



We made a modification which was based directly on Stracciatella and works only with Stracciatella.

The main idea of this mod is that, that the all evil civilians like Doreen, Warden, General, Rat, Brenda and others are taking revenge and they imprisoned all good civilians like Father Walker, Skyriders, Yanni and others, that you will need to accomplish any mission. But this time they will have special buildings, bodyguards and protection so it won't be easy and sometimes even very challenging.

## How to install

Just follow directly of the descriptions of the folders.

*"1.) Copy all files and folders directly to your JA2 main folder"*

*"2.) Copy all files and folders directly to your JA2 Stracciatella main folder"*

Choose **ja2-launcher-MADNESS** if you want to play madness difficulty.

Choose **ja2-launcher-STANDARD** if you want to play old difficulties.

# OVERALL MAIN CHANGES

## ITEMS

- all weapons from JA1, JA2, UB, Wildfire and Back in Action
- all weapons have new sounds
- 20 new ammunitions
- 12 new weapon attachments
- 12 combo weapon attachment
- several new armors, explosives and miscellaneous
- completely rebalanced weapons and items statistics
- all attachments are fully separable
- gun barrel extender is not falling off
- you can attach almost every small items to all your armors
- there is no unique weapons and items, enemies are using all of them
- gases are spreading full tiles at once
- explosives are dealing much more damage
- you can merge every magazines with the same caliber
- you can merge every item that have points to use like kits, fluids, syringes
- all fluids are usable now
- face attachments are fully compatible
- sun goggles gives you +1 to sight range between 7 and 21
- sun goggles pro gives you +2 to sight range between 7 and 21
- hitting to the heads is now much more difficult
- AP cost for throwing explosives has been halved to 7 AP
- chalice of Chance is in L12 now
- regen booster restores up to 75 points of life if it condition is at least 85%
- Howard, Druggist, Frank and Manny will be selling regen boosters in both normal and sci-fi mode

## MERCENARIES

- learning statistic points is now 10 time faster, just play the game and in the middle of it, you should have near to 100 statistics
- skills have been rearranged to be much more helpful and effective
- all mercs from M.E.R.C. will be available from first day
- Larry drunk slot in M.E.R.C. was replaced by Mike
- in Drassen Airport B13, in flight terminal, there will be waiting all mercs from UB plus Speck
- Ira and Carlos are recruitable from the beginning now
- Len and Larry can develop their statistic points
- changed every zero statistic to one point to be able to develop it
- IMP with strength equal to 75 or higher gives you big body
- Martha Graham is working as a nurse with doctors in F8 and belongs with Joey to the doctors civil group
- Gabby, Madlab, Perko, Carmen, Iggy, Devin, Micky, Keith, Hamous are now always in one sector G9
- Tony, Devin, Manny, Betty and Raul will be selling items from two level progress of the game higher than your level progress
- Hamous has now military truck with 10 seats
- Slay stays forever
- Nails can change vests
- sellers have new items in their stores

## DOCTORS

- Vince and Steve are healing 25 points of life per one hour for every assigned merc
- loyalty of town must be at least 50% to be able to use their services
- you have to talk to nurse Jenny with a wounded merc and she will call a doctor
- then talk friendly to called doctor and he will propose you a treatment for a cash
- you can also directly talk to one of a doctors with a wounded merc and choose friendly mode

## MILITIA

- cost of militia has been raised to 1000 dollars per one training
- up to 10 mercs can train militia in one sector
- militia is advancing to regular and veteran soldiers 10 time faster
- in madness difficulty you can train up to 32 militia soldiers in one sector
- in madness difficulty you train 12 militia soldiers per one training
- in Omerta, Tixa and Orta you can train militia

## MAPS

- half of the maps were made as a new one
- there is no Cambria anymore, Hicks family has taken it entirely and made their own farm fields
- G8 is an Arulcan ZOO where you can visit and watch all the animals from Arulco world in their natural environment
- In A16 there is a Safe House, where you can retreat or hide and store all your items, it has been excluded from Deidrannas attack
- In A10, B13, A16, C5, G6, G8 and N3 there will be heli and planes, that you can use to quick transportation between sectors
- In new interfaces we strongly enlarged every slots in merc and sector inventory, to be visual better and fit the items better
- removed loyalty penalty from inactivity when you received letters from Enrico
- removed 12 garrisons of soldiers near Meduna, they are now free to travel and Deidranna will not retake them
- you can drive vehicles to every city and sam site

## MADNESS DIFFICULTY

- all patrols, garrisons and city sectors have 32 soldiers each
- Deidranna will be throwing at you once per 48 hours, four garrisons with 32 soldiers each
- in madness difficulty you can train up to 32 militia soldiers in one sector
- in madness difficulty you train 12 militia soldiers per one training
- the number of bloodcats in ambushes is 32 each
- the number of the crepitus in sci-fi mode remained the same
- In A16 is a Safe House, where you can retreat or hide and store all your items, it has been excluded from Deidrannas attack
- this difficulty has separate exe and launcher file

## NEW ARRANGEMENT OF MISSIONS

**BASE RULE:** Evil civilians are neutral and free to talk until you attack them except:  
Hicks Family, Morris and Armand and Lora Ricci.

SECTOR	KIDNAPPER	HOSTAGE	ADDITIONAL INFO
A9 OMERTA	Jerry Mello twins from UB	Fatima and Pacos	This sector is free from Deidranna soldiers but after a while will be retaken (depends of level difficulty).  Standard civilians have no any connections to rebels. Gasoline barrels are there to help you.
C13 DRASSEN	Doreen	Father Walker and Betty Fung from UB (she will be selling and buying unique armors)	This sector is free from Deidranna soldiers but after a while will be retaken (depends of level difficulty).  The bodyguards have no any connections to Kingpin. Only faces have been borrowed.
B15 SWAMP	Sergeant	Skyrider	This sector will always be free from Deidranna soldiers.
C5 SAN MONA	Brenda	Tony and Hans (there will be 250k silver nugget in Tony's room)	You will not be able to use Tony's services until Brenda will be gone for good.  The bodyguards have no any connections to Kingpin. Only faces have been borrowed.
C6 SAN MONA	Kingpin	Angel and Maria	No matter how you will solve it, by force or silently, Angel always grants you a deed reward
D5 SAN MONA	Kingpin	He has 250K golden nugget in his room	
A2 CHITZENA	Rat Grimaldi	Yanni, Martha and John Kulba	This sector will always be free from Deidranna soldiers.  Chalice of Chance is in L12 now.
H2 GRUMM	Druggist	Manny The Bartender (he will be selling and buying all attachments for the weapons)	This sector will always be free from Deidranna soldiers, but it is a transit way to retake other sectors of this city.  The bodyguards have no any connections to Kingpin. Only faces have been borrowed.
I6 ESTONI	Terrorists (remaining all five terrorists)	Jake and Maddog	This sector will always be free from Deidranna soldiers, but it is a transit way for her troops.  The bodyguards have no any connections to Kingpin. Only faces have been borrowed.
G8 HICKS FARM (formerly Cambria)	Animals	Animals	There will be an Arulcan ZOO where you can visit and watch all the animals from Arulco world in their natural environment  This sector will always be free from Deidranna soldiers, but it could be a transit way for her troops.

H8 HICKS FARM (formerly Cambria)	Hicks Family	Head Miner	
J9 TIXA basement	Warden	Dynamo and Shank	Everyone are now in the basement of Tixa.
I14 ALMA basement	General	Matt the head miner and Auntie	Everyone are now in the basement of I14
L10	Jack Remington	Raul Mendez from UB (he will be selling and buying all heavy ammo and ammo crates, boxes, and drums)	This sector will always be free from Deidranna soldiers but it could be a transit way for her troops.  The bodyguards have no any connections to Kingpin. Only faces have been borrowed.
L10 level B3	Morris form UB	Dave Gerard	You will have to go down to the basement level 3 as it was in classic way from UB to free Dave and get Hummer
L11 BALIME	Eldin	250K golden nugget in the museum	This sector will always be free from Deidranna soldiers but it could be a transit way for her troops to L12.
L12 BALIME	Armand and Lora Ricci	Kid Joey and Chalice of Chance	Martha and Joey is now part of doctors civil group



Medic and Knifing



Heavy Weapons



Mechanic and Electronics



Auto Weapons



Explosives



Night Ops



Hand combat and Throwing



Daily Ops



Knifing and Throwing



Sniping and Camouflage



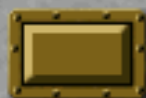
Knifing, Throwing, Camo



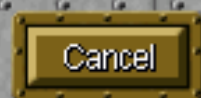
Camouflage



Martial Arts and Throwing



None



Cancel



Finished

<b>MEDIC and KNIFING</b> (formerly ambidextrous) <ul style="list-style-type: none"> <li>no penalty with shooting two guns simultaneously</li> <li>+25% CtH with pistols and machine pistols</li> <li>25% faster teaching</li> <li>knifing included</li> <li>all bonuses for knifing has been doubled</li> </ul>	<b>HEAVY WEAPONS</b> <ul style="list-style-type: none"> <li>+75% CtH with mortars, LAWs, M79, un. gr. launcher and flamethrowers</li> <li>+25% CtH with LMG plus auto rocket rifle and OSV96</li> <li>25% less recoil when shooting burst</li> </ul>
<b>MECHANIC and ELECTRONICS</b> (formerly lock picking) <ul style="list-style-type: none"> <li>lock picking mechanical and electronic locks</li> <li>disarming mechanical and electronic traps on doors</li> <li>merging and attaching mechanical items</li> <li>+25% CtH with shotguns</li> </ul>	<b>AUTO WEAPONS</b> <ul style="list-style-type: none"> <li>no recoil when shooting burst</li> <li>+25% CtH with LMG</li> </ul>
<b>EXPLOSIVES</b> (formerly electronics) <ul style="list-style-type: none"> <li>planting and defusing explosives</li> <li>merging and attaching explosives items</li> <li>disarming explosives traps on doors</li> <li>+25% CtH with shotguns</li> </ul>	<b>NIGHT OPS</b> <ul style="list-style-type: none"> <li>+2 to sight range between 21 and 7</li> <li>+4 to interrupts between 21 and 7</li> <li>+4 to hearing range between 21 and 7</li> <li>-2 to sleep need</li> <li>+25% CtH with SMG</li> <li>25% more stealthy</li> </ul>
<b>HAND COMBAT and THROWING</b> (formerly hand to hand combat) <ul style="list-style-type: none"> <li>one punch is instant knockout with high damage</li> <li>one punch with knuckle dusters is instant death</li> <li>two bare punches is instant death</li> <li>no penalty with shooting two guns simultaneously</li> <li>+25% CtH with pistols and machine pistols</li> <li>throwing skill included</li> <li>all bonuses for throwing has been doubled</li> </ul>	<b>DAILY OPS</b> (formerly teaching) <ul style="list-style-type: none"> <li>75% faster teaching</li> <li>+2 to sight range between 7 and 21</li> <li>+4 to interrupts between 7 and 21</li> <li>+4 to hearing range between 7 and 21</li> <li>+25% CtH with Assault Rifles</li> </ul>
<b>KNIFING and THROWING</b> (formerly knifing) <ul style="list-style-type: none"> <li>hitting unaware enemy with throwing knives is instant death</li> <li>25% more stealthy</li> <li>throwing skill included</li> <li>all bonuses for knifing and throwing has been doubled</li> </ul>	<b>SNIPING and CAMOUFLAGE</b> (formerly rooftops) <ul style="list-style-type: none"> <li>+25% CtH with sniper rifles</li> <li>+25% CtH from roofs</li> <li>50% more stealthy</li> <li>camo included</li> </ul>
<b>KNIFING and THROWING and CAMO</b> (formerly stealthy) <ul style="list-style-type: none"> <li>special one skill only for Shadow and Scully, but you can try it also</li> <li>hitting unaware enemy with throwing knives is instant death</li> <li>75% more stealthy</li> <li>-2 to sleep need</li> <li>throwing included</li> <li>camo included</li> <li>all bonuses for knifing and throwing has been doubled</li> </ul>	<b>CAMOUFLAGE</b> <ul style="list-style-type: none"> <li>in prone position you are invisible to the enemies up to one tile distance</li> <li>you can crawl amongst them in STEALTH mode but only when they are NOT looking at your direction</li> <li>camo kits is working with the same way but camo cover must be at least 85%</li> <li>the less camo cover is, the more distance you are visible</li> <li>50% more stealthy</li> </ul>
<b>MARTIAL ARTS and THROWING</b> <ul style="list-style-type: none"> <li>spinning kick is always at first punch</li> <li>spinning kick always hits</li> <li>spinning kick is always instant death</li> <li>25% more stealthy</li> <li>-2 to sleep need</li> <li>throwing included</li> <li>hitting unaware enemy with throwing knives is instant death</li> <li>all bonuses for throwing has been doubled</li> </ul>	

# MERCS NEW SKILLS

## A.I.M.

NAME	FIRST SKILL	SECOND SKILL
Barry	mechanic and electronic	explosives
Blood	knifing and throwing	martial arts and throwing
Bull	hand to hand combat and throwing	heavy weapons
Buns	daily ops	medic and knifing
Buzz	heavy weapons	auto weapons
Cliff	medic and knifing	knifing and throwing
Danny	medic and knifing	martial arts and throwing
Dr. Q	martial arts and throwing	nights ops
Fidel	explosives	hand to hand combat and throwing
Fox	medic and knifing	daily ops
Grizzly	hand to hand combat and throwing	heavy weapons
Grunty	nights ops	heavy weapons
Gus	heavy weapons	mechanic and electronics
Hitman	daily ops	knifing and throwing
Ice	daily ops	auto weapons
Igor	mechanic and electronics	night ops
Ivan	heavy weapons	auto weapons
Len	daily ops	auto weapons
Lynx	sniping and camouflage	night ops
Magic	mechanic and electronics	nights ops
Malice	knifing and throwing	hand to hand combat and throwing
MD	medic and knifing	nights ops
Meltdown	heavy weapons	explosives

Nails	mechanic and electronics	explosives
Raider	daily ops	auto weapons
Raven	nights ops	auto weapons
Reaper	sniping and camouflage	auto weapons
Red	explosives	daily ops
Scope	sniping and camouflage	night ops
Scully	knifing and throwing and camouflage	nights ops
Shadow	knifing and throwing and camouflage	nights ops
Spider	medic and knifing	nights ops
Static	mechanic and electronics	nights ops
Stephen	nights ops	daily ops
Steroid	mechanic and electronics	hand to hand combat and throwing
Sydney	knifing and throwing	medic and knifing
Thor	medic and knifing	daily ops
Trevor	mechanic and electronics	explosives
Vicki	mechanic and electronics	daily ops
Wolf	nights ops	mechanic and electronics

M.E.R.C.		
NAME	FIRST SKILL	SECOND SKILL
Biff	daily ops	-
Haywire	auto weapons	knifing and throwing
Gasket	mechanic and electronics	-
Razor	knifing and throwing	martial arts and throwing
Gasket	mechanic and electronics	-
Flo	daily ops	-
Gumpy	explosives	-
Larry	explosives	medic and knifing
Mike	heavy weapons	auto weapons
Cougar	sniping and camouflage	auto weapons
Numb	nights ops	martial arts and throwing
Bubba	explosives	hand to hand combat and throwing

RPC		
NAME	FIRST SKILL	SECOND SKILL
Carlos	sniping and camouflage	auto weapons
Conrad	daily ops	auto weapons
Dimitri	mechanic and electronics	knifing and throwing
Devin	explosives	knifing and throwing
Dynamo	mechanic and electronics	medic and knifing
Hamous	mechanic and electronics	-
Iggy	heavy weapons	mechanic and electronics
Ira	daily ops	medic and knifing
Maddog	mechanic and electronics	auto weapons
Miguel	nights ops	daily ops
Shank	knifing and throwing	martial arts and throwing
Slay	sniping and camouflage	auto weapons
Speck	mechanic and electronics	daily ops
Vince	medic and knifing	daily ops

JA2 UB MERCS (B13 Drassen Airport)			
NAME	FIRST SKILL	SECOND SKILL	PRICE PER DAY
Biggins	night ops	explosives	1500
Gaston	night ops	sniping and camouflage	2000
John	auto weapons	mechanic and electronics	1000
Manuel	night ops	daily ops	500
Stogie	heavy weapons	mechanic and electronics	2500
Tex	mechanic and electronics	sniping and camouflage	250
OTHERS			
NAME	FIRST SKILL	SECOND SKILL	PRICE PER DAY
Speck (B13Drassen Airport)	mechanic and electronics	daily ops	1000
Mike (M.E.R.C.)	heavy weapons	auto weapons	10000

30/30

STATUS: 100%

WEIGHT (KG): 2.4

DAM: 26 RNG: 12

AP: 1 = 3 ||||| = 3

HK MP5K

9X19MM SUBMACHINE GUN

THIS GERMAN SUB-MACHINE GUN IS THE MUST-HAVE WEAPON FOR DIE HARD TERRORISTS AND TWO-BIT SOUTH AMERICAN DRUG LORDS.

PROS: SMALL, QUICK FIRING...

CONS: SHORT RANGE

30/30

STATUS: 100%

WEIGHT (KG): 4.3

DAM: 26 RNG: 22

AP: 1 = 2 ||||| = 2

HK MP5K

9X19MM SUBMACHINE GUN

THIS GERMAN SUB-MACHINE GUN IS THE MUST-HAVE WEAPON FOR DIE HARD TERRORISTS AND TWO-BIT SOUTH AMERICAN DRUG LORDS.

PROS: SMALL, QUICK FIRING...

CONS: NONE

STATUS: 100%

WEIGHT (KG): 1.5

UPGRADE COMBO SMALL

SILENCER FOR PISTOLS AND SMS PLUS ROD & SPRING AND GUN BARREL EXTENDER.

STATUS: 99%

WEIGHT (KG): 2.6

FIRST AID KIT

THIS KIT CONTAINS: ANTISEPTIC, COTTON ROLLS, A THERMOMETER, IODINE AND PERTRIOLATE VIALS, ARM SLINGS, SAFETY PINS, SCISSORS, FORCEPS, VARIOUS BANDAGES AND A MINI FIRST AID MANUAL.

STATUS: 100%

WEIGHT (KG): 5.3

SPECTRA VEST

THIS VEST IS MADE OF SPECTRA SHIELD, AN ULTRA HIGH-PERFORMANCE BALLISTIC SHEET THAT DRAMATICALLY REDUCES BLUNT TRAUMA FROM MULTIPLE HITS AND ANGLED SHOTS. ITS CARRIER POCKET CAN HOLD AN ADDITIONAL TRAUMA PLATE.

1000

CURRENT BALANCE \$26,330

100

10

DONE

WITHDRAW

AMOUNT TO WITHDRAW \$0

CURRENT BALANCE: \$26,330

THIS IS HOW YOU ACCESS YOUR MAIN 'BANK ACCOUNT' WHERE YOU CAN GET YOUR HANDS ON CASH BY CLICKING ON THE DIFFERENT AMOUNTS FOLLOWED BY 'DONE'. HAVING CASH IN HAND IS SOMETIMES VERY USEFUL.

30/30

STATUS: 100%

WEIGHT (KG): 4.1

DAM: 38 RNG: 38

AP: 1 = 6 ||||| = 8

COLT M16A4

5.56X45MM ASSAULT RIFLE

THE LATEST MODEL M16 ASSAULT RIFLE HAS EVERYTHING THE A2 HAD AND MORE. WITH THE BUILT-IN PICATINNY RAIL SYSTEM, IT CAN BE OUTFITTED WITH ALL THE ACCESSORIES YOU EVER WANTED.

PROS: LONG RANGE, HIGH DAMAGE, QUICK FIRING

CONS: NONE

30/30

STATUS: 100%

WEIGHT (KG): 6.5

DAM: 38 RNG: 38

AP: 1 = 5 ||||| = 7

COLT M16A4

5.56X45MM ASSAULT RIFLE

THE LATEST MODEL M16 ASSAULT RIFLE HAS EVERYTHING THE A2 HAD AND MORE. WITH THE BUILT-IN PICATINNY RAIL SYSTEM, IT CAN BE OUTFITTED WITH ALL THE ACCESSORIES YOU EVER WANTED.

PROS: LONG RANGE, HIGH DAMAGE, QUICK FIRING

CONS: NONE

30/30

STATUS: 100%

WEIGHT (KG): 7.6

DAM: 38 RNG: 48

AP: 1 = 5 ||||| = 7

COLT M16A4

5.56X45MM ASSAULT RIFLE

THE LATEST MODEL M16 ASSAULT RIFLE HAS EVERYTHING THE A2 HAD AND MORE. WITH THE BUILT-IN PICATINNY RAIL SYSTEM, IT CAN BE OUTFITTED WITH ALL THE ACCESSORIES YOU EVER WANTED.

PROS: LONG RANGE, HIGH DAMAGE, QUICK FIRING

CONS: NONE

STATUS: 100%

WEIGHT (KG): 1.2

SNIPER COMBO RIG

LASER SCOPE (420% C7H) AND SNIPER SCOPE 12X (420% C7H PER CLICK)

STATUS: 100%

WEIGHT (KG): 0.7

GRIP COMBO PRO

BIPOD (420% C7H IN PRONE POSITION) AND FOREGRIP PRO (420% C7H)

STATUS: 100%

WEIGHT (KG): 1.0

UPGRADE COMBO

ROD & SPRING AND GUN BARREL EXTENDER

<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div> <div>0/15</div>  </div> <div> <div></div> <div></div> </div> </div> <div> <div>STATUS: 100%</div> <div>WEIGHT (KG): 0.6</div> </div> <div> <div>DAM: 25 RNG: 8</div> <div>AP: I = 1</div> </div> <div> <div>GLOCK 17</div> <div>9X19MM PISTOL</div> </div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div> <div>0/15</div>  </div> <div> <div></div> <div></div> </div> </div> <div> <div>STATUS: 100%</div> <div>WEIGHT (KG): 1.1</div> </div> <div> <div>DAM: 25 RNG: 9</div> <div>AP: I = 2 II = 2</div> </div> <div> <div>BERETTA 93R</div> <div>9X19MM MACHINE PISTOL</div> </div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div> <div>0/5</div>  </div> <div> <div></div> <div></div> </div> </div> <div> <div>STATUS: 100%</div> <div>WEIGHT (KG): 1.2</div> </div> <div> <div>DAM: 40 RNG: 16</div> <div>AP: I = 2</div> </div> <div> <div>AUTOMAG III</div> <div>7.62X51MM PISTOL</div> </div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div> <div>0/30</div>  </div> <div> <div></div> <div></div> </div> </div> <div> <div>STATUS: 100%</div> <div>WEIGHT (KG): 2.8</div> </div> <div> <div>DAM: 25 RNG: 13</div> <div>AP: I = 3 II = 4</div> </div> <div> <div>MAC-10</div> <div>45 CAL SUBMACHINE GUN</div> </div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div> <div>0/30</div>  </div> <div> <div></div> <div></div> </div> </div> <div> <div>STATUS: 100%</div> <div>WEIGHT (KG): 2.9</div> </div> <div> <div>DAM: 25 RNG: 18</div> <div>AP: I = 4 II = 4</div> </div> <div> <div>HK MP5A3</div> <div>9X19MM SUBMACHINE GUN</div> </div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div> <div>0/30</div>  </div> <div> <div></div> <div></div> </div> </div> <div> <div>STATUS: 100%</div> <div>WEIGHT (KG): 3.9</div> </div> <div> <div>DAM: 34 RNG: 22</div> <div>AP: I = 4 II = 5</div> </div> <div> <div>AKSU-74</div> <div>5.45X39MM SUBMACHINE GUN</div> </div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div> <div>0/30</div>  </div> <div> <div></div> <div></div> </div> </div> <div> <div>STATUS: 100%</div> <div>WEIGHT (KG): 3.6</div> </div> <div> <div>DAM: 36 RNG: 33</div> <div>AP: I = 5 II = 6</div> </div> <div> <div>AK-74</div> <div>5.45X39MM ASSAULT RIFLE</div> </div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div> <div>0/30</div>  </div> <div> <div></div> <div></div> </div> </div> <div> <div>STATUS: 100%</div> <div>WEIGHT (KG): 4.1</div> </div> <div> <div>DAM: 38 RNG: 38</div> <div>AP: I = 6 II = 8</div> </div> <div> <div>COLT M16A4</div> <div>5.56X45MM ASSAULT RIFLE</div> </div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div> <div>0/20</div>  </div> <div> <div></div> <div></div> </div> </div> <div> <div>STATUS: 100%</div> <div>WEIGHT (KG): 4.4</div> </div> <div> <div>DAM: 44 RNG: 40</div> <div>AP: I = 6 II = 8</div> </div> <div> <div>HK G3A3</div> <div>7.62X51MM ASSAULT RIFLE</div> </div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div> <div>0/100</div>  </div> <div> <div></div> <div></div> </div> </div> <div> <div>STATUS: 100%</div> <div>WEIGHT (KG): 9.3</div> </div> <div> <div>DAM: 50 RNG: 50</div> <div>AP: I = 7 II = 9</div> </div> <div> <div>HK 21</div> <div>7.62X51MM LIGHT MACHINE GUN</div> </div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div> <div>0/5</div>  </div> <div> <div></div> <div></div> </div> </div> <div> <div>STATUS: 100%</div> <div>WEIGHT (KG): 6.6</div> </div> <div> <div>DAM: 60 RNG: 70</div> <div>AP: I = 7</div> </div> <div> <div>M24</div> <div>7.62X51MM SNIPER RIFLE</div> </div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div> <div>0/1</div>  </div> <div> <div></div> <div></div> </div> </div> <div> <div>STATUS: 100%</div> <div>WEIGHT (KG): 3.6</div> </div> <div> <div>DAM: 50 RNG: 16</div> <div>AP: I = 5</div> </div> <div> <div>REMINGTON M870</div> <div>12 GAUGE SHOTGUN</div> </div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div> <div>0/1</div>  </div> <div> <div></div> <div></div> </div> </div> <div> <div>STATUS: 100%</div> <div>WEIGHT (KG): 0.9</div> </div> <div> <div>DAM: 30</div> <div>AP: I = 1</div> </div> <div> <div>COMBAT KNIFE</div> </div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div> <div>0/1</div>  </div> <div> <div></div> <div></div> </div> </div> <div> <div>STATUS: 100%</div> <div>WEIGHT (KG): 1.3</div> </div> <div> <div>DAM: 50</div> <div>AP: I = 3</div> </div> <div> <div>MACHETE</div> </div> </div>	



AGI	96	LYL	5
DEX	83	MRK	92
STR	88	EXP	22
LDR	35	MED	12
WIS	77	MED	30



ARMOR 53%

WEIGHT 46%

CAMO 100%

A8: Hills

Day 3, 05:00

KYLE "SHADOW" SIMMONS



AGI	96	LYL	5
DEX	83	MRK	92
STR	88	EXP	22
LDR	35	MED	12
WIS	77	MED	30

ASSIGNMENT

SQUAD 1

A8

CONTRACT

7.10/80

\$2,928

\$3,300

HEALTH 95/95

MORALE STABLE



ARMOR 53%

WEIGHT 46%

CAMO 100%

Glock 17	7.62x39mm AP	Crowbar	Gas	Mine
.38 S&W	5.45x39mm AP	Spectra Pants	Camo Kit	
CRMS	9x19mm AP	Guardian Vest	Sniper Scope 12x	
MAC-10	.38 S-load AP	C.Kula Leather	Remote Det.	
FN-FAL	Hand Grenade	Extended Ear	Bipod	
Commando	Smoke Grenade	Sun Goggles	Energy Boost	
M79	HMX	1st Aid Kit	Pistol Silencer	

Location A8

Total Items 29

1 / 1

Current Balance

\$21,240

Daily Income

80

Paused

A8: Hills

Day 3, 05:00

SHADOW: "WE'VE GOT COMPANY."

HISTORY LOG UPDATED.

IVAN: "GOOD! ALL DEAD."

HISTORY LOG UPDATED.

TREVOR HAS REPAIRED THE COATED SPECTRA VEST

























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MERCHANDISE IN STOCK				
 x9 \$25	 x3 \$1,500	 x9 \$400	 x6 \$300	 x3 \$400
 x3 \$1,000	 x15 \$1,500	 x8 \$1,250	 x3 \$400	 x2 \$500
 x7 \$100	 x5 \$30	 x5 \$10	 x9 \$50	 x5 \$20

TOTAL COST

\$0

CURRENT BALANCE

\$163,732

TOTAL VALUE

\$0

↑

TRANSACTION

DONE

↓




↑

PAGE 1/1

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MERCHANDISE IN STOCK				
 x5 \$100	 x2 \$250	 x4 \$200	 x2 \$400	 x4 \$500
 x3 \$150	 x3 \$200	 x6 \$600	 x2 \$700	 x5 \$1,000
 x4 \$2,000	 x2 \$2,000	 x2 \$4,000	 x3 \$5,000	

TOTAL COST

\$0

CURRENT BALANCE

\$24,340

TOTAL VALUE

\$0

↑

TRANSACTION

DONE

↓