F	Red	6/4	ammo	9mm Ammo(15)	0-5	-	
7/G			1				Modified .357 Cb. Knife
7	Gray	5/3	2				
G	Gray	5/3	ammo	.357 Ammo(10)	0-5	-	
8/H			1				Modified M14 Knife
8	Brown	6/3	2				
H	Brown	6/3	ammo	M14 Ammo(20)	0-5	-	

### LOCKED ▽ CRATES

ID	Value	ID	Value
1	45		
2	30		
3	41		
4	25		

AND

### △ DOORS (Metal)

ID	Value	ID	Value
1	68	7	4
2	48	8	4
3	98	9	4
4	82	10	4
5	64	11	4
6	2		

### ☆ WARNING TRAPS

ID	Value
1	5



### ITEMS

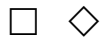
ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Journal	1	93				
2	Glass Jar	1	91				
3	Medical Kit	1	82				
4	Glass Jar	1	87				
5	Key	1	68				
6	First Aid Kit	1	97				
7	Cloth Wick	1	98				
8	Glass Jar	1	99				
9	Tool Kit	1	84				
10	Oil Can	1	94				
11	Gas Can	1	97				
12	Gas Can	1	85				
13	Compound 17	1	82				
14	Camouflage Kit	1	87				
15	DoorOpen Trigger	1	64				
16	DoorOpen Trigger	1	64				
17	DoorOpen Trigger	1	64				
18	DoorOpen Trigger	1	2				
19	DoorOpen Trigger	1	2				
20	DoorOpen Trigger	1	2				
21	DoorOpen Trigger	1	2				
22	DoorOpen Trigger	1	64				
23	DoorOpen Trigger	1	64				
24	Type3 Detonator	1	-2 (to Journal)				







SECTOR 11



ENEMIES

			Items\weapons section apply to initially set ( ) mercs only				
ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun Special
1/A			1	Stun Grenade	1	89	Mod. 12g Rifle Stun Gren.
1	Red	7/3	2				
A	Red	7/3	ammo	.12g Ammo(6)	0-5	-	
2/B			1				Modified M14 Stun Gren.
2	Blond	6/4	2	Spectra Shield	1	56	
B	Blond	6/4	ammo	M14 Ammo(20)	0-5	-	
3/C			1				Modified .357 Cb. Knife
3	Black	7/3	2	First Aid Kit	1	82	
C	Black	7/3	ammo	.357 Ammo(10)	0-5	-	
4/D			1				Modified .357 Cb. Knife
4	Black	7/4	2				
D	Black	7/4	ammo	.357 Ammo(10)	0-5	-	
5/E			1	Tear Gas	1	60	M16 Rifle Tear Gas
5	Brown	7/3	2				
E	Brown	7/3	ammo	M16 Ammo(20)	0-5	-	
6/F			1	Mustard Gas	1	88	Mod. 12g Rifle Must. Gas
6	Gray	6/3	2				
F	Gray	6/3	ammo	.12g Ammo(6)	0-5	-	
7/G			1	M16 Rifle	1/3	92	Modified M14 Cb. Knife
7	Black	6/4	2				
G	Black	6/4	ammo	M14 Ammo(20)	0-5	-	
8/H			1	Grenade	1	-5	Modified M14 Grenade
8	Brown	6/4	2				
H	Brown	6/4	ammo	M14 Ammo(20)	0-5	-	

LOCKED ▽  
CRATES

AND

△  
DOORS

☆  
WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
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○  
ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
----	------	-------------------	--------------	----	------	-------------------	--------------







## SECTOR 10



### ENEMIES

Items\weapons section apply to initially set (□) mercs only

ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Note1	1	-	Colt .45	Knife
1	Black	2/1	2	.45 Ammo(6)	1-5	-		
A	Black	2/1	ammo	.45 Ammo(6)	0-5	-		
2/B			1	9mm Ammo(15)	1-5	-	9mm Beretta	Knife
2	Blond	1/1	2					
B	Blond	1/1	ammo	9mm Ammo(15)	0-5	-		
3/C			1				Colt .45	Grenade
3	Blond	1/1	2					
C	Blond	1/1	ammo	.45 Ammo(6)	0-5	-		
4/D			1	5-Pocket Vest	1-5	-	Colt .45	Grenade
4	Gray	1/2	2					
D	Gray	1/2	ammo	.45 Ammo(6)	0-5	-		
5/E			1	.45 Ammo(6)	1-5	-	Colt .45	Knife
5	Gray	2/0	2					
E	Gray	2/0	ammo	.45 Ammo(6)	0-5	-		
6/F			1	.38 Ammo(6)	1-5	-	.38 Revolver	Knife
6	Brown	2/2	2					
F	Brown	2/2	ammo	.38 Ammo(6)	0-5	-		
7/G			1				Colt .45	Knife
7	Black	1/1	2					
G	Black	1/1	ammo	.45 Ammo(6)	0-5	-		
8/H			1				Colt .45	Knife
8	Brown	1/1	2					
H	Brown	1/1	ammo	.45 Ammo(6)	0-5	-		

### LOCKED ▽ CRATES

AND

### △ DOORS

### ☆ WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
1	60			1	P69			1	3
2	50			2	P53			2	3



### ITEMS

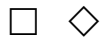
ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Money	1	510\$	26	Explosives	1	45
2	Gas Mask	1	86	27	Compound 17	1	88
3	Padlock Key	1	69				
4	Oil Can	1	82				
5	Type1 Detonator	1	-90				
6	Type1 Explosive	1	-91				
7	Type1 Explosive	1	-91				
8	Type1 Explosive	1	-85				
9	Type1 Explosive	1	-97				
10	Type1 Explosive	1	-99				
11	Type1 Explosive	1	-97				
12	Type1 Detonator	1	-3				
13	Type1 Detonator	1	-3				
14	Type1 Explosive	1	-88				
15	Type1 Explosive	1	-80				
16	Type1 Explosive	1	-87				
17	Crowbar	1	81				
18	Type1 Detonator	1	-5				
19	Type1 Explosive	1	-97				
20	M14 Rifle	1/4	86				
21	M14 Ammo(20)	1	-				
22	Type1 Explosive	1	-90				
23	Type1 Explosive	1	-90				
24	Type1 Explosive	1	-90				
25	Type1 Explosive	1	-88				







SECTOR 09



ENEMIES

			Items\weapons section apply to initially set ( ) mercs only					
ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Sniper Scope	1	68	Modified .45	Knife
1	Bald	1/2	2					
A	Bald	1/2	ammo	.45 Ammo(6)	0-5	-		
2/B			1	Stun Grenade	1	100	Colt .45	Stun Gren.
2	Red	1/1	2					
B	Red	1/1	ammo	.45 Ammo(6)	0-5	-		
3/C			1				Colt .45	Knife
3	Gray	1/1	2					
C	Gray	1/1	ammo	.45 Ammo(6)	0-5	-		
4/D			1				Colt .45	Knife
4	Brown	2/2	2					
D	Brown	1/2	ammo	.45 Ammo(6)	0-5	-		
5/E			1				Colt .45	Knife
5	Red	2/1	2					
E	Red	2/1	ammo	.45 Ammo(6)	0-5	-		
6/F			1	Sun Goggles	1	77	Colt .45	Knife
6	Bald	1/2	2					
F	Bald	1/2	ammo	.45 Ammo(6)	0-5	-		
7/G			1				Colt .45	Knife
7	Gray	2/2	2					
G	Gray	2/2	ammo	.45 Ammo(6)	0-5	-		
8/H			1				Colt .45	Knife
8	Brown	2/1	2					
H	Brown	2/1	ammo	.45 Ammo(6)	0-5	-		

LOCKED ▽  
CRATES

AND

△  
DOORS

☆  
WARNING TRAPS

ID Value ID Value

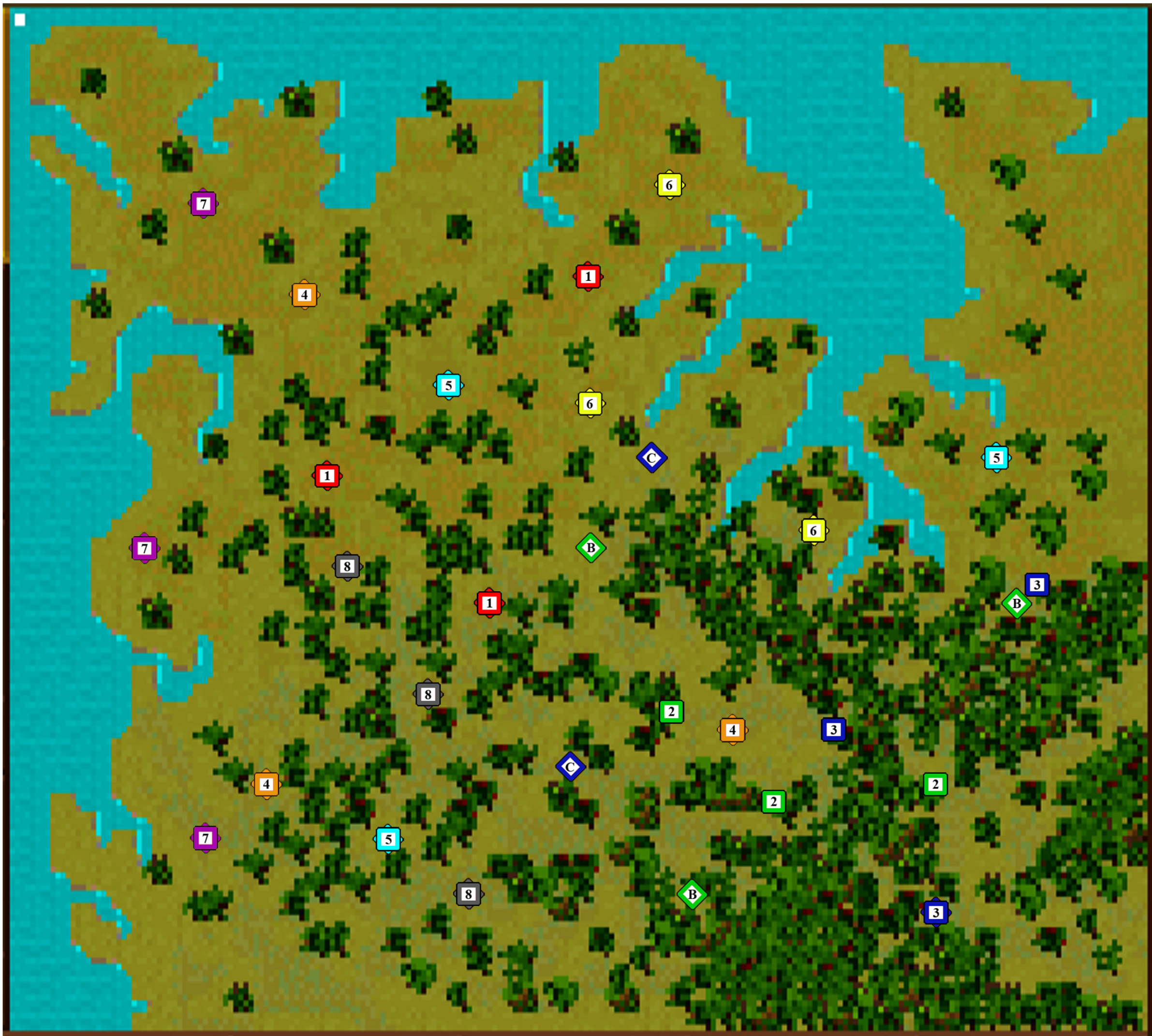
ID Value ID Value

ID Value

○  
ITEMS

ID Name Amount/AmmoLoaded Condition, % ID Name Amount/AmmoLoaded Condition, %







SECTOR 08



ENEMIES

ENEMIES			Items\weapons section apply to initially set (□) mercs only					
ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1				Modified 9mm	Tear Gas
1	Black	2/2	2					
A	Black	2/2	ammo	9mm Ammo(15)	0-5	-		
2/B			1				.357 Magnum	Knife
2	Brown	1/2	2					
B	Brown	1/2	ammo	.357 Ammo(10)	0-5	-		
3/C			1	Kevlar Vest	1	72	Modified .357	Knife
3	Red	2/2	2	Metal Detector	1	97		
C	Red	2/2	ammo	.357 Ammo(10)	0-5	-		
4/D			1	.357 Ammo(10)	1-5	-	Modified .357	Knife
4	Gray	1/2	2	.357 Magnum	1/1	50		
D	Gray	1/2	ammo	.357 Ammo(10)	0-5	-		
5/E			1	Tear Gas	1	82	M14 Rifle	Knife
5	Red	1/1	2					
E	Red	1/1	ammo	M14 Ammo(20)	0-5	-		
6/F			1				Modified .45	Knife
6	Brown	2/1	2					
F	Brown	2/1	ammo	.45 Ammo(6)	0-5	-		
7/G			1				.12g Rifle	Knife
7	Gray	2/1	2					
G	Gray	2/1	ammo	.12g Ammo(6)	0-5	-		
8/H			1				Modified 9mm	Knife
8	Bald	1/2	2					
H	Bald	1/2	ammo	9mm Ammo(15)	0-5	-		

LOCKED ▽  
CRATES

AND

△  
DOORS

☆  
WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
								1	6

○  
ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Mine	1	-95				
2	Flowers	1	97				
3	Flowers	1	91				
4	Flowers	1	82				
5	Flowers	1	94				
6	Mine	1	-91				
7	Mine	1	-98				
8	Mine	1	-93				
9	Mine	1	-98				
10	Mine	1	-81				
11	Mine	1	-83				







SECTOR 07



ENEMIES

			Items\weapons section apply to initially set (□) mercs only					
ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Locksmith Kit	1	51	.12g Rifle	Knife
1	Red	3/3	2					
A	Red	3/3	ammo	.12g Ammo(6)	0-5	-		
2/B			1				.357 Magnum	Knife
2	Blond	3/2	2	Money	1	400\$		
B	Blond	3/2	ammo	.357 Ammo(10)	0-5	-		
3/C			1	.12g Rifle	5	65	.12g Rifle	Knife
3	Black	3/3	2					
C	Black	3/3	ammo	.12g Ammo(6)	0-5	-		
4/D			1				Modified .45	Knife
4	Brown	3/2	2					
D	Brown	3/2	ammo	.45 Ammo(6)	0-5	-		
5/E			1				.357 Magnum	Grenade
5	Red	3/3	2					
E	Red	3/3	ammo	.357 Ammo(10)	0-5	-		
6/F			1				.12g Shotgun	Knife
6	Blond	3/2	2					
F	Blond	3/2	ammo	.12g Ammo(6)	0-5	-		
7/G			1	.38 Ammo(6)	1-5	-	.38 Revolver	Knife
7	Brown	3/2	2					
G	Brown	3/2	ammo	.38 Ammo(6)	0-5	-		
8/H			1				.357 Magnum	Knife
8	Gray	3/2	2					
H	Gray	3/2	ammo	.357 Ammo(10)	0-5	-		

LOCKED ▽  
CRATES

AND

△  
DOORS

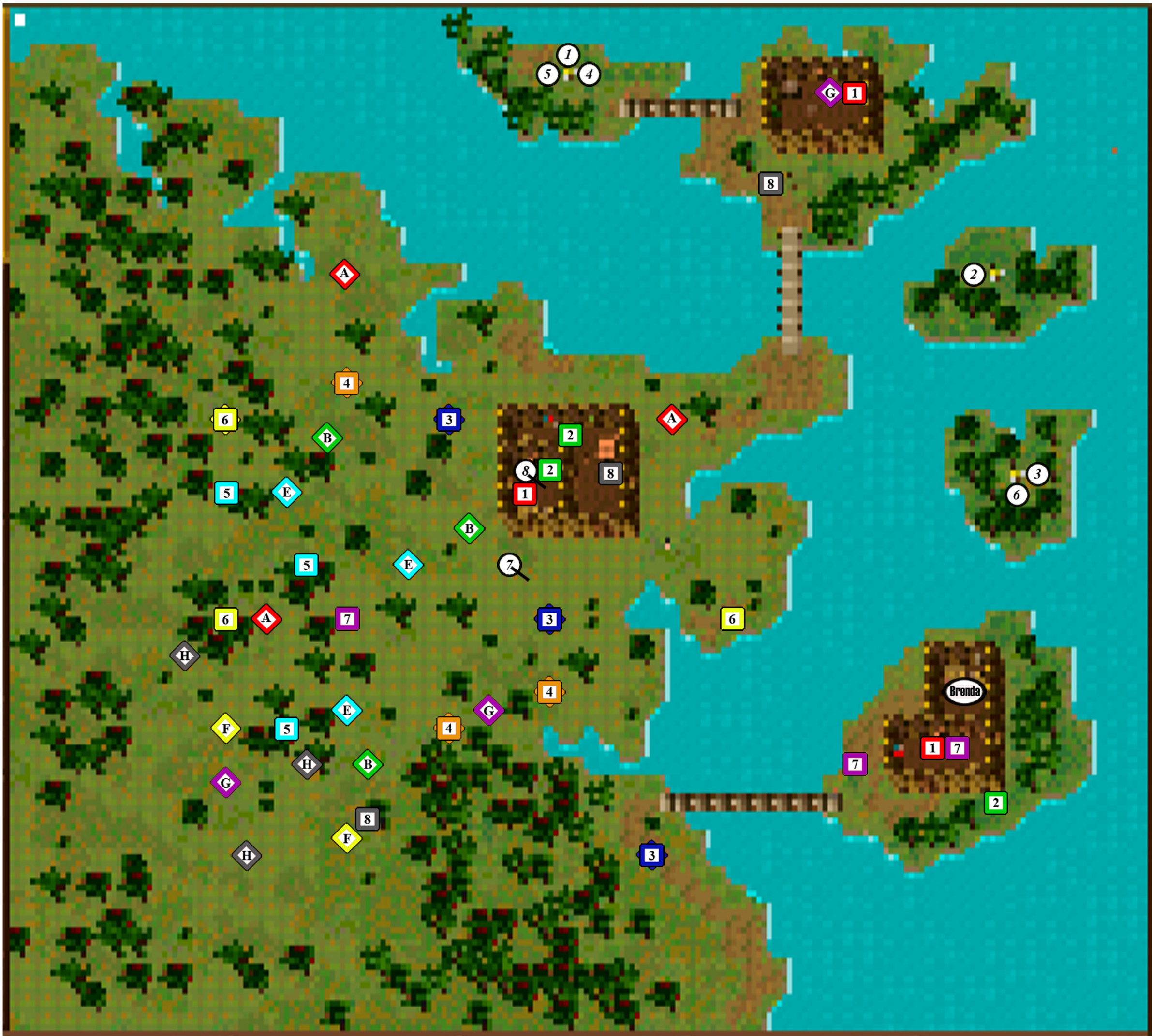
☆  
WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
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○  
ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Money	1	250\$				
2	Money	1	330\$				
3	Money	1	120\$				
4	Money	1	770\$				
5	Money	1	520\$				
6	Money	1	240\$				
7Q	Bra	1	- (Brenda Quest)				
8Q	Antidote	1	- (Virus Quest)				







SECTOR 06



ENEMIES

ENEMIES			Items\weapons section apply to initially set (□) mercs only					
ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Compound 17	1	79	.12g Rifle	Knife
1	Blond	3/3	2					
A	Blond	3/3	ammo	.12g Ammo(6)	0-5	-		
2/B			1				M14 Rifle	Knife
2	Brown	3/2	2					
B	Brown	3/2	ammo	M14 Ammo(20)	0-5	-		
3/C			1	9mm Beretta (+Sil)	1/11	74	9mm Beretta	Knife
3	Bald	3/2	2	Stun Grenade	1	67		
C	Bald	3/2	ammo	9mm Ammo(15)	0-5	-		
4/D			1	Silencer	1	88	9mm Beretta	Knife
4	Red	3/3	2	Explosives	1	-5		
D	Red	3/3	ammo	9mm Ammo(15)	0-5	-		
5/E			1				.12g Rifle	Knife
5	Black	3/2	2					
E	Black	3/2	ammo	.12g Ammo(6)	0-5	-		
6/F			1				.12g Rifle	Knife
6	Gray	3/2	2					
F	Gray	3/2	ammo	.12g Ammo(6)	0-5	-		
7/G			1				.357 Magnum	Knife
7	Blond	3/2	2					
G	Blond	3/2	ammo	.357 Ammo(10)	0-5	-		
8/H			1				.357 Magnum	Knife
8	Brown	2/2	2					
H	Brown	2/2	ammo	.357 Ammo(10)	0-5	-		

LOCKED ▽  
CRATES

AND

△  
DOORS

☆  
WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
----	-------	----	-------	----	-------	----	-------	----	-------

○  
ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Oil Can	1	88				
2Q	Blouse	1	- (Brenda Quest)				







SECTOR 05



ENEMIES

Items\weapons section apply to initially set (□) mercs only								
ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Note4	1	-	M14 Rifle	Cb. Knife
1	Bald	4/3	2	M14 Rifle	1/12	-4		
A	Bald	4/3	ammo	M14 Ammo(20)	0-5	-		
2/B			1				Modified .45	Cb. Knife
2	Red	3/3	2					
B	Red	3/3	ammo	.45 Ammo(6)	0-5	-		
3/C			1				.12g Rifle	Knife
3	Brown	4/3	2					
C	Brown	4/3	ammo	.12g Ammo(6)	0-5	-		
4/D			1	Grenade	2	-5	.357 Magnum	Grenade
4	Gray	3/3	2					
D	Gray	3/3	ammo	.357 Ammo(10)	0-5	-		
5/E			1	.12g Ammo(6)	1-5	-	.12g Shotgun	Cb. Knife
5	Black	3/3	2					
E	Black	3/3	ammo	.12g Ammo(6)	0-5	-		
6/F			1				.12g Rifle	Tear Gas
6	Brown	4/3	2					
F	Brown	4/3	ammo	.12g Ammo(6)	0-5	-		
7/G			1				Modified 9mm	Knife
7	Blond	3/3	2					
G	Blond	3/3	ammo	9mm Ammo(15)	0-5	-		
8/H			1				Modified .357	Cb. Knife
8	Brown	4/3	2					
H	Brown	4/3	ammo	.357 Ammo(10)	0-5	-		

LOCKED ▽  
CRATES

AND

△  
DOORS

☆  
WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
				1	34				
				2	50				

○  
ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Cloth Wick	1	92				
2	Money	1	50\$				
3	Rock	1	-				
4	Metal Detector	1	82				
5Q	Antidote	1	- (Virus Quest) (replace ID 4)				







SECTOR 04



ENEMIES

ENEMIES			Items\weapons section apply to initially set (☐) mercs only					
ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Note9	1	-	M14 Rifle	Cb. Knife
1	Brown	4/3	2					
A	Brown	4/3	ammo	M14 Ammo(20)	0-5	-		
2/B			1	Sniper Scope	1	40	.12g Rifle	Knife
2	Black	3/3	2					
B	Black	3/3	ammo	.12g Ammo(6)	0-5	-		
3/C			1	Mustard Gas	1	72	Mod. 12g Rifle	Must. Gas
3	Blond	4/3	2	First Aid Kit	1	94		
C	Blond	4/3	ammo	.12g Ammo(6)	0-5	-		
4/D			1	Silencer	1	58	Modified 9mm	Knife
4	Red	3/3	2					
D	Red	3/3	ammo	9mm Ammo(15)	0-5	-		
5/E			1				.12g Rifle	Knife
5	Black	3/3	2					
E	Black	3/3	ammo	.12g Ammo(6)	0-5	-		
6/F			1				Modified .357	Cb. Knife
6	Gray	4/3	2					
F	Gray	4/3	ammo	.357 Ammo(10)	0-5	-		
7/G			1				M14 Rifle	Knife
7	Blond	4/3	2					
G	Blond	4/3	ammo	M14 Ammo(20)	0-5	-		
8/H			1				.12g Shotgun	Knife
8	Gray	3/3	2					
H	Gray	3/3	ammo	.12g Ammo(6)	0-5	-		

LOCKED ▽  
CRATES

AND

△  
DOORS

☆  
WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
1	42								
2	58								
3	22								
4	60								
5	38								



ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
-----During Shipment Mission at Day 31-----							
1Q	Grenade	1	-4				
2Q	Grenade	1	-5				
3Q	Grenade	1	-4 (box trapped)				
4Q	Tear Gas	3	-5				
5Q	Grenade	1	-5 (box trapped)				
6Q	Grenade	1	-6				
7Q	Grenade	1	-6 (box trapped)				
8Q	Grenade	1	-6				







## SECTOR 03



### ENEMIES

Items\weapons section apply to initially set (□) mercs only

ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Spectra Shield	1	53	Modified M16	Cb. Knife
1	Bald	7/4	2	Oil Can	1	63		
A	Bald	7/4	ammo	M16 Ammo(20)	0-5	-		
2/B			1	Key	1	68	Modified M14	Grenade
2	Gray	7/3	2	Key	1	62		
B	Gray	7/3	ammo	M14 Ammo(20)	0-5	-		
3/C			1	Key	1	72	Modified M14	Cb. Knife
3	Brown	8/4	2	Padlock Key	1	69		
C	Brown	8/4	ammo	M14 Ammo(20)	0-5	-		
4/D			1				Modified M16	Cb. Knife
4	Black	7/4	2					
D	Black	7/4	ammo	M16 Ammo(20)	0-5	-		
5/E			1	Revolver Ammo	1-5	-	Mod. 12g Rifle	Cb. Knife
5	Gray	7/3	2					
E	Gray	7/3	ammo	.12g Ammo(6)	0-5	-		
6/F			1	Tear Gas	1	68	Modified M16	Tear Gas
6	Brown	8/4	2					
F	Brown	8/4	ammo	M16 Ammo(20)	0-5	-		
7/G			1				Modified M14	Cb. Knife
7	Blond	8/3	2					
G	Blond	8/3	ammo	M14 Ammo(20)	0-5	-		
8/H			1				Modified M14	Cb. Knife
8	Blond	8/3	2					
H	Blond	8/3	ammo	M14 Ammo(20)	0-5	-		

### LOCKED ▽ CRATES

AND

### △ DOORS (Metal)

### ☆ WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
1	46			1	P97	7	62		
2	56			2	P69	8	72		
3	39			3	46				
4	41			4	68				
5	24			5	46				
6	28			6	P51				



### ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Gas Can	1	93	26	Mine	1	-90
2	Mine	1	-90	27	Mine	1	-90
3	Mine	1	-90	28	Mine	1	-90
4	Gas Can	1	80	29	Mine	1	-90
5	Mine	1	-90	30	Mine	1	-90
6	Tool Kit	1	84	31	Mine	1	-90
7	Compound 17	1	89	32	Mine	1	-90
8	Silencer	1	81	33	Mine	1	-90
9	M16 Rifle	1/20	80	34	Mine	1	-90
10	Chunk Of Steel	1	87	35	Mine	1	-90
11	M14 Ammo(20)	2	-	36	Mine	1	-90
12	M14 Rifle	1/20	84	37	Mine	1	-90
13	M16 Ammo(20)	3	-	38	Mine	1	-90
14	Mine	1	-90	39	Mine	1	-90
15	Mine	1	-90	40	Mine	1	-90
16	Mine	1	-90	41	Mine	1	-90
17	Mine	1	-90	42	Mine	1	-90
18	Mine	1	-90	43	Mine	1	-90
19	Mine	1	-90	44	Mine	1	-90
20	Mine	1	-90	45	Mine	1	-90
21	Mine	1	-90	46	Mine	1	-90
22	Live Plastic	1	-6	47	Mine	1	-90
23	Mine	1	-90	48	Mine	1	-90
24	Mine	1	-90	49	Mine	1	-90
25	Mine	1	-90	50	Mine	1	-90







## SECTOR 02



### ENEMIES

Items\weapons section apply to initially set (□) mercs only

ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
1/A			1	Key	1	90	Modified M16	Stun Gren.
1	Black	7/3	2	Stun Grenade	1	89		
A	Black	7/3	ammo	M16 Ammo(20)	0-5	-		
2/B			1	M14 Ammo(20)	1-5	-	Modified M14	Cb. Knife
2	Black	8/4	2	Key	1	88		
B	Black	8/4	ammo	M14 Ammo(20)	0-5	-		
3/C			1	Stun Grenade	1	100	Modified M16	Stun Gren.
3	Black	8/4	2	Stun Grenade	1	100		
C	Black	8/4	ammo	M16 Ammo(20)	0-5	-		
4/D			1	.12g Ammo(6)	1-5	-	Mod. 12g Rifle	Cb. Knife
4	Black	8/4	2	Oil Can	1	54		
D	Black	8/4	ammo	.12g Ammo(6)	0-5	-		
5/E			1	Grenade	1	58	Modified M16	Grenade
5	Blond	8/4	2	Grenade	1	-4		
E	Blond	8/4	ammo	M16 Ammo(20)	0-5	-		
6/F			1	M14 Ammo(20)	1-5	-	Modified M14	Cb. Knife
6	Red	8/4	2					
F	Red	8/4	ammo	M14 Ammo(20)	0-5	-		
7/G			1				Modified M16	Cb. Knife
7	Gray	8/3	2					
G	Gray	8/3	ammo	M16 Ammo(20)	0-5	-		
8/H			1				Modified M16	Stun Gren.
8	Gray	8/4	2					
H	Gray	8/4	ammo	M16 Ammo(20)	0-5	-		

### LOCKED ▽

#### CRATES

AND



#### DOORS (Metal)



#### WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
1	53	7	47	1	P95	7	98	1	6
2	22	8	24	2	94	8	90		
3	42	9	32	3	92	9	96		
4	36			4	48	10	46		
5	57			5	96	11	48		
6	55			6	96	12	44		



### ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	M16 Rifle	1/20	92	26	Plastic Explosive	1	91
2	M16 Rifle	1/20	80	27	Live Plastic	1	-6
3	Compound 17	1	84	28	Tear Gas	1	98
4	Compound 17	1	98	29	Grenade	1	-3
5	Sniper Scope	1	99	30	Tear Gas	1	-6
6	Sniper Scope	1	91	31	Type1 Detonator	1	-90
7	Chunk Of Steel	1	88				
8	Compound 17	1	92				
9	First Aid Kit	1	80				
10	Key	1	94				
11	Padlock Key	1	95				
12	DoorOpen Trigger	1	96				
13	DoorOpen Trigger	1	92				
14	DoorClose Trigger	1	92				
15	DoorClose Trigger	1	94				
16	DoorClose Trigger	1	96				
17	DoorClose Trigger	1	95				
18	Sound Trigger	1	-				
19	Type1 Explosive	1	-90				
20	Type1 Explosive	1	-90				
21	Type1 Explosive	1	-90				
22	Key	1	2				
23	Mine	1	90				
24	Mine	1	83				
25	Explosives	1	86				







SECTOR 01



ENEMIES

ENEMIES			Items\weapons section apply to initially set (□) mercs only					
ID	Hair	Level exp/arm	Slot	Name	Drop Items Amount	Condition, %	Gun	Special
S	(Santino) Bald	7/4	1 2 ammo				-	-
2/B			1				Modified M16	Stun Gren.
2	Brown	7/4	2	Key	1	92		
B	Brown	7/4	ammo	M16 Ammo(20)	0-5	-		
3/C			1				Mod. 12g Rifle	Cb. Knife
3	Blond	7/4	2					
C	Blond	7/4	ammo	.12g Ammo(6)	0-5	-		
4/D			1	Shielded Vest	1	52	Modified M14	Stun Gren.
4	Red	7/4	2					
D	Red	7/4	ammo	M14 Ammo(20)	0-5	-		
5/E			1				Modified M16	Cb. Knife
5	Gray	8/4	2					
E	Gray	7/4	ammo	M16 Ammo(20)	0-5	-		
6/F			1				Modified .357	Grenade
6	Bald	8/4	2					
F	Bald	1/0 (!)	ammo	.357 Ammo(10)	0-5	-		
7/G			1				Modified .357	Cb. Knife
7	Gray	7/4	2					
G	Gray	7/4	ammo	.357 Ammo(10)	0-5	-		
8/H			1				Modified M16	Cb. Knife
8	Red	7/4	2					
H	Red	7/4	ammo	M16 Ammo(20)	0-5	-		

LOCKED ▽  
CRATES

AND

△  
DOORS (Metal)

☆  
WARNING TRAPS

ID	Value	ID	Value	ID	Value	ID	Value	ID	Value
				1	98				
				2	92				
				3	50				
				4	30				
				5	70				

○  
ITEMS

ID	Name	Amount/AmmoLoaded	Condition, %	ID	Name	Amount/AmmoLoaded	Condition, %
1	Type2 Explosive	1	-90				
2	Type2 Explosive	1	-90				
3	Type2 Detonator	1	-90				
4	Type2 Explosive	1	-90				
5	Type2 Explosive	1	-90				
6	Sapling	1	85				
7	Type2 Explosive	1	-90				
8	Type2 Explosive	1	-90				
9	Type2 Explosive	1	-90				
10	Type2 Explosive	1	-90				
11	Spectra Shield	1	82				
12	Compound 17	1	98				
13	Kevlar Helmet	1	99				
14	Mine	1	-90				
15	Mine	1	-90				
16	Mine	1	-90				
17	Type2 Explosive	1	-90				
18	Type2 Explosive	1	-90				
19	Type2 Explosive	1	-90				
20	Mine	1	-90				
21	Mine	1	-90				







2019