(id) (Name)

1. Baseballbat
2. Sword
3. Axe
4. Paddle
5. Hammer
6. Car
7. Boat
8. Key (Graveyard)
9. Key (Police Station)
10. Key (Bank)

(Nog Geen id toegewezen)

1. Jerrycan
2. Security Card Weapon Cache
3. Versterker
4. Gold
5. Wapen opslag Police Station (M4`s (Niet silenced) Scar, DRS50, Spas, Usp-s)
6. Recevier
7. Slincers
8. Weapon Store (Alle weapons)
9. Jerrycan
10. Nail gun
11. Antenne