

# ***Urban Chaos-1.13 v4.47*** ***(UC-1.13 v4.47 Full)*** **Rev. 2013/07/19**

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## **Disclaimer**

This game modification and the files that comprise it are provided as is without any warranty. Use of this installer and the files it contains are completely **at your own risk**. The creators and those involved with the *Urban Chaos-1.13 (UC-1.13)* project, take NO responsibility for injury, fatality, damage or loss that may occur with use; including that suffered by: data, software, hardware, career, productivity, person, self-esteem and well being.

This game modification and the files that comprise it have not been tested in conjunction with any other Jagged Alliance 2 or Jagged Alliance 2 1.13 Mod aside from those specified below under System Requirements.

This document does not imply the existence of support for this game modification or the files that comprise it.

## **What Is It?**

- This is a Jagged Alliance 2 v1.13 mod, designed to allow the campaign from the Mod Squad's *Urban Chaos* Total Conversion for Jagged Alliance 2 (original Talonsoft release) to be run with the benefit of new features created since the source code was released.
- Beyond the basic v1.13 features at the time of release, this mod also incorporates the items and general advance feature set from the *Urban Chaos-1.13* and *Arulco Folding Stock* projects.
- By itself this release is not a complete mod. Instead it is meant to take an existing *Urban Chaos* "Data" folder and integrate it into the JA2 1.13 mod platform along with the contents of this mod. All credit for the concepts found in, and the actual original *Urban Chaos* belongs to the Mod Squad.

## **System Requirements**

- Legally purchased copy of *Jagged Alliance 2*, preferably installed somewhere mod friendly. eg. NOT any folder including the phrase: **Program Files (x86)** or **Program Files**
- Development version of *Jagged Alliance 2* v1.13
  - SCI\_Unstable\_Revision\_6232\_on\_GameDir\_1704
  - At time of release, the necessary exe for all introduced features in this mod are available courtesy of DepressiveBrot at: [Depri's Builds and Packages - Get your combat supplies here!](#).
- Original ***Urban Chaos*** Data folder (One of the suggested repositories):
  - [Original Urban Chaos Installer in Kermi's archives](#)
  - [Kaerar's SCI for Original Urban Chaos](#)
  - [One of Tais' older SCI's \(Spanned 7-zip archive, both files required to get "Data-UC"\)](#)
  - [Fileplanet](#)

## Helpful Link:

- [UC/DL 1.13 & AFS Sub-Forum](#)
- [Current UC-1.13 Discussion & Bug Reports Thread](#)
- [Urban Chaos-1.13 Hybrid FAQ & Spoilers](#) (This documentation but updated though the power of the web)
- [Original Urban Chaos FAQ](#)
- [Original Urban Chaos Official Readme](#)

# Installation FAQ

Before you begin, please check the following:

- you have your retail *Jagged Alliance 2* installed somewhere mod friendly (ie. NOT any folder including the phrase: *Program Files (x86)*)
- you have *Jagged Alliance 2 v1.13*, of the revision specified above, installed over the above base retail game install
- you have confirmed that your install of *Jagged Alliance 2 v1.13* is working correctly

Part 1:

- a) Get the original *Urban Chaos Data* folder from somewhere... One of these sources for example:
- [Original Urban Chaos Installer in Kermi's archives](#)
  - [Kaerar's SCI for Original Urban Chaos](#)
  - [One of Tais' older SCI's \(You need both files, it is a spanned 7-Zip archive\)](#) - Note: All you need is the **Data-UC** folder, only extract the **Data-UC** folder
  - [Fileplanet](#)

Note: the Map Pack and Quick fixes are only needed if you intend to play the original/old maps campaign. NPC fixes such as Claudia/Tony faction bug have been corrected in the XML's.

- b) make sure the original *Urban Chaos Data* folder is renamed **Data-UC**

Part 2: install the development version of *JA2 v1.13* specified in the first post.

Part 3: copy **Data-UC** into root JA2 directory (of where you installed v1.13). You should now see the following Data folders in your root JA2 install:

Data  
Data-1.13  
**Data-UC**

Part 4: Drop the contents of the **Urban Chaos-1.13 v4.32** 7zip archive into the root JA2 directory. This is a full release not a patch. You should now see the following Data folders in your root JA2 install:

Data  
Data-1.13  
**Data-Graphics**  
Data-UC  
**Data-UC113**

\*\*\* Remember to overwrite when asked to do so. \*\*\*

## Launching the Mod / AI Gear Selection Sub-mods

The **INI Editor**, included with *Jagged Alliance 2 v1.13*, is the recommended method for launching the mod - just set "Select JA2 v1.13 MOD" to:

**vfs\_config.UC113** - for modernized UC-1.13 maps & side quests

or

**vfs\_config.UC113OldMaps** - for zero map modifications to original Urban Chaos maps

Otherwise *Urban Chaos-1.13* may be manually activated by editing the file JA2.INI, so that:

**VFS\_CONFIG\_INI = vfs\_config.UC113 or vfs\_config.UC113OldMaps**

## Additional Item Control

***Tons of Guns*** – controls if items beyond those beyond original *Urban Chaos!* are available.

***Sci-fi*** – controls if items such as prototype weapons, AET ammo, thermobaric grenades, and the stealth suit appear.

# Select Differences between UC-1.13 and original Urban Chaos

(May Contain Spoilers)

## In General

### More Stuff

- v1.13 in general already has more stuff than what the original *Jagged Alliance 2* v1.07 could fit, but this and related projects adds even more. Highlights include:
  - AR Upper and Lower Receiver system allowing for more options to upgrade your found CAR-15s
  - Tactical Rail system attachments to allow for rich and complex weapon upgrading experience
  - explosive ammo types
- the expanded item set can be restricted mostly to only what original *Urban Chaos* had, plus a few implied weapons such as certain matched set of six shooters by selecting the Reduced Guns option at the start of a new game

### Characters

- it is worth mentioning again that the Tony/Caudia bug has been fixed (by not replicating the original PROF.DAT mistake in MercProfiles.XML)
- NPC's that claim to be merchants in Danubia, are merchants thanks to an expanded number of in-game merchants
- Carmen stays in his HQ in Atremo due to a workaround for a known bug
- Elhi has been activated as an RPC
- Iggy from the stock Arulco JA2 campaign replaces Tex in M.E.R.C. (solution to the "2-Tex problem")
- M.E.R.C. is available from game start as *Urban Chaos* is set after the Arulco campaign

### City Boundaries & Militia

- as v1.13 allows cities to be defined outside the boundaries of those defined by stock *Jagged Alliance 2*, most of the original "urban" sectors are now proper city sectors and must be liberated for a particular city to be freed
- all cities, except for the island, may have militia given the correct conditions

## Old Maps Game Mode

There are not many differences specific to just the Old Maps variant of UC-1.13 as starting with v4.xx, this mode drops all modified maps in favour of only using original *Urban Chaos* maps. UC-1.13 XML's have been adjusted in deference to the original mod's mechanics.

### Characters

- while the character indexing has been mostly restored to that of original *Urban Chaos*, Clive (a late game NPC meant for in-game atmosphere) does not show up in-game due to conflicting with a M.E.R.C. character added in the early days of v1.13

## **New Maps Game Mode**

### **Characters**

- even more merchants and repairmen
- Elhi has a vehicle
- original *Urban Chaos* "missing plant manager" bug (the one that required you to go to Calisto first) fixed via map editing

### **Port Kip UBT**

- moved under Port Kip (instead of being under Drake as it is in original *Urban Chaos*)

### **Bobby Ray's Shipping**

- the number of destinations that Bobby Ray's ships to has expanded
- be sure to open all crates in the cargo handling facilities of UBT Stations and airports: the crate that is closed when your shipment arrives is the receiving crate

\*\*\* *UC-1.13 v4.xx New Maps is still an unreleased work in progress at this time* \*\*\*

## These are NOT Bugs

(in so far that they can be fixed within the scope of the Hybrid project)

### Minor Spoilers

- Brenda and Elhi's voices
  - Elhi was dropped from original Urban Chaos release due to being underdeveloped
- Tex's city sector comments
  - in *Urban Chaos* (both original and UC-1.13) Tex occupies a RPC slot hard-coded to produce comments about liberated city sectors in the "vanilla"/Arulco campaign but no *Urban Chaos* specific text was created for Tex, therefore all he will say is, "I not sure you show true appreciation for my talents."
- AIM, MERC, IMP are unarmed when hired for Urban Chaos campaign (this is normal, original Urban Chaos design decision to fit storyline of your mercs arriving on a commercial flight)
- Higher resolutions in 1.13 allow you to see the "fake" shooting of a NPC during one of the Brenda cut scenes.
- Strange log events from "vanilla" Alruco campaign. This is a JA2 v1.13 limitation as of 2010/04/10 and will be resolved when this story element is externalized from the JA2.exe.
- Underground Bullet Train (UBT) website
  - JA2 1.13 does not currently allow removal of the old Mortuary text (which is part of the JA2.exe)
  - The in-game laptop's background has been modified to display the UBT routes
  - The Strategic Map facilities list will also display platform/destination combinations for sectors with UBT stations

## Bugs Still Being Worked On

- Since before the 2011/02/25 patch (v3.04), there have been multiple reports that the NE SAM cut scene locks up, hitting <ESC> or simply skipping the cut scene seems to avoid this lockup. This particular cut scene has worked in past however. Other cut scenes appear to be unaffected.
- Rudesea Cut Scene again crashing (assertion error) under all current .exe's, now even when your mercs are staying still and not doing anything in particular:
  - at present, after taking Rudesea let the time clock run a few minutes till the cut scene starts, let Brenda and Douglas converse till she slaps him around, then hit <ESC> to exit the cut scene before the scene naturally completes. Rudesea is made up of only the following sectors: K12, K13, and L12
  - Skipping the cut scene when given the choice = assertion error
  - Letting the cut scene play through to the end = assertion error
  - hitting <ESC> near the beginning of the cut scene = assertion error
- Carmen does not leave A9. After the Spring 2011 release fixed underlying problems with NPC behaviour in general I was able to look into problems with Carmen paying for collected heads. Found that while the quest now works properly in stock game, the method used to force Carmen's appearance in A9 at game start was not compatible with LUA scripting, resulting in either Carmen not paying or the game hanging on Carmen trying to restart the quest.
  - Present workaround is to use a different LUA script than stock to cause him to appear in A9 only and to edit his speech to reflect this.
  - Despite the LUA script fix above, Carmen does not pay for more than two heads. This is an improvement over previous Carmen bug where he simply didn't pay for any heads. This is still being looked into.



## v1.13 Features Used (and Abused) to create This Mod

### Headrock's [Item Transformations](#)

- Items that may be transformed into another item (index) have a sprocket shaped icon in the upper right corner of the item description (Big) image - clicking on this icon will bring up a menu listing all possible item transformations.

### Folding Stock System (v4)

- If a weapon can have its stock folded or retracted out of the way, it will now be done via the item transformation menu
- As before, for a small AP cost, you can optimize your weapon for hitting things or for getting more shots per turn.

### AR Upper Receiver System (v2)

- True AR-15 pattern weapons portrayed in this mod may be separated into upper and lower receivers via the item transformation menu
- Due to a quirk in how items are generated by this feature, dummy calibers are used to prevent upper receivers from producing "free" magazines, while still allowing them to be listed as guns in Bobby Rays for organizational purposes

### Alternate Ammunition System

- Guns that can physically load and fire multiple calibers (generally lower power cartridges as the one normally portrayed) can be changed into a version firing in-game these "alternate ammunition" via the item transformation menu
- .223 Remington ammunition crates may be converted into 5.56x45mm ammunition crates to produce magazines usable in 5.56x45mm weapons in-game. Generally these "5.56mm/.223" magazines have inferior performance than pure 5.56x45mm counterparts. Only "5.56mm/.223" ammunition crates may be converted into .223 Remington ammunition crates via the item transformation menu.

### Micro AR to Pistol AR Conversion

- MAR rifles may be converted into PAR pistols via the item transformation menu
- the normally inseparable/replaceable stock attachment is dropped into inventory in the process

### Variable Power Scopes

- some scopes may have their NCTH magnification power adjusted via the item transformation menu
- on scopes with more than two settings, AP costs reflect adjusting past any magnification levels in between the start and chosen magnification

### Real Exploding Ammunition

- several ammotypes produce an in-game explosive effect on impact
- some examples are: FRAG-12 (grenade), incendiary, and tear gas shotgun shells

- this feature is also used to allow the *HK XM25* and *QLZ-87B* grenade launchers to be portrayed in-game as direct fire (gun-type) weapons
- presently stock v1.13 is not using this feature to any great extent

### **Variable PItems (beyond 3)**

- All item graphics specific to this mod have been moved to P4-P6 Item graphic libraries

### **JMich's Variable Item Sizes**

- This mod uses a 240 item size system vs the 34 sizes in stock

### **Madd Mugsy's (New) Common Attachment Framework**

- This mod has a different (and incompatible with stock v1.13) implementation of this feature

### **Flugente's (started by JMich) Under Barrel Weapons**

- the in-game fire mode selector (formerly: single/burst/auto/grenade) now can also select an attached gun-type weapon and cycle through its fire modes - Hint: the "B" key
- In addition to attachable shotguns and other guns, this feature is used to implement multiple caliber guns, such as the *Saco Crossfire Mk1* and selectable magazine weapons such as the *Truvelo Neostead*

### **Madd Mugsy's repurpose of the inseparable attachment tag to have a Replaceable option**

#### **Modular Stock System (v2)**

- all modular stocks are now Replaceable
- under v2, all in-built penalties to modular stock weapons missing a stock item have been removed. A modular stock weapon, without a stock is treated as a gun with a "plain" fixed stock. Similarly, modification stats for the modular stocks have been adjusted to reflect this:
  - *AR-15 Fixed Stock*: no modification of stats
  - *AR-15 Telescopic Stock*: AP Reductions for To-Hit penalties (see below for NCTH effects)
  - *AR-15 Precision Stock*: General AP Reduction and To Hit Bonuses, including extra Bipod/Prone bonus (see below for NCTH effects)

### **Flugente's Overheating Weapons**

- mod uses its own system of overheating weapons values
- "Quick Change" LMG barrels now use this feature instead of simple averaging of stats via a merger

### **Flugente's [Externally fed machineguns](#)**

- ammunition belts are now belt segments of either 40 or 50 rounds (mostly 50 except for 7.62x51mm to allow for 50 round drum magazines)
- LMG that can only be fed by belt in-game will use these belt segments as their base capacity
- LMG with optional magazine feed will have the magazine feed as its base capacity

### **DepressiveBrot's Attachment Based Modular NIV Pockets**

- this mod's Modular Load Bearing Equipment (M-LBE) system (v2) uses this feature
- presently stock v1.13 is not using this feature to any great extent

### **Flugente's [Rifle Launched Grenade](#)**

- when a grenade is attached, only grenade launch fire mode is available
- firing depletes one bullet from main magazine, grenade may not be fired if magazine is depleted
- replaces earlier rifle launched grenade system specific to this and related mods based on conversation in-forum with Buns (see WWII mod)
- available in: Anti-Tank, Anti-Personnel (fragmentation), Smoke, Tear Gas, Mustard Gas, Illumination, and White Phosphorus (flame)
- presently stock v1.13 is not using this feature to any great extent

\*\*\* Please see Version History for advance v1.13 features that have been implemented more or less as they are in stock \*\*\*

## v1.13 Features That Have Limited/No Support

### Old Inventory System (OIV) - No Support

- Support ceased [sometime in 2009](#), due to the view that too many compromises were needed (and the work needed to support what seemed to be only an imperfect set of workarounds seemed like a waste of time).
- Also noticed(2011/10/15) OIV seems to activate NPC/RPC inventory from the old PROF.DAT file, as this file is no longer being worked on there will be problems.
- This game option cannot be disabled from the start menu as far as I know (2011/10/15), but please do not use OIV with AFS

### Old Attachment System (OAS) - Limited Support

Many features specific to the current version of the mod (v4.00) require the activation of New Attachment System (NAS) at game start to function or show up, see below for details.

#### AR-15 Stock System:

- all AR-15 weapons will lose 1 of 4 attachment slots to the stock item, unless player is willing to put up with severe penalties of having no stock. This even applies to all AR-15 pistols which will not have their intended "pistol" stats unless the Buffer Tube Cover is attached. The exception is the OA-93 which does not use the AR-15 Stock System directly (it requires the Fixed Stock Kit attachment to add the stock items to the attachment list, as well as the penalties of the AR-15 Stock System).
- no workaround anticipated.

#### Rifle Launched Grenades

- all rifle launched grenades require the large attachment slot available only under NAS

#### MG Barrel change

- should work just fine, the actual Quick Change barrel never attaches to the weapon, it just triggers a merger that averages the status of itself and the weapon, converting the barrel into an inert object in the process
- the attachment lists are actually displaying a dummy item for informational purposes

#### Tactical Rail Attachments

- by definition they require NAS
- these items should be flagged as NAS only

#### Calibre Conversion Kits (STK Compact Personal Weapon, Bushmaster Advance Combat Rifle, Desert Tactical SRS

- like the FSS Item these will simply attach to the weapon instead of triggering the conversion merger under OAS
- reverse version of the mergers will be added as of v3.60 (instead of merging the attachment to slot it doesn't fit, remove the attachment and merge the weapon into it)

#### Groza attachments

- like the FSS Item these will simply attach to the weapon instead of triggering the conversion merger under OAS
- reverse version of the mergers will be added as of v3.60 (instead of merging the attachment to slot it doesn't fit, remove the attachment and merge the weapon into it)

## Items FAQ:

### Armour Penalties

	Armour Modifiers	(Old) CTH
	AP	
All Vests (unless otherwise specified)	-5	-4
All Leggings (unless otherwise specified)	-1	
Striker Vest	-1	
Striker Leggings	0	
Commando Vests	-2	-1
Commando Leggings	-2	
Stealth Ops Vest	+5	
Stealth Ops Leggings	+5	
Ghillie Suit Jacket	-10	-10
Ghillie Suit Pants	-9	
EOD helmet	-7	
EOD vest	-15	-25
EOD pants	-20	
FLX-C 2000	0	-2
All Plates	-3	
Leg Protectors	-4	

### Face Items

Gas Mask and NVG have a CtH penalty to reflect the increased difficulty in aiming when these items are worn:

Gas Mask = -20 CtH

NVG = -15 CtH

## Item Combinations

### Flamethrower

Flamethrower = Garden Pump Sprayer + Duct Tape + Cigar Gift Set (not plain Cigars)

Flamethrower Fuel = Garden Herbicide + Pack of Gum + Tank of Gas

### Long Coat Holster Rigs

The Long Coat “vest” LBE may be upgraded twice with the Machine Pistol Holster. Just merge the MP Holster into the Long Coat.

### Motolov Cocktail

Bottle of Alcohol + Rag = Motolov Cocktail

### 37mm Homebrew Grenade

Motolov Cocktail + 37mm Smoke Grenade = 37mm Homebrew Grenade

<b>Commando (Vest) LBE Combinations</b>				
<b>Armour</b>	<b>Upgrade Item</b>		<b>Resulting Armour</b>	<b>Other Results</b>
Spectra / Dyneema Vest	Commando Upgrade	=	Commando Vest	Commando LBE (I)
Commando Vest	Commando Upgrade	=	Commando ASL/NCO Vest	Commando LBE Upgrade
Commando ASL/NCO Vest	Commando Upgrade	=	Commando Squad Leader	Commando LBE Upgrade
Commando ASL/NCO Vest	Medic Patch	=	Commando Medic Vest	Medic LBE Upgrade
Spectra / Dyneema Leggings	Commando Upgrade	=	Commando Pants	Commando Holster
<b>LBE</b>	<b>Upgrade Item</b>		<b>Resulting LBE</b>	
Commando LBE (I)	Commando LBE Upgrade	=	Commando LBE (II) "ASL/NCO LBE"	
Commando LBE (II) "ASL/NCO LBE"	Commando LBE Upgrade	=	Commando LBE (III) "Squad Leader LBE"	
Commando LBE (II) "ASL/NCO LBE"	Medic LBE Upgrade	=	Commando LBE - Medic	
Commando LBE (II) "ASL/NCO LBE"	40mm Grenade Panel	=	Commando LBE - Grenadier	
Commando LBE (II) "ASL/NCO LBE"	M-LBE Leg Rig	=	Commando LBE - Modular	
Commando LBE (II) "ASL/NCO LBE"	MP Holster	=	Commando LBE - SMG	
Commando LBE (II) "ASL/NCO LBE"	SAW Pouch	=	Commando LBE - LMG	

## Attachment Penalties (Old CtH)

The following tables only list the penalties each attachment imposes. Integral attachments, generally those which are inseparable, do not for the most part share these penalties, unless noted below.\*

Optical Sights and Scopes						
	To-Hit Penalty			AP Increases		Tunnel Vision
	General	Burst	Auto	General	Draw	
<b>1P21 Minuta (9x)</b>	5%	70%	70%	45%	45%	75%
<b>PO 3.5x21P (3.5x)</b>	5%			9%	9%	50%
<b>Scope Sight (1.5x)</b>	5%			5%	5%	25%
<b>Battle Scope (4x)</b>	5%			10%	10%	50%
<b>Scope (6x)</b>	5%	40%	40%	35%	35%	75%
<b>Sniper Scope (10x)</b>	5%	75%	75%	50%	50%	75%
<b>Reflex Scope (4x)</b>	5%					25%
<b>Reflex Combo</b>						25%
<b>NV Scope (4x)</b>	5%			15%	20%	75%
<b>PCAP Scope (4x)</b>	5%			15%	15%	75%
<b>Thermal Imaging</b>	5%			15%	20%	75%
<b>Reflex Sight</b>						25%
<b>Holo (Advance Reflex) Sight</b>						25%
<b>Reflex/Laser Sight (also integral)</b>						25%
<b>RIS Sight (1.5x)</b>	5%					25%
<b>SUSAT (4x)</b>	5%			15%	15%	50%
<b>PEM (4x)</b>	5%			15%	15%	75%
<b>No.32 (4x)</b>	5%			15%	15%	75%
<b>ZF-42 (4x)</b>	5%			15%	15%	75%
<b>Clamp Mount Battle Scope (4x)</b>	5%			15%	15%	75%
<b>Kobra Reflex Sight</b>						25%
<b>PSO-1 (4x)</b>	5%	15%	15%	20%	20%	75%
<b>PSO-P (6x)</b>	5%	30%	30%	30%	30%	75%
<b>1PN51 NV Sight</b>	5%			20%	20%	50%
<b>OICW FCS*</b>						50%
<b>F2000 FCM*</b>				15%		50%
<b>G36 3x Scope/Reflex Sight*</b>						50%

Sound Suppressors			
	General AP Penalty	Draw AP Penalty	Notes
<b>Flash (for comparison)</b>	0%	0%	Based on size of suppressor relative to general class of weapon used on.
<b>Pistol</b>	5%	25%	
<b>Intermediate Cartridge</b>	4%	15%	
<b>High-Power Ammo</b>	3%	10%	

Under-slung Grenade Launcher AP Penalties			
	General	Ready	Notes
<b>GP-30</b>	20%	20%	Acts as vertical foregrip.
<b>M203</b>	25%	25%	Same for Modified M203
<b>FN ELGM</b>	5%	10%	Reflects ergonomic design from FN GL1.
<b>H&amp;K HK79</b>	25%	25%	
<b>H&amp;K AG36</b>	15%	15%	Acts as vertical foregrip.
<b>Metal Storm</b>	30%	30%	Reflects the extreme loss of balance due to having three 40mm rounds loaded up front.

Note: AICW Metal Storm, OICW 20mm, FN GL1, and Groza Grenade Launchers are not listed as these are meant to be highly integrated with the weapon they are attached to and therefore do not impose AP penalties.



# How To Use Features not in Stock v1.13

## Groza OTs-14 modules

- Moving the default attachment to an invalid slot, with the specified variant, will cycle the attachment module through the following order:
  - Ots-14/7-A: Launcher -> Foregrip -> Launcher
  - Ots-14-A3: Launcher -> Suppressor -> Foregrip -> Launcher
- Only one module may be attached at anyone time
- Mergers cost prevents conversion from occurring during turn based mode

## Included Calibre Conversion Kits

Some weapons are supplied with the Calibre Conversion Kit as an attachment in one of the four internal attachment slots (lower right corner).

1. Detach the *Calibre Conversion Kit* from the internal attachment slot.
2. Click the *Calibre Conversion Kit* on any empty attachment slot except for the internal attachment slots - notice that the weapon's calibre will change with each click. Any incompatible ammunition will be ejected, to merc inventory if space allows, otherwise to map.
3. Keep clicking the *Calibre Conversion Kit* on the attachment slot till the weapon has the wanted configuration.
4. Attach the *Calibre Conversion Kit* to one of the four internal attachment slots in the lower right corner for storage.

## AR Pistol to Micro-AR Conversion

Most AR-15 pistols can be converted from a one handed pistols into a Very Short Barrel Rifle (VSBR), or Micro-AR, via any of the three AR-15 stocks in the mod. The exception is the OA-93 which requires the use of a fixed stock kit to give it the mounting point, this is due to the OA-93 lacking the buffer tube that an aftermarket stock would mount to as is found on most "conventional" AR pistols.

- Take an AR-15 stock and click it on any empty attachment slot. This will trigger a USE merger converting the AR pistol into a Micro AR which will have an attachment slot for the stock to attach to.
- Use item transformation menu to convert Micro-AR back to Pistol AR, detaching to inventory the (normally replaceable only) stock in the process.

## AR Receiver System

- use item transformation menu to separate proper AR-pattern weapons into upper and lower receivers
- to produce a fully operating weapon, merge the upper receiver into one of the lower receiver's attachment slots
- lower receivers come in A3 (full auto capable), A4 (3-round burst), and LE-901 (single shot with precision trigger)
- upper and lower receivers may not be loaded with ammunition
- not all upper receivers fit all lower receivers, ie. LMG uppers may not fit A4 or LE-901 lowers
- though the lower implies firing modes, all modes may not be available, ie. an AR produced from a civilian upper may only allow single shot despite having an A3 or A4 lower

# NCTH Implementation FAQ

NCTH is the somewhat controversial game system that intends to increase the number of bullet required to achieve hits to more "realistic" levels. The lack of available data on weapon performance, translation challenges in converting what little data that is available into in-game stats, implementation challenges with the NCTH code, real and perceived balance problems (the intended increase in bullets per hit being arguably incompatible with some play-styles) have lead to this purely optional feature developing a poor reputation in some circles. This and related mods have attempted to address some of these issues via data editing (as opposed to changing the code).

## General Difference with stock v1.13

- The severity of recoil (X and Y) is already multiplied by 1.25 from values in stock v1.13 Data-1.13 (when possible) to account for aimed burst/auto
  - later the base NCTH stats were modified to work better "in-game" vs attempting to reflect partially available "real" stats
- In general Aiming Levels (clicks to reach the best grouping):
  - the average weapon, regardless of class, generally have default aiming level = 4
  - smaller pistols, to represent the shorter sight radius (harder to aim) generally have default aiming level = 5
  - oversized pistols, to represent the longer sight radius over normal pistols, have an additional Flat Aim Bonus = 1
  - due to the New Traits potentially granting an aiming level bonus (reduction) of 2, and the reflex sights having an aiming level bonus of 1, for a total of 3 less clicks to reach best aim, no weapon should have a default aiming level of less than 4
- Changed all grips, reduced (NCTH) Percent Max CF to 50 (was 70), and Percent CF Accuracy to 25 (was 30)
- Penalties for top end armours less severe
- Long Arm (SMG, AR, LMG, Rifle, Sniper Rifle) rebalanced to be more accurate without scopes, representing "iron sights"
  - at least a 10% bonus to Percent Cap (Aiming Cap Modifier) on most long arms based on weapon family/type of scope mount it uses in-game, this is the "iron sight" bonus
  - scopes have the negative counterpart of the "iron sight" modifier to zero out the "iron sight" bonus when a scope is in use. This means that the problem is not simply shifted over, instead Scopes work as before, while allowing long arms without scopes to have a better hitting potential.
  - Example: RIS Optics Rail equipped weapons have a 10% Cap bonus to represent Back-up Iron Sights. RIS Scopes have a -10% Cap penalty, resulting in 0 change to the Percent Cap (Aiming Cap Modifier) when attached. Adapters that allow the use of RIS Optics on non-RIS Optics rail weapons modify (usually down) the weapons "iron sight" bonus to 10% as part of allowing these weapons to mount RIS Scopes.
  - note that pistols and machine pistols will generally have only the -10% reduction to Aiming Cap applied making scopes less effective when used on these classes of weapons

### Scope Implementation

- Aiming Level modification
  - Reflex Sights = -1
  - Low Power Scopes and Reflex Scopes = 0
  - Medium Power Scopes = 1
  - High-Power Scopes = 2 – 3
- Advance Reflex Sight
  - NCTH Flat Aim Bonus = 2
- Basic Magnifying Scopes:
  - Percent CF Accuracy = -10 x Scope Mag Factor (all stances)
- Special Magnifying Scopes:
  - Night Vision Scopes = treated as +2 of actual Mag Factor
  - *Thermal Imaging(FLIR) Scope* = no additional changes, treated as 6X scope

### Folding Stock System - Long Arms (SMG, AR, LMG, Rifle, Sniper Rifle)

- Baseline is with stock extended, below are modifiers for when stock is folded / collapsed / retracted
- Net effect is that when stock is retracted, snapshots have a small accuracy bonus, but additional aiming has dramatically reduced effect, last aiming level (4/4) actually has worse accuracy compared to 2nd last aiming level (3/4)
- Percent Base (Snapshot Modifier) = 30% bonus
- Flat Aim (Flat Aiming Modifier) = -15% penalty
- Percent Max CF (Maximum Counter-Force Modifier) = -20% penalty
- Percent CF Accuracy (Counter-Force Accuracy Modifier) = -20% penalty

### Folding Stock System - Machine Pistols

- Baseline is with the stock retracted, below are modifiers for when stock is extended / unfolded
- Net effect is that for machine pistols, the use of a stock will increase accuracy and NCTH specific costs (handling) such that it is comparable to a full-size sub-machine-gun
- Percent Cap (Aiming Cap Modifier) = 5% bonus
- Percent Handling (Gun Handling Modifier) = 30% penalty
- Percent Max CF (Maximum Counter-Force Modifier) = 30% bonus
- Percent CF Accuracy (Counter-Force Accuracy Modifier) = 30% bonus
- Flat Aim = 2 (standing) / 3 (crouching) / 1 (prone) bonuses
- TactiKool-Aid Pistol2Carbine attachment is based on the above with additional modifications to emulate integral grip and stock options.

### Modular Stock System v2

Base penalties on all AR-15 Long Arms and most adapters:

- as of Modular Stock System v2 no more missing stock penalties - no stock has the same effect as the fixed stock

#### AR-15 Fixed Stock

- no modification to base weapon stats

#### AR-15 Telescopic Stock

- Percent Base (Snapshot Modifier) = 5% bonus
- Percent Cap = 7% bonus
- Percent Handling = -10/-35/-25% bonus
- Percent CF Accuracy (Counter-Force Accuracy Modifier) = -5% penalty

#### AR-15 Precision Stock

- Percent Cap = 20% bonus
- Percent Handling = -25/-40/-40% bonus

#### Miscellaneous

- Most Under-slung grenade launchers:
  - Penalties to: Percent Handling, Percent CF Accuracy, AimLevel Modifier
  - Bonus to: Percent Max CF
  - Launchers that also act as vertical grip have grip bonuses added to equivalent launcher NCTH modifiers
- NVG: range of penalties to Flat Aim, Percent CF Accuracy,
- Gas Mask: -10% penalty to Flat Aim
- Rod & Spring: -50% penalty to Percent CF Accuracy
- AR-15 Rate Reducer: 50% bonus to Percent CF Accuracy

## Missing Default Attachment Tips

Presently the Map Editor will, for unknown reasons, not supply all default attachments for some item indexes. It is also unknown why some item indexes will always be pre-placed in maps with all attachments while others always show up with the same attachment(s) missing. Default Attachments appear without problem when items are bought new, or assigned to enemy forces via random generation. The following are ways to workaround this until the Map Editor is fixed:

- Missing Inseparable Attachments – under NAS, merger operation add/remove inseparable default attachments as required by the resulting item.
  - Cycling the item's folding stock from one state to the other.
  - Most items with inseparable default attachments should have a merger setup so that when a Tool Kit is merged into it (non-destructive USE merger), it will produce the base item with all default inseparable attachments

# Version History

## 20091025

- Initial Public Release

## 20091110

- Fixed default movement speeds in turn base now back to actual default movement speed.
- Graphics added for 9x19mm: Speed loaders, 7 round pistol magazines, 15 round pistol magazines, +P+ rounds.
- Added graphics for .45ACP: 7 round pistol magazines, 14 round pistol magazines
- Added graphics for 9x18mm Speed loaders.
- Changed 7 round 12 gauge magazine fed shotguns now 6 round magazine fed shotguns.
- Added graphics for 6 round 12 gauge magazines.
- Changed reload cost for tubular magazine and break open shotguns changed to approx 7AP per shell reload cost.
- Added Shotgun chokes from recent SVN 1.13 update.
- Added 5.45x45mm and 7.62x39mm Cold Loaded ammunition from recent SVN 1.13 update.
- Added graphic from DBB/Cosplay 910 for RIS Foregrip.
- Changed location of some items graphics into spare slots in P1ITEMS (unused pocked armour from before NIV).

## 20100201

- Revised MP folding stock implemented on MP7
- Some city sectors have been reverted back to "urban" sectors which are not actively part of a city. This means among other things militia training cannot take place in these sectors. Movement costs however are unaffected between these and adjacent real city sectors. This reduction of the number of cities was done in hopes of stalling late game stability issues, and to speed up the pace of the game.
- AR-15 Upper Receivers (upgrade kits) have been added to the game to give some purpose to the surplus of CAR-15's the player will encounter in mid-game. Upper Receivers have been added for the following weapons: .50 Beowulf, Barrett M468, Bushmaster M4A3, Colt 9mm SMG, Colt M4/M4A1, Colt M16A3/A4, Olympic Arms K-series carbines. Overtime it is planned that the system will be refined so that stock is taken into account when upgrading via upper receivers.
- Revised weapon reliability and repair difficulty.
- Files needed to run UC-113 Hybrid with Headrock's HAM3.6Alpha are included in a zip file. Extract to main Jagged Alliance 2 folder and run HAM executable (downloaded separately) with vfs\_config.UC113HAM.ini selected in the INIEditor.

## 20100410

- Implemented separate graphics data folder
- Merged Data-UC113HAM (HAM 3.6 compatible mini-mod) XML's into main Data-UC113 folder
- Added "Orange Plastic" 5.45x39mm 30 round magazines

- Added "Shiny Black" 9x19mm 30 round magazines
- Added "Shiny Black" 5.56x45mm 30 round magazines based on the original
- Urban Chaos .223 magazine
- Added 7.62x51mm 10 round magazines based on the original 20 round magazines
- Added M249 PIP Squad Automatic Weapon as new gift item
- Added IMI Jericho 941/Baby Eagle and Crossbow (Graphics from DBB and Tbird, stats from DL-113FS project)
- Added Bushmaster ACR (formerly Magpul Masada) and its caliber conversion "system"
- Added Beretta CX Storm in 9x19mm, .40 S&W, and .45 ACP
- Implemented separate unfolded stock machine pistol items for all in-game "machine pistols"
- Added unfolded stock graphics for: Uzi, Mini-Uzi, Micro-Uzi, KGP-9, OTs-02 Kiparis, P-9/PP-91, SR-2 Veresk
- Changed ammunition availability
- Removed availability of high explosives from Bobby Rays
- Fixed maps F9 and H8 for missing garrisons
- Fixed missing vision range bonus for Clamp on Battle scope
- Fixed weapon stats for OTs 39 to accommodate the correct folding stock system and integrated LAM
- Fixed Sector description for one of the Farm Sectors
- Fixed Claymore landmine tag which was preventing detonator attachment
- Rebuilt Army Compositions, Garrisons and Patrols (Less is More Stability drive)
- Rebuilt Ja2\_Options.ini for SVN revision 1220
- Reinforcements now off by default (Less is More Stability drive)

## 20100423

- Changed "sniper rifle" AP costs to be more in line with "rifle" and "assault rifle" single shot costs. Sniper rifle plus scope costs should be similar to the way they were previously
- Changed penalties for scopes:
  - 4x battle scope = 12% increase General/Ready AP
  - 4x PSO-1 = 20% increase General/Ready AP
  - 4x Clamp on Battle Scope = 16% increase General/Read AP
  - 6x Sniper Scope = 35% increase General/Read AP; -40% Burst/Auto CTH
  - 6x PSO-P = 30% increase General/Read AP; -30% Burst/Auto CTH
  - 9x 1P21 Minuta = 45% increase General/Read AP; -70% Burst/Auto CTH
  - 10x Sniper Scope = 50% increase General/Read AP; -75% Burst/Auto CTH
 (note that the penalties are not based purely on the "magnification" in the scope's name, also the construction and purpose of the scope were taken into consideration)
- Fixed typo in definition for NE SAM garrison introduced in last version
- Fixed weapon availability mistake
- Fixed Police in H12 somehow being armed with upper receiver
- Fixed AKSU-74 in C9 missing default attachment
- Includes NAS mini-mod, you still require NAS 0.40a or higher downloaded separately
  - All weapons that should have attachment points defined have them defined
  - Milkor MGL-140 now fires the same 40mm grenades as the M203 and other single shot

- grenades, only it can have 6 loaded
- added RG6 6 round launcher for 40mm VOG-25 type grenades
- removed mergers to form: Reflex Scope/Sight, UBAR Bridge rail scope/sights, Korsak-1 LAM/Russian Scope complexes
- Urban Chaos armour and LBE's no longer able to take attachments.

## 20100515

- Reduces QUEEN\_POOL\_INCREMENT\_PER\_DIFFICULTY\_LEVEL from default of 60 to 30
- Fixed AMD-65M attachments for both regular and NAS
- Fixed AP penalties of having attached underslung grenade launcher affecting AP to fire underslung grenade launcher

## 20100719 (aka. UC-1.13 v3, DL-1.13FS v2, FS v2)

- Rebuilt items mods to common baseline for *Urban Chaos-1.13*, *Deidranna Lives!-1.13 Folding Stock*, and *Folding Stock Mods*
- Initial Combined Folding Stock System mod release
- Fixed modified M4/M4A1 stats so that they should be identical to the M4/M4A1, forgot to do so when the penalties were moved to the attachments.
- Fixed Urban Chaos maps causing “Missing-Plant-Managers-if-you don't-visit-Callisto-Factory-First” bug.
- Surveyed and trimmed populations of several Urban Chaos maps in another bid to increase stability.
- Improved the graphics for 30 round 5.56x45mm magazines
- Improved stats for both Thales and 1PN51 Night Vision Scopes have improved daylight properties so they can act as “direct linear upgrades” from the Battlescope (4x) and P.O. 3.5x21P
- Restocked Urban Chaos and Deidranna Lives! maps to accommodate items and default attachments of the items mod.
- Substituted in UC-1.13 the 1P21 Minuta Sniper Scope, for two reasons: 1) having to move the PSO-1 to item 208 would have required resetting all the default attachments of rifles that have by default the PSO-1; 2) the 1P21 Minuta is the high end (of two) sniper scope for the PSO-1 scope mount.
- Restored in UC-1.13 Hybrid a single water crossing from mainland Danubia to the Island.
- Removed all occurrences of “pocket armour” attachment definitions from all three main item mods
- Added graphics for AEK-919K, Ingram M10, and Ingram M10/9 with extended stocks (original by lisac)
- Added graphics for Skorpion vz.82 with extended stock (original by Coolberg)
- Updated the AK-9 to reflect the new graphic (also by Tbird94lx), magazine updated from helical type of prototype to 30round box type.
- Updated ParaOrdnance P14-45 to graphic from DBB/IoV 916
- Added the following new items:
  - Brick (graphic from DBB/IoV 916)
  - ADD/Daewoo K11 (right now just a copy of the ATK/H&K xM29)
  - Ares Shrike (graphic has been part of main v1.13 for a while now)



- Beretta ARX-160 (graphic from DBB/IoV 916; not fully implemented yet)
- Beretta PX4 in 9x19mm, .40 S&W, and .45ACP (graphic from DBB/IoV 916, suicidaltree)
- Beretta RX Storm (graphic from DBB/IoV 916, suicidaltree)
- HK GR9 (graphic from DBB/IoV 916)
- HK GR2 (needs new graphic, HK 53A3 temp)
- IWI Tavor CTAR 21 (graphic from DBB/IoV 916)
- IWI Tavor STAR 21 (based on Tavor TAR 21 graphics from DBB/IoV 916)
- IWI Tavor TAR 21 (graphic from DBB/IoV 916)
- IWI Tavor-2 (temporarily using v1.13 Tavor TAR 21 graphic)
- IWI Tavor-2 SMG (graphic from DBB/IoV 916, tbird/royalpotato)
- Kel-tec RFB Carbine (graphic from DBB/IoV 916, threewings/ )
- Kel-tec RFB Target (graphic from DBB/IoV 916, threewings/ )
- LWRC M6A4 (graphic from DBB/IoV 916, satan1987s)
- MacMillian Tac-50 (graphic from DBB/IoV 916, dboy)
- ParaOrdnance Slim Hawg (graphic from DBB/IoV 916, threewings)
- PP-2000 (graphic from DBB/IoV 916, dboy; modified for collapsed stock version)
- QBZ-95, B, LSW (graphics from DBB/IoV 916, Ron/royalpotato/ )
- QLZ-87B (graphic from DBB/IoV 916, )
- QSZ92 (graphic from DBB/IoV 916, royalpotato)
- Ruger Mini-68 (graphics from DBB/IoV 916, tbird94lx)
- STK SAR 21 variants: standard, MMS, P-Rail, 21A (graphics from DBB/IoV 916 suicidaltree/ron except for P-Rail which is original from v1.13)
- Type 05 (graphic from DBB/IoV 916, Ron)
- Vektor CR-21 (graphic from DBB/IoV 916, bayerlein)
- ACME Assault Rifle (graphic by Bullet Six, from original DI-1.13)
- ACME Pistol, and Silent (graphic by Bullet Six, from original DI-1.13)
- MR-C (graphic by Bullet Six, from original DI-1.13)
- HK G15 and ammo (graphics by Bullet Six, from original DI-1.13)
- ACME P99 (graphic by Bullet Six, from original DI-1.13)
- Carter Special (graphic by Bullet Six, from original DI-1.13, changed from a sci-fi weapon, to a real world ammo sci-fi replica when I finally figured out what it was)
- SEBURO MN23 and ammo (graphics by Bullet Six, from original DI-1.13)
- SEBURO CX and ammo (graphic by Bullet Six, from original DI-1.13)
- Desert Tactical SRS .308/.338LM (graphic from DBB/IoV 916, )
- Carl Gustaf M2 and ammo (graphics from DBB/IoV 916, suicidaltree)
- M202 FLASH and ammo (graphics from DBB/IoV 916, tbird94lx)
- Mark 153 SMAW and ammo (graphics from DBB/IoV 916, dboy/bayerlein)
- Metal Storm 40mm Launchers (graphics from DBB/IoV 916, )
- RGD-5 and F1 Grenades (graphics from original Urban Chaos)
- Due to item renumbering in UC-1.13v3, it is not compatible with the UC-1.13NAS Test Mod. There are currently no plans to update the UC-1.13NAS Test Mod to v20100719 standards. Instead a clean sheet NAS project will be embarked on at a later date in anticipation of NAS becoming a capability integrated into the main SVN for v1.13.

### 20100801 (UC-1.13NAS Hybrid v2)

- Rebuilt *Urban Chaos-1.13v3* (CFSS v.20100719) to be a standalone release from CFSS. You still need the original *Urban Chaos*, *Jagged Alliance 2 v1.13*, and WarmSteel's *New Attachment System (NAS) Beta*. The Data folder from *Urban Chaos* and the later two fully installed and operational.
- Implemented:
  - New Attachment System XML's
  - Multi-Shot Grenade launchers: Milkor and RG6
  - Folding Stock v2 (you only need to move the stock between the top and bottom "Stock Slots")
  - LMG Dual Feed v2 (you only need to move the feed item between the top and bottom "Feed Slots")
  - NAS slot adding attachments (some are too embarrassing to document here)
  - New Precision/Adjustable Folding Stock for SCAR and ACR rifles
  - Weapon sub-components: permanently attached items which grant specific bonus, but also add to repair times by virtue of being attachments instead of just stats on the base gun.
- Removed:
  - Russian Optics/LAM sighting complexes (Replaced by NAS adding slot function)
  - 40mm Multi-Shot Grenades (Replaced by NAS allowing multiples of singular 40mm grenades to be added)
- There are some savegames included to demonstrate above, and to assist in tracking down a potential bug in NAS with adding attachment slots.
- Added SUSAT with graphics from DBB/IoV 916.
- Added RIS addition item graphics

### 20100812 (UC-1.13NAS Hybrid v2.1)

- Updated last version to WarmSteel's 0.61Beta standard
  - new AttachmentSlot.XML format
  - new MercStartingGear.XML format
  - new AlteringAttachments.XML
  - Reset the M202 FLASH from eight shot (to accomodate previous game engine limitation) to four now that multi-shot rockets are working as expected
  - new .ini file
- AR-15 Stock System
  - expanded stock system from current Precision Stock upgrade
  - Most AR-15 weapons now have a stock item, and built-in penalties General/Burst/Autofire To-Hit -20%
  - AR-15 Fixed Stock: General/Burst/Autofire To-Hit +20%, graphic based on .50 Beowulf rifle by Lisac
  - AR-15 Telescopic Stock: General/Burst/Autofire To-Hit +18%, General AP reduction 5%, Ready AP reduction 30%, graphic based on C-8 by Tbird94lx
  - AR-15 Precision Stock: General To-Hit +25%, Burst/Auto To-Hit 20%, Aimed Shot +5%, Bipod/Prone 3%, General AP mod 5% reduction
  - AR-15 pistols do not have penalties, but only the CMMG 7.3 can have stock added

- FN F2000 system
  - FN F2000 Tactical – RIS equipped, cannot mount grenade launcher of any kind, available from Bobby Rays and Merchants
  - FN F2000 Weapon System – inseparable GL1 Launcher and Fire Control Module (4x Battlescope and LAM combo), not available from Bobby Rays and Merchants.
  - FN F2000 Upgrade – converts F2000 Tactical into F2000 Weapon System
  - all graphics based on standard SVN v1.13 FN F2000 graphic by Marlboro Man
- Increased attachment penalties
  - FN ELGM (now named properly) has increased penalties since it no longer attaches to F2000
  - Sound Suppressors penalties implemented
- Documentation
  - Noted most attachment penalties
  - Updated IoV credits to include as many specific artists as possible, based on their website, which happened to be working the day this documentation was written.

#### **20100818 (UC-1.13NAS Hybrid v2.2 Patch Release)**

- Fixed (hopefully all) coolness = 0 merger failures
- Fixed attachment slot definition error preventing Flamethrower assembly
- Fixed ClassIndex offset for 25mm and 35mm ammo
- Changed/Fixed HK416 weights to account for AR-15 Stock system and the fact I didn't read the fine print on the HK USA website (they include the weight of the magazine).
- Fixed Gabby (one of the bartenders in Calisto)'s inventory
- Fixed missing 120 Range bonus for all 7.62x39mm magazines
- Fixed more than one stock mode being compatible attachments
- Added magazine/belt feed incompatibility definition to prevent exploit

#### **20100819 (UC-1.13NAS Hybrid v2.3 Patch Release)**

- Fixed missing NASIncompatibleAttachments.xml entries to prevent Groza attachment exploit
- Added Toolbox mergers to fix missing default inseparable attachments for weapons that are not equipped for folded stock (the folded stock system involves a merger operation which in NAS will restore the missing default attachments).

#### **20100821 (UC-1.13NAS Hybrid v2.4 Full Release)**

- Fixed Prax subway map issue. A copy of map J9\_B1\_A1.DAT renamed J9\_B1.DAT to cover alternate map needed due to Science-fiction mode being available (without Crepitus).
- Fixed missing sound settings for: RG6 and VGM93.400 Flash-bang Grenade
- Fixed FN ELGM so it actually is the FN ELGM noted in v.20100812
- Added graphics:
  - H&K RIS Optics Mount – Based on the mounting apparatus of Aiming-Point-Projector (mainstream v.1.13) by Marlboro Man
  - AR-15 RIS Optics Mount – original artwork
  - H&K Clamp Mount 4x Scope – Based on the mounting apparatus of Aiming-Point-Projector by Marlboro Man now in mainstream v1.13

- OICW FCM – Based on XM29 Big Image graphic by Tbird94lx
- AK RIS Hand Guard – AK silhouette based on Urban Chaos AK-105
- Added new Items:
  - AK RIS Optics Mount – original artwork
  - PEM Scope – implemented existing v.1.13 graphic
  - UK No. 32 Scope – implemented existing v.1.13 graphic
  - ZF-42 – implemented existing v.1.13 graphic
- Changed attachment slot placement :
  - Most Scope, RIS, RSA, and SVD optics now mount above the centre of the weapon graphic. Most others are above right of the weapons graphic, except the Desert Eagle optics mount which is now above left of the weapons graphic
  - Extreme Forward Short Optics RIS mount now in use on FN P90 and similar bullpup configuration weapons.
  - Alternate Full Optics RIS slot on above right added by some attachments.

#### **20100824 (UC-1.13NAS Hybrid v2.5)**

- Fixed RG6 range
- Fixed missing 120 range bonus for 5.45x39mm magazines
- Fixed ammotype for 5.8x42 mm ammo crates
- Fixed missing Commando (Vest) LBE mods
- Modified map A9 so that now four (was two) militia are confined to doorway protection
- Repopulated items in maps: A9, A10, B10, B16, E13\_B1, E13\_B1\_A, D1, D13, F6, H12, H13, I5, I14
- Replaced MP7 magazine graphics with new ones based on the colour palette of used in the 1.13 MP7 by Coolberg
- Doubled the size of the BigImages for both new AR-15 stocks
- Added .223 Remington Beta-C Mag adaptor
- Added Documentation for Commando and Longcoat LBE mods
- Added Scope Mount RIS
- Added Replacement Scope Ring with Reflex Tac Rail
- Added RIS Scope Rings and RIS Scope Rings w/Reflex Tac Rail
- Removed ability to mount 6x and 10x Scopes directly to RIS Optic Rail slots
- Removed camouflage bonuses from Commando armours
- Removed camouflage slot from Camouflage Steel helmet

#### **20100905 (UC-1.13NAS Hybrid v2.6)**

- Fixed mismatch of folding stock penalties for: Calico M960A, Carl Gustaf M/45B, Chang Feng SMG
- Fixed 95 CTH bonus found on some rocket launcher ammo
- Fixed map specified NPC inventories for D1 and D5.
- Revamped all item sizes and pocket assignments
- Changed Ruger Mini-14 from 5.56x45mm to .223Remington
- Changed how ammunition is sold, now it is only available from retail sources in 250 round boxes. (This size is the maximum possible while still allowing BR's to sort by weapon's types

that may use it.)

- Changed description of “Carter Special” PDW so it accurately describes the ammunition it uses
- Changed game progress settings in Ja2\_Options.ini, hopefully slowing it:
  - `GAME_PROGRESS_MAX_POINTS_FROM_KILLS` = 10
  - `GAME_PROGRESS_MAX_POINTS_FROM_SECTOR_CONTROL` = 40
  - `GAME_PROGRESS_MAX_POINTS_FROM_MINE_INCOME` = 50
  - `ALTERNATE_PROGRESS_CALCULATION` = FALSE
- Added Modded “Carter Special” PDW to make use of Bullet Six's “Extended Carter Special graphic. The 14” 1:7 barrel now converts the .223 Rem “Carter Special” into the 5.56x45mm Modded “Carter Special” with slightly better range and damage, but also slightly higher draw.
- Added STK Compact Personal Weapon in three calibre's and calibre conversion kit. Graphic started out using the colour scheme of Marlboro Man's FN F2000, but ended up using the Sti palette of one of the MP5's.
- Added graphic for STK Squad Support Weapon, also started out based on Marlboro Man's FN F2000.
- Added graphics for the retail boxes of several basic ammunition types
- Added “dummy” weapons so that BR's still can sort ammunition.
- Added AMT Automag III in .30 Carbine (same graphic as modified AMT Automag III now renamed Automag IIIb)
- Added Ruger Blackhawk in .30 Carbine (same graphic as Ruger Redhawk)
- Swapped placement of calibres to allow easy addition of .30 Carbine Speed-loader, and .30 Carbine pistol magazine.

## **20100917 (UC-1.13NAS Hybrid 2.7)**

- Changed (activated) to alternate aiming system
  - Firearms now cost 15% less to fire (increased Shots/4 Turns by 15%) over last version
  - Increase Aiming Costs now activated
  - 1<sup>st</sup> aiming click cost 2 + 1/5<sup>th</sup> Draw Cost
  - 2<sup>nd</sup> aiming click cost 3 AP and one additional per click till 8<sup>th</sup> click (9 AP)
- Changed all foregrips to give 3% Draw AP reduction (no change to 5% Burst/Autofire To-Hit)
- Changed Scopes to be more consistent
  - 1.5x = 8% Aimed Shot Bonus
  - 3.5x = 11% Aimed Shot Bonus
  - 4x = 12% Aimed Shot Bonus
  - 6x = 19% Aimed Shot Bonus
  - 9x = 24% Aimed Shot Bonus
  - 10x = 25% Aimed Shot Bonus
  - Battle/Tactical Scope = 50% Tunnel Vision
  - Sniper Scope = 75% Tunnel Vision
  - Other modifications on a per scope basis
- Changed RPO-A into RPO-M (Firing Unit and Sealed Round)
- Change to FAMAS F1, now uses a 25 round magazine
- Change to FAMAS G2, now can now take C-Mag adapter
- Change to 5.45x18mm ammunition, now only available in AP

- Changed labelling of ammunition boxes (Long Item Name)
- Added 25 round .223 Rem magazine (for FAMAS F1)
- Added OTs-23 (graphic originated as TT-33 by Coolberg)
- Added Ots-32 (same graphic as above)
- Added 24 round 5.45x18mm magazine
- Added new graphics for 5.45x18mm ammunition (based on 9x18mm magazines from original Urban Chaos)
- Added new graphics to represent RPO-M Firing Unit and RPO-M Sealed Round (based on original graphics by Coolberg)

#### **20101001 (UC-1.13NAS Hybrid 2.75 Patch)**

- Fixed background for .45ACP Ball KRISS magazine
- Fixed pricing inconsistency with .223 Remington, it is now slightly less expensive than 5.56x45mm instead of approximately twice the price of the more recent round.
- Fixed last scopes/sights so that they more or less conform to a system with respect to tunnel vision: 25% Reflex, 50% Battle Scopes, 75% Sniper Scopes, updated chart in this documentation
- Fixed attack volume inconsistency (Rifle/Carbine/SBR)
  - Lighter Intermediate Cartridges = 50 / 60 / 65
  - Heavier Intermediate Cartridges = 60 / 70 / 75
  - High-Power Cartridges = 70 / 80 / 85
  - “Fifties” = 90
  - .300WM = 80
  - .338LM = 85
  - Rockets/Mortars = 100 (game max)
- Changed Bullet graphic for PDW and AMR ammunition boxes
- Changed coolness of wire-cutters to 1
- Added new Big Image graphics (original) for FRAG-12 rounds
- Added new Backpack pocket so that only one Oversized (size 13) weapon may be carried in a backpack
- Added graphics for HK33 and H&K GR2 based on v1.13 HK53 graphics by Lisac
- Added modified Backpack silhouette
- Added Colt Sub-Compact Weapon, graphics based on (unused) graphic Gun318 from v1.13 by Tbird
- Added HK416C, graphics based on (unused) graphic Gun318 from v1.13 by Tbird
- Added Modern Sub Machine Carbine (MSMC), reworking of Gun870 from IoV 920 by
- Added Skorpion EVO III in 9x19mm and speculative .40 S&W, graphic used Gun318 from v1.13 by Tbird as starting point
- Notes: Toolkit and Medical Kit now no longer are meant to fit “Combat Pack” slot, however it is now intentional that these kits may fit the default “sling” slot as well as “backpack” slots.

#### **20101103 (Arulco Folding Stock v3)**

- New Base Items Mod (v3) to be used for future projects
  - Added CAR-15 Upper Receiver

- Added M16 Upper Receiver
- Added Colt Commando and Upper Receiver. Graphics already in v1.13, previously unused.
- Added EMP Railguns from Diedranna Lives! Graphics already in v1.13, previously unused.
- Added Steyr AUG-A1 Carbine and parts. Graphics are modifications of Steyr AUG by
- Added High Explosive placeholders for “real” High Explosive ammotypes.
- Added 10 round 12gauge shotgun “magazines” for Pancor Jackhammer, original graphics.
- Added .50AE HP ammunition. 7 round magazine graphics already in v1.13, previously unused.
- Added .50AE single round “magazines,” original graphics
- Added TechnoArms Mag-7 shotgun, original graphics, palette from Coolberg's Uzi
- Added 12gauge 60mm magazines for Mag-7, original graphics
- Added graphics for MP5F, graphics built from MP5N and MP5A4 both by Coolberg.
- Added graphics for Long Coat holster rigs, graphics based on originals from Urban Chaos
- Added Pack Biner upgrade, and upgraded set of LBE, graphics are modified versions of artwork found in v1.13
- Added graphics for Commando and Striker LBE's, graphics are modifications on artwork from Urban Chaos
- Added new Canteen pocket, silhouette graphic based on original from v1.13
- Added M203A1 short-barrel grenade launcher for use as early availability launcher, and for specific use on M4 carbines equipped with the M4 Modular Weapon System upgrade
- Added M4 Modular Weapon System RIS attachment
- Added integral 4x ACOG type sniper scope
- Replaced Kriss .45ACP magazines with .45ACP Drum magazines for Thompson M1928. Graphics already in v1.13, previously unused.
- Changed Kris Super V from 45 round to 30 round magazines
- Changed AR-15 RIS Hand Guard to no longer accept grenade launchers
- Changed all 1<sup>st</sup> generation IWI Tavor rifles to use integral optics/sights
- Initial release of Arulco Folding Stock (though I am calling it v3 for historical reasons)

#### **20101114 (Urban Chaos-1.13NAS v2.8)**

- Imported Graphics set from Base Items Mod v3; however not all new items have been imported, note the lines that are struck out in previous history entry.
- Imported Commando Armour/LBE upgrade path from Base Items Mod v3
  - Changed pockets in all Commando Armour to new layout from Base Item Mod v3
- Imported item sizes adjustment: Size 14 now used for large frame revolvers
- Imported Canteen Pocket from AFSv2 to replace Belt Clip on some LBE
- Imported Tavor weapon family changes:
  - 1st Generation CTAR-21 and TAR-21 now equipped with inseparable Reflex/LAM sight
  - Fully implemented/imported from AFS v2 the Tavor-2
  - All Tavor variants now waterproof
- Added 4x Advance Reflex Magnifier; it fits when the Advance Reflex Sight is attached and fits 1st Generation Tavor CTAR-21 and TAR-21
- Changed the KRISS Super V SMG:
  - Renamed to TDI Vector, description now correctly lists the action as the KRISS Super V

- Magazine capacity corrected to 30 rounds
- Changed all 45 round .45ACP magazines to be 50 round drum magazines
- Changed Thomson M1928 to feed from 50 round drum magazines
- Changed Mortar (full size) now size 13 and are now too big for weapon sling
- Changed RG6 and Milkor grenade launchers now size 12 and will fit the weapon sling
- Changed (reduced) the folded stock penalties so that having either of the full size stocks folded is not so crippling to Chance-to-Hit.
- Changed coolness of SAR-21 series based on number of open attachment slots and newness
- Changed coolness of Commando and Striker Armours so they do not appear so early in enemy inventories
- Changed Laptop + GDI Decoder merger to be easy merger instead of electronic
- Changed CAR-15 Precision Stock into AR-15 Precision Stock to match nomenclature
- Changed all NV and Thermal Imaging Goggles to impose a -15% Chance-to-Hit Penalty.
- Note that the basic Laser Sight gives a 20% Chance-to-Hit bonus.
- Changed the cost of the Thales NV Scope, so that it is more in line with cost of NV Goggles.
- Also adjusted the stats so that its performance as a 4x Scope closer approximates the Battle Scope (except for the NV aspect).
- Changed the cost of the 1PN51 NV Scope, so that it is more in line with cost of NV Goggles.
- Also adjusted the stats so that its performance as a weapon scope is closer to the PO 3.5x21P (except for the NV aspect)
- Adjusted the stats of the Thermal Imaging Weapon Sight, it is now roundly superior to the 6x Sniper Scope, but with weapon sight like low penalties.
- Changed Flamethrower and Flamethrower Fuel mergers, they now use simple mergers instead of the fancy attachment combo mergers; however it was found that something in the Beta-MP code is preventing mergers that create magazines/ammo. Therefore the Flamethrower Fuel will not be available via the merger when Tais' SCI is used.
- Fixed Laptop being non-repairable
- Fixed/Avoiding PO 3.5x21P scope problem by no longer having it occupy designated Barrel Extender slot. You will now find in maps a PO 3.5x21P Scope in a Box that you will need a crowbar to open.

## **20101121 Deidranna Lives!-1.13 New Attachment System v2(Full)**

- *Stuff Specific to DL!-1.13NAS v2*
  - Initial Release of Deidranna Lives! -1.13NAS v2
  - Modified MercStartingGear.xml for DL NPC's
  - initial offering only has Enemy Gear selection from original Deidranna Lives! Items
  - Re-stocked maps to account for new default attachments (known to be partially effective)
  - Item control: All non-original Deidranna Lives! Items items flagged <BigGunList>, Note Turning off Science-fiction mode will not turn off original DL Sci-fi items
- *Base Mod v3 Notes*
  - NV and Thermal Imaging Goggles have a -15% Chance-to-Hit Penalty.
  - Gas Masks have a 20% Chance-to-Hit Penalty
  - Back to combo/attachment mergers for Flamethrower and its Fuel (found earlier problems were not technical)



- Scopes found in maps may be “boxed.” Use crowbar to open (non-destructive USE merger of crowbar into box to transform boxed scope into usable scope)
- Fixed weight and mass errors (no entries) for .50AE single rounds
- Fixed mislabelled <BRName> for AUG Carbine Kit
- Workaround for inconsistent inclusion of default attachments by map editor is to use Toolbox on weapon to cause default inseparable attachments to appear.

## **20101124 Combined SCI Compatibility patch**

### *Arulco Folding Stock v2.01 (AFS v2.01)*

- updated items to be inline with other mods
  - NV Goggle (penalties)
  - Gas Mask (penalties)
  - Advance Reflex 4x Magnifier (New Item)
- Integrated all the new "MP-Beta Vanilla" A.I.M. mercs into AFS
- Updated IMPChoices.XML to account for STOMP traits

### *Diedranna Lives!-1.13NAS Hybrid v2.01 (DL-1.13NAS v2.01)*

- Removed (Map) labelling from original 350 items in DL-1.13NAS
- Updated IMPChoices.XML to account for STOMP traits

### *Urban Chaos-1.13NAS Hybrid v2.81 (UC-1.13NAS v2.81)*

- Added the Gas Mask Penalties from AFS and DL-1.13NAS
- Updated IMPChoices.XML to account for STOMP traits

## **20110127 Urban Chaos-1.13 v3 (Full)**

- Conversion to New Attachment System 0.7
- Conversion from PROF.DAT to PROFLEX
  - Added new v1.13 A.I.M. Mercs
  - Added (back to A.I.M.) Buns
- Implemented S.T.O.M.P. traits
- Implemented Space Viking's “Additional Merchant Modifications” to:
  - Smitty is now a merchant, using Gabby's inventory XML
  - G1 Arms Dealer now assigned Elgin's inventory XML
  - K12 Bobby Ray's clerk now assigned to use Manny inventory XML
  - Four of the Five non-Frank bartenders in Calisto (C13, D13, and E13) are now bartenders assigned to use the four normal DeSanto's brothers inventory XML's
- Implemented “Extra Sector Items” XML's to ensure full multiple-default attachment appearance for map placed items
- Implemented new item scheme to ensure item compatibility with original maps – most weapons in sub-350 item range are copies of weapons in the main range that starts at item 1001.
  - USE merger converts items from copy to main range gun
  - If folding stock is part of item, cycling stock will convert
  - These copies cannot be repaired, you must convert weapon before repair is possible

- As much as possible map inventories have been cleared of sub-350 item index guns
- Implemented ChrisL's percentage based Auto and Burst bonuses modifiers, and multipliers when prone
  - Foregrip now 15% Auto/Burst Bonuses
  - RIS Foregrip now 16% Auto/Burst Bonuses
  - Grip-Pod now 15% Auto/Burst Bonuses, along with usual 10 Bipod Bonus
  - Integral Grip now 16% Auto/Burst Bonuses
  - GP-30 and AG36 now 15% Auto/Burst Bonuses
- Changed Flamethrower creation mergers back to attachment-combo merger (as I finally figured out what was going on with the new science-fiction tag fail-safe)
- Changed both sizes of Kel-Tec RFB to new graphic based on FN FAL from stock v1.13
- Changed graphics for Commando Vest LBE's so that they now have non-LBE portion faded out, like Striker LBE's and weapon parts specific to UC-1.13 and other Folding Stock System mods (v2 and higher)
- Changed 7.62x39mm Drums to 75 round capacity
  - adjusted AK magazine adaptor for new drum size
  - New 7.62x39mm Belts (in-a-Drum) for 100 round capacity RPD LMG, graphics from IoV
- Changed availability of TDI Vector as it seems to be in production, including at least one version for the civilian market
  - Mike no longer carries TDI Vector
- Edited H13 to remove a problem building, replaced with outdoor park
- Added Items:
  - Zh-86 Flak Jacket (by Dboy, from IoV)
  - KAZAK-4 Vest (by Dboy, from IoV)
  - KAZAK-6 Vest (by Dboy, from IoV)
  - unknown White Vest (looks sort of like a KAZAK-5 light Vest, from IoV)
  - 6B7-1L Helmet (by , from IoV)
  - M60 Steel Helmet (by Dboy, from IoV)
  - STSH-81 Helmet (by , from IoV)
  - ZSh-1 Helmet (by , from IoV)
  - CETME Ameli (graphics already in basic v1.13 mod)
  - KAC Stoner LMG (by Tbird94lx, from IoV)
  - 9A-91 (by , from IoV)
  - A-91M (by , from IoV)
  - Grenade Reflex (by bayerlein, from IoV)
  - 3X MAG for Red-dot (by dboy, from IoV) - replaces stock v1.13 alternate Red Dot sight graphic being used for the Advance Reflex Sight 4x Magnifier. Graphic also being used for Advance Reflex Sight Night Vision add-on
  - MM-1 (by , from IoV)
  - EX-41 (by Marlboro Man, from IoV)
  - Soviet era "Lifchick" LBE (by Dboy, from IoV)
  - OMON Utility Vest (by Dboy, from IoV)
  - Muzzle Brake (by bayerlein, from IoV)
  - AK Muzzle Brake (by bayerlein, from IoV)

- ITL MARS (by bayerlein, from IoV)
- M3 IR Night Sighting Device/"SnooperScope" (by tbird94lx, from IoV)
- MAT-49 (existing stock v1.13 graphic unused till now)
- ARWEN 37 (new graphics, by Wil473)
- ARWEN ACE (new graphics, by Wil473)
- 37mm Under-slung Flare/Riot Launcher (modification of v1.13 M203 by Coolberg)
- 37mm launcher rounds (new graphics, by Wil473)
- Stechkin APS Stock/Holster (Machine Pistol Stock by dboy, from IoV)
- Rys-U (graphic from original Urban Chaos)
- Brügger & Thomet MP9 and extended stock version (modification of v1.13 Steyr TMP by Coolberg)
- Brügger & Thomet TP9 pistol (modification of v1.13 Steyr TMP by Coolberg)
- Skorpion Vz. 61 and extended stock version (modification of v1.13 Skorpion Vz. 82 by Coolberg)
- 7.65x17mm (.32ACP) 20 round magazines (new graphics, by Wil473)
- Walther PP (by MissingName)
- Walther PPK (by MissingName)
- FN 1910 (by Missing Name)
- Welrod Mk.II (by MissingName)
- 7.65x17mm (.32ACP) 8 round magazines (by MissingName)
- 7.65x17mm (.32ACP) 7 round magazines (modification of 7.65x17mm (.32ACP) 8 round magazines by MissingName)
- 7.65x17mm calibre with ammunition boxes in: ball, HP, AP, and +P
- Beretta 3032 Tomcat (by Tbird94lx, from IoV 920)
- IMI Negev Commando (by , from IoV 920)
- FN Mk. 48 (by , from IoV 920)
- PM-93 RAK (new graphics, by Wil473)
- LWRCI M6A4 in 6.8mm SPC (modification of M6A4 by satan1987s, from DBB/IoV 916)
- LWRCI M6 PSD (modification of M6A4 by satan1987s, from DBB/IoV 916)
- LWRCI M6-AK 5.45 (modification of M6A4 by satan1987s, from DBB/IoV 916)
- Remington 700 in 6.8mm SPC (modification of M40A1 by Lisac, from stock v1.13)
- AAI LSAT LMG (by royalpotato, from IoV)
- LSAT ammo (by , from IoV)
- graphic for 7.62x25mm ball cold ammunition box
- graphic for 9x19mm ball cold ammunition box
- graphic for 9x19mm glaser cold ammunition box
- Saiga 2K Drum adapter, no new graphic yet
- Added new face graphics by Kazuya for JA1 Mercs:
  - Postie
  - Reuban
  - Kelly
  - Snake
- Added Cleaning Kit, item restores (through merger) some western rifles.

- Added Quick Change LMG barrels in 5.56mm and 7.62mm NATO.
- Added new 12 gauge shells (all graphics modified versions of stock v1.13 graphics, and 10 round drum)
  - Incendiary
  - Tear Gas
  - Duplex
- Added new facility, “Power Plant,” to C9 – Staffing the power plant increases Global happiness
- Completed stats for Beretta ARX-160, it should now be available in-game
- Reordered items.xml
  - Required that many maps had to be restocked again
  - rebuilt UC-1.13 changes to A9 from original UC map
- Restocking of maps to avoid placement of multiple default attachment items, this is due to odd behaviour by Map Editor handling multiple defaults
  - Some items will appear as equivalent items with one or no default attachments, USE merger of a toolkit into these items will convert to the standard multiple-default attachment version
  - Some “special” variants of guns that appeared in original Urban Chaos have been implemented to emulate the old beneficial “bugged” attachments found on some map placed items.
- Reevaluated AP costs to shot (shots/4 turns), and sizes
- Fixed availability of Kel-Tec RFB weapons
- Fixed mixed up HP and AP descriptions for .45 ammunition boxes
- Fixed appearance of “Vest” (an extra strong vest not meant to be available to players) on one of Kingpin’s faction in D5

### **20110205 Urban Chaos-1.13 v3.01 (Patch)**

- Implemented USE merger based Folding Stock System (FSS), a true v3 FSS, unlike the the previous one which was just v2 adjusted for NAS v0.7
  - Base weapon will not have any stock related modifiers; stock is folded for machine pistols, and stock extended for two-handed rifle size weapons
  - Alternate form has the following modifiers for Rifle size weapons (stock folded):
    - General To-Hit = -10
    - Burst/Auto To-Hit = -15%
    - General AP Reduction = 25
    - Ready AP Reduction = 30
  - Alternate form has the following modifiers for Machine-Pistols (stock extended)
    - General To-Hit = 5
    - Burst/Auto To-Hit = 5%
    - Ready AP Reduction = -50 (increase of Ready AP by 50%)
  - Refinement of modifiers will occur in future
  - Single set pair of stock items for conversion process; the FSS attachment which triggers the merger that converts from the Base weapon to the alternate form. Other item is a “dummy” attachment to force appearance of alternate stock position slot.
  - Padded out folding stock mergers so that old folding stock item indexes are now items that become the FFS attachment when it is moved to other stock attachment slot.

- Cycled though some maps to replace the folding stock weapons with new versions
- Began adding graphics for alternate modes. These are edits to existing artwork by the following artists:
  - 9A-91 by , from IoV
  - AEK-971/973 by Coolberg, from v1.13
  - AK's, most of them per Starwalker's list, by Lisac, from v1.13
  - AK-9 by Tbird94lx, from IoV
  - AS Val by Coolberg, from v1.13
  - SR-3M Vikhr (replaces v1.13 SR-3), by , from v1.13
  - Benelli M4 Super 90, only the Interface image, by Coolberg, from v1.13
  - Beretta ARX-160 by , from IoV
  - Calico M-960 (stock extended) by , from v1.13
  - Carl Gustaf M/45B by Tbird94lx, from v1.13
  - Chang Feng SMG by , from IoV
  - Dragunov SVDS by Lisac, from v1.13
  - DSA-58OSW by Lisac, from v1.13
  - FAMAE SAF/SAF Silenciada by Coolberg, from v1.13
  - FN FNC by BulletSix, from v1.13
  - FN Minimi SPW (stock extended) by , from v1.13
  - FR Ordinance MC51 (stock extended) by Tbird94lx, from v1.13
  - H&K HK 33/53/GR2 by Lisac, from v1.13
  - H&K G36 (all of them) by Coolberg, from v1.13
- Changed Cleaning Kit applicability to now include other western weapons beyond AR-15 based guns. In general if an assault rifle has a negative reliability value, the cleaning kit will work on it. Also weapons that the Cleaning Kit may be used on, should take the kit as an attachment that fits the internal slot.
  - Graphic is a combination of original JA2 interface graphics
- Fixed maps (released earlier as Map Quickfix 20110129)
  - C13 – changed Lynn (NPC 139) from a enemy to a civilian pre-placement in the map
  - D13 – possible problem with AK-74U, cycled item to be safe
  - E12 – cycled load outs for hostile faction
  - F3 – cycled load outs for hostile faction
- Fixed BR Name for 7.65x17mm (.32 ACP) Ball
- Fixed Camouflage kits size, now 19 (small)
- Fixed Cleaning kit size, now 19 (small)
- Fixed B13 ammunition mismatch in pre-placed weapon
- Fixed the low capacity of Vehicle/Sector NIV slots, doubled from v3 for all non-weapon sizes
- Fixed Uzi RIS upgrade being separable
- Fixed Molotov end radius, now 5 so it will spread a bit
- Fixed sizes for 10 round rifle ammunition magazines, now 21 (Small-Malleable) which is meant to be larger than 19 (Small) which fits 5 round loose rifle ammunition
- Fixed Shotgun shell size relations, 7 shells now size 19, 12 shells now size 21
- Fixed Motor Grease not being able to refill

## 20110212 Urban Chaos-1.13 v3.02 (Patch)

- Due to some odd behaviour with tracer ammunition and attachments that give an Auto To-Hit bonus some changes had to be made:
  - Machine-Pistols under Folding Stock System v3 no longer use Burst and Auto To-Hit modifiers to represent extended-stock form. Instead the Burst and Auto penalties have been decreased directly.
  - Despite not being affected by this issue (due to using negative value Auto To-Hit bonuses) full size stock system weapons will be back-fitted overtime in a similar manner as the MP's
  - Instituting a maximum cap for Burst and Auto To-Hit bonuses = 12%
    - Foregrip = 10%
    - RIS Foregrip = 11%
    - Grip Pod = 10%
    - Integral Grip = 12%
    - GP-30 and AG36 Grenade Launchers = 12%
    - Pistol2Carbine = 12%
- Added additional graphics for full size folded stock weapons:
  - HK G3KA4 by Coolberg, from v1.13
  - HK MG43 by Marlboro Man, from v1.13
  - HK MP5 all base graphics seem be by Coolberg, from v1.13
    - changed graphic for both variants of MP5/10A3 to use same stock and hand-guard as most other MP5's
  - HK UMP by Coolberg, from v1.13
  - IMI Galil's by Lisac, from v1.13
  - KAC PDW by Tbird94lx, from v1.13
  - MAT Modele 1949 by Tbird94lx, from v1.13
  - Ots 39 (extended-stock added) by Coolberg, from v1.13
  - PP-19 Bizon by , from v1.13
  - PP-19-01 Vityaz by Tbird94lx
  - Robinson Arms XCR by Marlboro Man, from v1.13
  - SA vz.58 by Lisac, from v1.13
  - SIG SG540 by Coolberg, from v1.13
  - SIG SG550's by Coolberg, from v1.13
- Changed description of the loose Gyrojet rounds to note the amount
- Changed all the Burst and Auto penalties to be more internally consistent
- Changed Combat Pack Pocket to be able to carry LAW and LAW-like RPG-26
- Fixed description of the 12 gauge x 60mm rounds
- Fixed with FSS v3 weapons that should not have folding stocks: KAC Stoner LMG, SIG SG542
- Fixed with FSS v3 missing "folding sniper stock" attributes:
  - General To-Hit = 5%
  - Aimed Shot = 5%
  - Bipod/Prone = 3%
  - General AP Reduction = 5%
  - Weapons affected: Bushmaster ACR, FN SCAR, Skorpion EVO III

- Fixed random armour assignment to include Commando and Striker armours
- Fixed missing Pack Biner mergers
- Fixed Pack Biner upgrades to Russian 107 Vest removing original pockets
- Fixed missing crowbar mergers that convert original UC item index placeholders to FSS range operational items
- Fixed go-nowhere teleport in map E15

### **20110219 Urban Chaos-1.13 v3.03 (Patch)**

- Added AN/PVS-24 Clip-on Night Vision Device graphic for ARS NV Magnifier (by dboy, from IoV)
- Added additional graphics for folding stock system
  - SPAS-12 by Coolberg, from v1.13
  - SPAS-15 by Coolberg, from v1.13
  - Sterling L2A3 by Tbird94lx, from v1.13
  - Street Sweeper (extended-stock) by Coolberg, from v1.13
  - TDI Vector by Tbird94lx
  - Type 85 by Hruza, from v1.13
  - Valmet M76 by Lisac, from v1.13
  - Walther MPL by Coolberg, from v1.13
  - Beretta PM 12 by Tbird94lx, from v1.13
  - ACR's by Wil473
  - SCAR's by Marlboro Man, from v1.13
- Changed all .223/5.56mm AR-15 variants to now use the Intermediate Cartridge Sound Suppressor instead of the Pistol Calibre Sound Suppressor
- Changed AR-57 (full size) and AR-57 Short-Barrel Rifle to no longer accept sound suppressor
- Synchronized Bruce speech, text and item price
  - Changed Bruce speech EDT to reflect sound file stating the Commando Vest cost is \$950.00
  - Changed Item 189 - Bruce Quest specific copy of Commando Vest cost to \$950
  - Commando Vest in Bruce's inventory is now 87% status (his speech makes no reference to status in English language Urban Chaos)
- Fixed missing differences between stock collapsed/extended versions of HK 416C
- Fixed Betty not buying Chemical Break Lights and most odd merchant buying behaviour
  - this fix unfortunately required reassigning the “Gabby” merchant behaviour (Buy and Sell capable) back to bartender in C13; Smitty is now a Sell-only merchant. Root cause of the merchant buying /selling problems has something to do with items assigned to “Gabby” merchant inventory in v3.00-3.02
- Fixed wrong AP ammotype assignment to 5 round and 100 round 6.8mm SPC
- Fixed missing mergers for item – Bruce Quest specific copy of Commando Vest, it should now have same mergers as standard Commando Vest used by UC-1.13 mod, item
- Fixed D13\_B1 (Callisto UBT) NPC “Slicer,” being equipped with boxes of 7.62x51mm Cold AP instead of 30 round magazines of 7.62x39mm. Left AK-104 in inventory as it is only a modern equivalent of the proper AK-47 with broadly similar weapon characteristics in-game
- Fixed missing merger for Commando LBE Upgrade and Commando Basic Vest LBE
- Fixed incorrect description, regarding pockets, for Commando Holster LBE

- Warning: G2 cannot be attacked from the south in its present form. The v1.13 map editor seems to be doing something to the southern map edge definition. Original G2 map works fine for entry, but is missing NPC pre-placements.

### 20110225 Urban Chaos-1.13 v3.04 (Patch)

- Added modified LBE graphics to complete “Pack Biner” upgrade set. Base LBE graphics credits:
  - v1.13 LBE's by Marboro Man and Starwalker
  - “Lifchick” Chest Rig and OMON Vest by Dboy
- Added additional Sound Suppressors
  - All new graphics (except one) by Smeagol from AIMNAS WF2011
  - Modified v1.13 AR Sound Suppressor to represent Premium Light IC Suppressor
  - New Suppressors Scheme are (new in bold):
    - Pistol Suppressor – pistol rounds up to and including .45ACP and 10mm Auto
    - **Premium Pistol Suppressor**
    - **Magnum Pistol Suppressor** - “pistol” rounds regarded as more powerful than .45ACP, includes .30 Carbine and .50AE
    - **Premium Magnum (Pistol) Suppressor**
    - IC (Intermediate Cartridge) Suppressor – small diameter, high velocity rifle ammunition such as .223 and 5.45x39mm
    - **Premium IC (Intermediate Cartridge) Suppressor**
    - **Heavy Intermediate Cartridge Suppressor** - 7.62x39mm and 9x39mm
    - High-Power Rifle Suppressor – full rifle calibres such as 7.62x51mm
    - **Premium Full Power Rifle Suppressor**
    - **AMR Suppressor** - .50 BMG and 12.7x108mm
    - **Shotgun Suppressor** – includes half length shell firing MAG-7
  - 6.8mm SPC weapons may only use the Premium IC Suppressor
  - 7.62x39mm weapons may also attach the Premium Full Power Rifle Suppressor
  - The differences between Premium and lesser suppressors are:
    - price - \$2000
    - mass – Premium suppressors weigh less
    - volume reduction – Premium suppressors are at least 20% better
    - visible text on suppressor – Premium, or “Name-Brand,” suppressors have visible white “text” elements along the suppressor in the graphics.
  - New BR Name scheme for Sound Suppressors, this way they are all grouped together.
- Added -5 CtH modifier to all magnifying scopes to counter an unwanted CtH increase before aiming clicks are applied.
- Replaced “Boxed” RPG/RPO rounds with mod item index for real rounds in maps: B16, D1, I8, K4, L1, M4, M11, M13, N4. If you see a “boxed” RPG round please report.
- Reset items in city and military site maps in a bid to clear all the obsolete folding stock items. If you see a weapon with an “Obsolete Stock” item attached please report.
- Fixed several inconsistencies with Cleaning Kits, also added guns it may be used on:
  - Some modded M4(A1)'s could not use kit
  - All KAC weapons left out despite 2 of 4 being AR-15 variants (the original criteria for kit)



- Not all guns that kit could be used on could “store” kit (have it as attachment)
- Not all guns that could “store” kit could have kit used on it
- Added FN SCAR's to list of weapons “cleaned” by kit
- Added Kel-Tec RFB's to list of weapons “cleaned” by kit
- Added Kit as attachments to all AR-15 Upper Receivers, this way Cleaning Kit usability will be indicated in Bobby Rays for guns that only appear as Upper Receiver upgrades. The Cleaning Kits may not be applied to the Upper Receivers.
- Fixed incorrect ARUC/TIMS LBE compatibility
- Fixed/Adjusted Leg Rig sizes – most should be Size 29 (Medium-Malleable), some are “smaller”
- Fixed unwanted CtH jump from attachment of battle scope (1.5x-4x), by adding the -5 CtH modifier used on Sniper Scopes, this may require additional adjustment in future
- Fixed pocket definitions for Size 21 (Small-Malleable) as it is now primarily used by 10 round rifle ammunition
- Fixed RPG-7 rounds not being repairable (and damageable)
- Fixed excess range out of .45ACP Beretta PX4
- Fixed inconsistent attachment of 37mm Under-slung Flare launcher – it is portrayed as being light enough to be attached to all hand-guard lower RIS
- Fixed incorrect addition of attachment slots by Desert Eagle Double Rail Mount, also added LAM-200 compatibility to this attachment
- Fixed H12 problems related to the Police detachment by deleting and replacing them with existing civilian population (rebuilt as corrupt police).

### **20110305 Urban Chaos-1.13 v3.05 (Patch)**

- Added improved BigItems graphics for the 37mm launcher Grenades, based on original JA2 Smoke (hand) grenade
- Added 37mm Homebrew grenade, it is produced by merging 37mm Smoke Grenade with Molotov Cocktail. Explosives skill check applies.
- Added Combat Multi-Pack (and Pack Biner upgraded version), graphic by , from IoV
- Changed 37mm Smoke Grenade to be available at Bobby Rays to reflect availability of these on civilian market (in some US jurisdictions)
- Changed volatility of Molotov Cocktail from 15 to 10, it is now tied with RDX as most volatile item instead of being by far the most volatile
- Changed Molotov Cocktail fireball radius from 4-5 to 3-4
- Changed LBE Pack Biner to be a LBE (leg-rig) as well as being item that upgrades other LBE's. When worn it gives the same pockets as default leg LBE plus one additional Belt-Clip for “externally” hooked items.
- Changed Extra items XML's to give a different weapon based on difficulty:
  - Novice = OTs 39 (integral LAM, relatively powerful and plentiful ammo)
  - Experienced = PM-63 (average power, but plentiful ammo)
  - Expert = Stechkin APS (shorter range than Experienced, same ammo as Experienced)
  - Insane = FN FNP-45 (short range; powerful but rare in-mod ammo)
  - Novice also supplies a Cleaning Kit
- Changed pricing on several guns to closer to Manufacturer Recommended Pricing: S&W .38 Police Special, Ruger revolvers

- Changed size of Bottle of Wine, Bottle of Alcohol, and Molotov Cocktail to be Size 29, now relabelled “Medium-bottles”
- Changed most Russian Scopes to be Size 27 Medium
- Changed ItemClass of Cleaning Kit to be a Kit (for Bobby Ray's sorting)
- Changed pricing on LBE's to reflect upgrades, \$100 for addition of MP-Holster, \$6 per Pack Biner Upgrade
- Changed default status for Drop-All to be off
- Restocked map B10 Ppsh-41
- Fixed incorrect use of Folding Stock System on Sig SG 542, fixed stock only now
- Fixed pockets so that more pockets outside of the “Carbiner” pockets will now actually fit Size 17 Tiny-Carabiner
- Fixed FSS item being missing when Drop-All was disabled, thanks to DepressivesBrot's reminder about NAS ATTACHMENT\_DROP\_RATE setting in Options.ini
- Fixed price triggered inventory issue with Betty, if price is less than \$6.00, Betty will sell item for \$1.00, and will not buy.
  - Also removed some items from her merchant inventory that due to it not making sense for these items to be priced \$6.00 or more.
  - Duct Tape no longer Damageable to ensure consistent price
- Fixed incorrect magazine bonus for 6.8mm SPC C-mag adapter
- Fixed missing the pistol laser attachment slot on Desert Eagle Double Rail Mount, this was causing the default laser slot to appear.

#### **20110312 UC-1.13 v3.06 (Patch)**

- Added 2x2 AR-Magazine Leg Rig (and Pack Biner upgraded version), graphic by Dboy, from IoV
- Added Patrol Leg Rig (and Pack Biner upgraded version), graphic by Dboy, from IoV
- Added AK Magazine Leg Rig
- Added new graphic for Pistol Sound Suppressor, based on graphic by , from v1.13
- Added new AK pocket
- Changed Several BR Names for new inventory sorting scheme
- Changed pricing of all grips to better reflect reality (they all cost much less now)
- Rebuilt Sizing scheme to fit in with current NIV limitations, highlights below:
  - Expandable weapon sizes restricted to 0-9
  - Weapon sling cutoff at 8 inclusive, Large pocket cutoff at 6 inclusive
  - Carbiner sizes in order to facilitate Leg Rig LBE function, including as modular pockets
  - Empty RPG-7 fits Large/Combat Pack pocket, but not when loaded
  - 7.62x39mm 30 round (AK) magazine now considered as oversized AR magazine
  - 7.62x51mm 20 round magazine restricted capacity in AR magazine pockets
- Fixed incorrect attachment slot definition for the add-on Sniper Scope only slot
- Fixed incorrect weight for 40mm VOG and GDR grenades
- Fixed incorrect weight for 37mm grenades (all of them)
- Fixed incorrect Layout Class for Ots-02 (with stock extended)
- Fixed inconsistencies with Repairable flag on Commando LBE's, also cleared Damageable tag

### 20110319 UC-1.13 v3.07 (Patch)

- Implemented Modular-LBE (M-LBE) system based on IoV system
  - new pockets: Modular LBE, 2x and 1x AK Mag, BR Mag, Loose Ammo
  - Pouches are accessed when they are in Thigh Pack LBE slot (see the description), otherwise may be stored on Modular LBE pockets
  - See below for artist credits for graphics from IoV
- Added *Mateba Model 6 Unica*, by Sovereign - .454 Casull revolver
- Added *Mateba Grifone*, by Sovereign - .454 Casull carbine
- Added new LBE from IoV
  - *TAG Rifleman Chest Rig*, by threewings – higher end LBE Vest, with 4x 3xAR Mags
  - *Tactical Gun Bag*, by Dboy – backpack that also fits weapon sling
  - *Go Bag*, by Dboy – backpack that also fits weapon sling, and large pocket
  - *HSGI WEESATCH*, by Dboy – as *Assault Rifle M-LBE Chest Rig*
  - *ATS 762 Chest Harness*, by Dboy – as *Battle Rifle M-LBE Chest Rig*
  - *Eagle AK Chest Rig*, by Dboy – as *AK M-LBE Chest Rig*
  - *Eagle A-III Assault Pack*, by Dboy – as *M-LBE Assault Pack*
  - *Eagle A-III Med Bag*, by – as *M-LBE Pack System Combat Pack*
  - *Magforce 3P Backpack*, by – as *M-LBE Pack System Backpack*
  - all MOLLE pouches, by Dboy – as M-LBE pouches (not all in use presently)
- Added new Retail Ammunition box graphics: 2 types of Russian AR ammo, Russian pistol ammo, Russian rimmed rifle ammo, Generic rimmed pistol ammo, Generic rebated rim pistol ammo
- Added new graphics for cartridge clips use by *AEK-906* and *AEK-906-01*
  - corrected ammunition descriptions to reflect that these are cartridge clips and not speed-loaders
- Added P1 graphics from v1.13 SVN updated as of today to synchronized
- Added “Civilian Ball” ammotype to prevent AI from being issued ball in select calibres
- Added *7.62x54mmR in Civilian Ball*
- Added *9x18mm Glaser Safety Slug*
- Added new XMLEditor safe directory Data-UC113DoNotEdit
- Added Go-Bag Backpack to IMP item selection (Strength)
- Changed all 100 round drum fed 5.56mm weapons to 30 round capacity, but added 5.56mm C-Mag Adapters to all as default attachment
- Changed 3x AR and 2x AK pockets to now hold 1 size 27 Half Medium-Bottles
- Changed *HK 23E* and *HK GR9* to be 200 round weapons, this standardizes all belt fed 5.56mm to 200 round capacity
- Changed *RPK* from 75 round to 30 round capacity, added 7.62x39mm Drum Adapter as default attachment
- Changed *Micro-16 “Carter Special”* from 100 round to 20 round capacity, added .223 C-Mag Adapter
- Fixed (sort of) inconsistencies with AP to reload drum fed weapons as now there are no longer any more “natural” drum fed weapons in 5.56mm, 7.62x39mm and .223 Remington.
- Fixed missing 30% increase to reload cost to Thompson M1928 vs. Thompson M1A1
- Fixed missing 50% increase to reload for Drum fed *USAS-12* and *AA-12* vs. 6 round magazine

fed shotguns.

- Fixed missing 50% increase to reload for *Saiga Drum Adapter*
- Fixed incorrect sound suppressors for *Micro-16 "Carter Special"*
- Fixed incorrect availability of *Ares Shrike*

### 20110327 UC-1.13 v3.08 (Patch)

- Implemented Buns' system for Rifle Launched Grenades
  - copies of rifles, denoted by <RGL> may have Rifle Grenades attached, but cannot otherwise fire
  - USE merger of Rifle Grenade into participating rifles will convert rifle into <RGL> version
  - Rifle Grenade Launcher:
    1. Flash hider for regular firing version of rifles
    2. launcher for rifle grenade
    3. converts <RGL> version of rifle back into regular firing version
    4. Does Not give weapon an attachment slot for rifle grenades
  - Folded Stock versions of weapons where applicable cannot be converted to <RGL> version
  - Stock cannot be folded on <RGL> version
- Implemented *AK Muzzle* device for *AK-74*, *107*, *108*, and *variants*
- Added *Rifle Grenade Launcher* muzzle device, by bayerlein, from IoV
- Added *Rifle Grenade – Anti-Tank*, by , from IoV
- Added *Rifle Grenade – Anti-Personnel*, modification of graphic by, from IoV
- Added portrait for Goose (Col. Leon Roachburn) by Kazuya
- Added *AK RIS Reflex Hand-guard*, allows use of reflex sights on top rail, but prevents use of RSA/SVD scope mount.
- Changed *AK RIS Hand-guard* graphic to match style of *AK RIS Reflex Hand-guard*
- Changed *AK RIS Hand-guard* to now fit on additional AK style weapons: *Saiga*, *RPK's*, and *Vepr-308*
- Changed *MM-1* to size 9 (it will fit some backpack pockets)
- Changed *H&K AG36* to fit all RIS Hand-guard attachments, and description notes *AG-C/GLM* mounting option to reflect this.
- Changed subway hooligan positioning in maps *I3\_B1.dat* and *K4\_B1.dat*, hopefully this will prevent path-finding related CTD's.
- Changed *HK 21*, *23* and *variants* to use *Quick Change Machine Gun Barrels*
- Changed LMG's that use *Quick Change Machine Gun Barrel* feature to no longer use other muzzle devices
- Changed *FN Minimi SPW* to now have *Quick Change Machine Gun Barrel* feature
- Changed *Sig SG 55x* rifles to now accept *5.56mm C-Mag Adapter*
- Overhauled the NAS layouts and slots so that RIS items fit RIS slots consistently
- Fixed missing Toolbox USE merger fix for *SAR-21 P-Rail* (to restore missing integral LAM)
- Fixed *CAR-15 Upper Receiver* not being bought by Tony
- Fixed Iggy and Biggins face coordinates with numbers courtesy of Buggler
- Fixed incorrect character type for Brains and Deadeye, courtesy of Buggler – requires new game to be effective
- Fixed face graphics for Spike and Skits with graphics courtesy of Buggler, from BPP Mod v06

- Fixed *MP5A4* (and copy) incorrect size (6), now correct size 4 – “SMG/SBR”
- Fixed missing Danubia Rank badges in *EnemyItemChoices.xml*
- Fixed map I8 – removed two NADA items
- Fixed map I13 – removed two incorrect vests
- Fixed map I14 – removed two incorrect vests
- Fixed map H3\_B1 – corrected 2<sup>nd</sup> exit grid to I3\_B2 in original UC map, now both work
- Fixed crash caused by *Calico M960A* (with stock extended) interface graphic
- Fixed missing *AR-15 RIS* and *MWS Hand-guard* attachments for *.50 Beowulf rifle*
- Fixed lack of cleaning kit function/storage for *Colt Canada PDW*
- Fixed muzzle attachment slot label / “ad hoc tool-tip” that appears to be causing the CTD's when game decides to show this label (ie. Restricted Items Mode)
- Fixed *RPO-M Sealed Tube* (the rocket round) not being repairable
- Workaround for Restricted Items Mode CTD (and later realization that a lot of unnecessary slots with labels advising something is wrong are going to appear) – All attachments have the Ton of Guns Mode tag cleared. This was originally done to avoid a CTD associated with Restricted Mode, but is being left in place due to slots appearing empty (and giving incorrect warnings via the slot label / “ad hoc tool-tip”)

#### **20110402 UC-1.13 v3.09 (Patch)**

- Added *FN FAL Optics RIS* adapter
- Added new graphic (BigImage) for *FN FAL RIS Hand-guard*
- Changed *FN FAL RIS Hand-guard* to add four rails (three slots) instead of three rails (two slots)
- Changed *FN FAL* and variants to have *HPA Suppressors* as attachments
- Changed *DS Arms DSA-58 OSW* into civilian version (no natural burst or auto-fire, but it still can have *ACME Trigger Group* attached)
- Changed *H&K G3* and variants to have *HPA Suppressors* as attachments
- Changed *SA Vz.58* to have *7.62x39mm Drum Adapter* as attachment
- Changed some attachments back to Tons-of-Guns only, tried to leave at most one non-original UC attachment to cover slot.
- Changed name of *GRD-40 40mm Smoke Grenade* to conform with similar grenades
- Changed names of 60mm mortars so they are consistent
- Fixed former multi-shot grenades not being repairable and damageable
- Fixed Howard still having non-functional *Regen* and *Energy Boosters*
- Fixed *H&K MP7* stock slots being reversed
- Fixed Goose missing “B” face file and coordinates from replacement set by Kazuya
- Fixed *H&K G41*, *Sig SG540* and *SG542* not being able to attach *Rifle Grenade Launcher* despite having <RGL> version that can.

#### **20110404 UC-1.13 v3.09a (Patch)**

- Changed some shotguns to attach *1.5x Scope Sight*
- Fixed *DSA-58* having automatic fire mode when stock is folded and when prepped for firing rifle grenades
- Fixed *Hummvee* getting stuck in F10: F10 <> F9 PLAINS, F10 <> G10 ROAD
- Fixed extra mergers the *M-LBE Leg Rig* is part of

### 20110430 UC-1.13 v3.09b (Patch)

- Added LUA script for underground sector names
- Added sound files from IoV for: *KAC PDW*, *KGP-9*, and *PP-2000*
- Added optional (VFS controlled) map pack (**this one feature is not savegame compatible**)
  - New UBT maps for: *Atremo*, *Calisto*, *Prax*, *Galileo* (2<sup>nd</sup> level), *Roxx*, and *Sheraton*
  - New G2 “University” map that does not crash when attacking from south edge, now with better scheduling
  - Third vehicle
  - E13 and C14 swapped
  - new E13 (old C14) modified for story
  - LUA script to make Devin appear as intended by Mod Squad all those years ago (more or less)
  - To activate for a **new game**, select *vfs\_config.UC113NewMaps* in the INI Editor and click Launch JA2 v1.13
- Changed combo tags on combat packs and *Go-Bag* so that the *Go-Bag* (fits backpack slot) is compatible with all combat packs
- Fixed *M-LBE Pack System* being compatible with incorrect LBE combo's (*TIMS* and *A.L.I.C.E.* systems)
- Fixed missing mergers for modified *M4(A1)*
- Fixed names and descriptions for *Steyr AUG* parts kits
- Fixed O11 map crash with replacement map based on original I6 map
- Updated list of known issues (that cannot be worked on right now)
- Fixed *H&K G41*, *Sig SG540* and *SG542* not being able to attach *Rifle Grenade Launcher* despite having <RGL> version that can.

### 20110514 UC-1.13 v3.09c (Patch)

- Added *Utility Case*, using ammo crate graphic by Smeagol, from v1.13
  - Added blank Silhouette
  - Added *Large Utility* and *Small Utility* pockets
- Added more Tool Kit mergers to fix missing inseparable default attachments
- Added new graphics for *Spike*, by Kazuya
- Changed *Pack Carabiner* from a merger item into just a LBE item that can be stored in specific slots, just like the M-LBE System (inspired by IoV/DBB MOLLE system)
- Fixed missing merger *Crowbar – Boxed RPO-M Round*
- Fixed *Integral Battle Scope/Sight Combo (G36 Optics)* not being repairable
- Fixed *Tool Kits* not being in inventories of local merchants
- Fixed *Camouflage kits* not being in inventories of local merchants
- Fixed *Talon Adapter* not being buyable
- Fixed *14.5 inch 1:7 Twist Barrel* not being buyable
- Fixed *Broken Radio* not being buyable
- Fixed *Armat M41A1 Pulse Rifle* not being buyable
- Fixed missing *14.5 inch 1:7 Twist Barrel* merger to directly convert item 20: *Colt Car-15* (compatibility copy) into *Colt M4*
- Fixed *5.56mm C-Mag Adapter* not being attachment for *Scoped M4* and *Scoped M4/GP-30*

## 20110617 UC-1.13 v3.50 (Full)

- Added final maps to complete optional new UBT map system
  - in-game laptop background for optional new UBT adjusted for new exit grid scheme
  - new UBT map system is in the default **vfs\_config.UC113**
  - **vfs\_config.UC113OldMaps** now use original UBT maps
- Added LUA scripting so that Devin and Micky appear in the sectors the Mod Squad originally intended (instead of the sectors from stock Jagged Alliance 2 Arulco campaign).
- Added New CTH support
- Added .357Sig
  - magazines – based on original Urban Chaos' 9x19mm 15 round magazine
  - *FN FNP-357*, by Tbird94lx, from IoV 920 (originally *FN FNP-9*)
  - *Glock 31*, by Tbird94lx, from IoV 920
  - *SIG P226 .357Sig*, based on *Sig P226 9mm* by Royalpotato, from IoV 920
  - *SIG P226 .357Sig SAS*, former *SIG P226 SAS* in 9mm (v1.13)
  - *Smith & Wesson M&P*, by Tbird94lx, from IoV 920
  - *Steyr M357-A1*, by Tbird94lx, from IoV 920
- Added *SIG P226 Tactical*, using v1.13 graphic for *P226 .40*
- Added *Krinkov/AKMSU* based on v1.13 *AKMSU*, by Tbird94lx from v1.13, with *AKM* magazine, by Lisac, from v1.13
- Added *Steyr AUG-A1 Sub-Carbine*, based on *AUG-A2* by Lisac, from v1.13
- Added *Zastava M70B1* and *B2*, based on v1.13 *AKM(S)* and *Zastava M76*, both by Lisac
- Added *Commando LBE – Modular*, produced by merging *M-LBE Leg Rig* into *Commando LBE (II) "ASL/NCO LBE"*
- Added 10 round 7.92x57mm magazines for *Zastava M76* in correct real-world chambering
- Updated both **JA2\_Options.INI** to one based on Spring 2011 release (rev. 4462)
  - **INITIAL\_MERC\_ARRIVAL\_LOCATION** = 14424
- Changed item ordering to consolidate guns and ammunition
  - cleared Detailed Placement flag from most enemy forces in city maps
  - restocked inventories for all Rebel and armed Civilian factions
- Changed *SIG P226 .40* to more appropriate v1.13 graphic of *P226* without threaded barrel
- Changed all ammunition boxes from 250 round capacity to 500 round, price and weight doubled, but sizes unchanged; larger capacity possible due to fixed Bobby Rays ammo filtering
- Changed Tons-of-Guns flag for more non-original item range attachments now that v1.13 is checking for both "valid" and "legal" attachment status when drawing attachment slots.
- Changed *Zastava M76* to 7.92x57mm, 7.61x51mm and 7.62x54mmR variants are rumour only
- Fixed issue with Nails being hired with no equipment and arriving wearing a Fur Hat as a vest, changed Item 188 into *Biker Leather Jacket* (armour vest)
- Fixed (partial workaround) for Carmen headhunting Quest issues. Found that Carmen now cannot both be in A9 on initial landing, and mobile afterwards.
  - Cleared coordinates for him in **MercProfiles.XML**
  - Cleared randomization by setting random number generation to 1,1 for Carmen in **StrategicEventHandler.LUA**
  - Added **GameInit.LUA** edited to add Carmen to sector A9 at game start
  - Modified sound and EDT files to reflect payment for headhunting taking place in A9 only

- He will only pay for two collected heads, this bug still being looked into
- Fixed excessive critical hits with addition of **Skills\_Settings.INI** with **DAMAGE\_NEEDED\_TO\_LOSE\_STATS = 30**
- Resolved without action, the All Terrorist option does not seem to crash the start of a new game
- Resolved without action some, but not all, assertion error crashes involving Rudesea cut scene:
  - Cut Scene now able to play through without error when mercs are in Rudesa not moving strategically (between sectors)
  - Cut Scene now able to play through or be skipped when mercs are using Boxing Ring facility
  - Cut Scene still crashing game when mercs are in movement when cut scene plays or is skipped
  - Cut Scene now found to also crash game when started and exited mid scene

#### 20110619 UC-1.13 v3.50a (Full)

- Changed VFS folders and **vfs\_config.UC113OldMaps** so that Old Maps game mode has its INI file separate from common UC-1.13 files
- Fixed unarmed civ factions in: **A10, B2, B2\_B1, B10, B16, C13, C14, F9, and H13**
- Fixed inconsistencies with Old Maps Troy UBT station maps: **H12, H13, and I14\_b1**
- Fixed missing Police Detachment facility in H12
- Fixed missing hostile civilians, due to scheduling: **C13** and **C14**
- Updated **IMPItemChoices.XML** to include “Expert” STOMP Traits
- Updated **Skills\_Settings.INI** to one based on rev.4462

#### 20110619 UC-1.13 v3.50b (Quick Fix Patch)

- Added missing NCTH tags to armour items
- Changed distribution of hostile civs in: **K4\_B1**
- Changed NCTH stats for *PP-19-01*
- Changed default number of aiming levels for several larger frame pistols and revolvers from 3 to 4
- Fixed missing descriptions for: *Ares Shrike Belt Feed*, and *Smith&Wesson Military and Police*
- Fixed NCTH FSS modifiers for *Krinkov/AKMSU* pair being backwards
- Fixed unarmed civ factions in: **D13, D13\_B1, I2, I3\_B1, H4\_B2, H8\_B1, I14, I14\_B1, O3\_B1, P11, and P12**
- Fixed civilians in wrong faction: **I13**

#### 20110626 UC-1.13 v3.51 (Patch)

- Added new graphics for Ammunition Boxes
  - Vast majority are either direct from AIMNAS, or modified versions, courtesy of Smeagol
  - Chinese 5.8x42mm rifle and 5.8x21mm pistol ammunition boxes from IoV 920
- Added facilities to sectors with UBT Station entrance listing the destinations of that station's platforms
- Changed the NCTH <Flat Aim Bonus> (penalty) for *AR-15 Telescopic Stock* from -5 to -1
- Changed the <NCTH Accuracy> of most Machine Pistols (lowered so that they are closer to pistols than full size Sub-Machine guns)



- Changed NCTH <Flat Aim Bonus> of Machine Pistols with extended stock from 15 for all stances to: 2 Standing, 3 Crouched, 1 Prone
- Changed <NCTH Accuracy Modifier> of Machine Pistols from 30-15 to 3
- Changed <NCTH Accuracy> of most conventional AK rifles and variants, drop of up to -5
- Changed inaccessible roof tile to a more brown pattern in hopes of better blending into ground of UBT maps.
- Changed distribution, and where possible increased, population of Satan's Sons gangsters in these maps: **A10\_B1**, **D13\_B1**, **H4\_B2**, **H8\_B1**, **H9\_B1**, and **I3\_B1**
- Changed <NCTH Accuracy> of *Colt* SCW to reflect it being a smaller weapon than the *Colt Commando/CAR-15*
- Changed <Projection Factor> of high end LAM attachments, reduced all by 1 or so.
- Changed use of <NCTH Accuracy Modifier> from percentage to points based (as observed from in-game testing) for *Advance Reflex Sights* (and equivalents), and *Match Sights*
- Fixed BR Name for SA-24, in process changed to SA vz.24
- Fixed abnormally low coolness of *Remington 700* (6.8mm SPC hunting rifle)
- Fixed Missing NCTH values for *Stechkin APS Stock*, based on NCTH values used on Machine Pistols with extended stock.
- Fixed Missing NCTH values for *KGP-9 Extended Barrel*
- Fixed UBT Station Guide embedded in laptop's desktop for default (new maps) VFS selected game mode
- Fixed inaccessible item in **D13\_B1** and **H4\_B2**
- Fixed incorrect assignment of SKS <RGL> via **EnemyGunChoices.XML**
- Fixed incorrect appearance of 4.6x30mm AET ammunition in Bobby Rays
- Fixed incorrect appearance of *Gyrojet Ammo Crate* in Bobby Rays
- Fixed incorrect item placement in **C13**, both Old and New maps
- Fixed FSS errors with AS Val pair

#### 20110702 UC-1.13 v3.52 (Patch)

- Added necessary files for **UC-1.13 v3.50** to work correctly post **v1.13 Revision 4552** (with new “Enlarged Strategic Map” feature/requirement)
- Added new item: *SKS RAS Kit* – Note: attachment to SKS requires the removal of stock from kit first – Graphic by , from IoV 920
- Added new item: *TactiKool-Aid Shotgun Optics RIS*
  - Removed direct *Scope Sight (1.5X)* attachment to some shotguns
- Added new item: *TactiKool-Aid M1 RIS Handguard*
- Added new item: *Advance Reflex Sight 2x Magnifier*
- Added new item: *Advance Reflex Sight 6x Magnifier*
- Added to attachments for *M1 Garand* and *M1 Carbine* the *TactiKool-Aid Scope Mount RIS*
- Changed some Short Barrel Rifles to be classified as Rifle/Assault Rifle for consistency
- Changed attachment cost of *Advance Reflex Sight* addons to 1 AP
- Fixed *Heavy Throwing Knife* with incorrect <Bloody Item>
- Fixed *GRD-40* smoke cloud causing damage, it is now just a smoke grenade
- Fixed incorrect <BR name> for *TactiKool-Aid FAL Optics RIS*
- Fixed incorrect OCTH stats for *Advance Reflex Sight 4x Magnifier*

### 20110702 UC-1.13 v3.52a (Patch)

- Changed distribution of hostile forces in UBT maps: **H3\_B2**, **J9\_B1**, and **K4\_B1**
- Fixed missing alternate map **J9\_B1\_A** and associated radarmap

### 20110703 UC-1.13 v3.53 (Patch)

- Added workaround to underground Player vs. Hostile Civilian battles not being recognized in-game, all underground combat now includes a number of regular Enemies:
  - workaround is only for Default (New) UBT maps
  - workaround has no effect on Save Games, a new game is needed for it to work
  - Added **initunderground.lua** to “Data-UC113Maps\Scripts”
  - Changed Enemy distribution in maps: **A10\_B1**, **B2\_B1**, **D13\_B1**, **H3\_B2**, **H4\_B2**, **H8\_B1**, **H9\_B1**, **I3\_B1**, **I3\_B2**, **I14\_B1**, and **J14\_B1**
  - Fixes the lack of Enemy forces in Calisto Factory Basement: **E13\_B1**
- Added *Utility Case* item to new UBT Station maps while I was in them, also to Airport Maps: **A9** and **B13**.
- Fixed incorrect <BR Name> for *Barrett REC7 Upper Receiver*
- Fixed missing camouflage bonuses on *Commando LBE – ASL/NCO*, now has same 10 camo and 5 desert bonuses

### 20110710 UC-1.13 v3.54 (Patch)

- Changed *AEK-906 (-1)*: <NCTH Accuracy> from 8 to 5, <Flat Aim> bonus of 1 for all stances
- Changed *Mateba Model 6 Unica*: <Flat Aim> bonus of 1 for all stances
- Changed <NCTH Accuracy>, and Recoils for most AR-15 weapons
  - Baselines are *M16A3*, *M4*, and *Colt 9mm SMG*
  - Piston Drive variants = +1 X and Y recoil
  - Heavy Barrel = +5 NCTH Accuracy
  - .223 = -1 NCTH Accuracy
  - 5.45x39mm = 0 ammo related NCTH differences
  - 6.8mm SPC = +2 NCTH Accuracy, +1 X and +2 Y recoil
  - 7.62x51mm = +10 NCTH Accuracy, +2 X and +5 Y recoil
  - 7.62x39mm = -5 NCTH Accuracy, +1 X and +3 Y recoil
  - 10mm Auto = +3 NCTH Accuracy, +2 Y recoil
  - .40 S&W = 0 ammo related NCTH differences
  - .45 ACP = -3 NCTH Accuracy, +4 Y recoil
  - extra large recoil values for LWRC M6A4 (Automatic Rifle) variants as these fire from open bolt
- Changed NCTH stats of several Machine Pistols
  - Taking reputed effective range into account: 200m and 100m effective range Machine Pistols will have appropriate <NCTH Accuracy> values to set them apart from pistols
  - Extended-stock bonus increased on a case by case basis
- Changed **EnemyGunChoices.XML**
  - removed extra *SKS* from level 2
  - moved remaining *SKS* from level 4 to 3
  - moved *AEK-906* from level 0 to 1

- added *PSM* to level 1
- fixed wrong *Skorpion* variant in level 0
- Fixed mass of 6.8x43mm SPC C-Mags
- Fixed item description of 5.8x42mm *DBP-95 LMG Magazine, Tracer*
- Fixed graphic assignment for all 5.8x42mm ammo boxes
- Fixed multiple Cold Loaded ammunition issues
  - Fixed missing 40% <Noise Reduction> as needed
  - Added -20 range penalty to all non .357Sig cold loaded magazine items
  - Added -2 damage penalty to all non .357Sig cold loaded magazine items
  - Changed *AmmoTypes.XML* so that all Cold types can no longer Go Through Walls (.357 Sig cold loaded already had similar penalties)

### 20110723 UC-1.13 v3.55 (Full)

- Added to attachment list of *PP-19-01 Vityaz: AK Grip Hand-Guard, TactiKool-Aid AK RIS Handguard, and TactiKool-Aid AK RIS Reflex Handguard*
- Added to attachment list of *HK G36C: RIS Bipod, RIS Foregrip, and Grip Pod*
- Added to attachment list of *Zastava M70 variants: AK Grip Hand-Guard*
- Added new item: *Beretta MX4 Mod* attachment - attaches to any CX4 in-game, allows: 3 round burst, 30 round magazine capacity
- Added new items: colour labelled Utility Cases
- Added new item: *Cardboard Labels*
  - USE (merge) into Utility Cases to change the colour
- Added customized **DynamicRestrictions.XML** to account for Danubia's city layout under Mobile Militia Movement (MMM) feature
- Added version control note to **Items.XML**
- Changed VFS folder structure
  - Removed folder: **Data-UCDoNotEdit**, as it is presently unused (due to current full XML Editor compatibility)
  - Different map variations to campaign now contained in sub-folders of **Data-UC113**
  - Common **Ja2\_Options.INI**, with **MAX\_NUMBER\_PLAYER\_VEHICLES = 3** (this needs to be changed to 2 if you are continuing a campaign using the old maps UC-1.13 campaign, *vfs\_config.UC113OldMaps.ini*); Old UC Map campaign still only has two vehicles available in-map.
- Changed **Ja2\_Options.INI** to default with MMM feature active
  - **ALLOW\_MILITIA\_MOVEMENT\_THROUGH\_EXPLORED\_SECTORS = TRUE**
  - **ALLOW\_DYNAMIC\_RESTRICTED\_ROAMING = FALSE**
- Changed **Cities.XML**: increased townRebelSentiment for Port Kip's from 30 to 45
- Changed *HK G36C* layout class to now have natural underside RIS slot
- Changed *HK MG36* availability from Bobby Rays to Used only
- Changed *IWI Tavor STAR 21* <NCTH Accuracy> from 80 to 73
- Changed **SenderNameList.XML** so that "Enrico" is replaced by "Dunlap" finally (Thanks to DepressivesBrot for pointing out that sender names were externalized)
- Fixed Crepaton Officials (Terrorists) random appearance scheme by clearing specific sector

assignments found in some of the five character indexes in **MercProfiles.XML**

- Fixed map **D1** and **N6**: missing Priority and Stay in Sector orders
- Fixed map **F3**: hostile civilian inventories
- Fixed map **G8**: cleanup from past inventory change
- Fixed *Zastava M70B2 (both)* missing FSS attachments and defaults.
- Fixed missing *Tool Kit* USE merger to restore default attachments on *IWI Tavor STAR-21*

### 20110730 UC-1.13 v3.56 (Patch)

- Added new item: *Fixed Stock Kit*
  - permanent attachment for lower stock slot of following families: AK (only variants with folding stock), H&K G36, IMI Galil, Sig SG55x, and Robinson XCR
  - upper stock slot no longer accepts *FSS item*, but merging *FSS item* into weapon will remove the Fixed Stock Kit (the folded stock weapon copies do not have this attachment)
  - adds attachments: *AR-15 Fixed Stock*, *AR-15 Precision Stock*, *AR-15 Telescopic Stock*
- Changed all X and Y recoil (NCTH) values by 0.71 multiplier, this changes the values from 1.75x stock v1.13 equivalents, to 1.25x
- Changed all grips, reduced (NCTH) Percent Max CF to 50 (was 70), and Percent CF Accuracy to 25 (was 30)
- Changed *Advance Reflex Sight*, reduced NCTH <FlatAim> Bonus to 2 (was 5)
- Changed *Rod & Spring*, penalty now Percent CF Frequency = -50 (was Percent CF Accuracy)
- Changed *AR-15 Rate Reducer*, Bonus now Percent CF Frequency = 50 (was Percent CF Accuracy)
- Changed general scope auto/burst penalties:
  - Percent CF Accuracy = -10 x Scope Mag Factor (all stances)
  - Percent CF Frequency = -10 x Scope Mag Factor (standing), incremental reduction with crouch, then prone stances; extra penalty for NV scopes
- Changed attachment cost of *FSS Item* = 1, wanted 0 but the game keeps resetting to 5
- Changed *Mark 153 SMAW*, added NCTH Mag Factor = 3.8
- Changed *Carl Gustaf M3*, added NCTH Mag Factor = 2
- Changed *RPO-M*, added attachments: *Kobra EKP-1S-03M*, *PO 3.5x21P*, *1PN51 NV Scope*, and *TactiKool-Aid RSA/SVU RIS Scope Mount*
- Changed *ACME Trigger Group* so it no longer fits weapons that are automatic fire only
- Changed *MAT Modele 1949*, full auto only now (as it is not the police version)
- Changed *CETME Ameli*, full auto only now
- Changed *A-91M*, NCTH accuracy lowered to 58 (was 75)
- Changed *AK-9 (both)*, NCTH stats now in line with similar AK assault rifles.
- Changed *LWRC M6-AK 5.45*, available from Bobby Rays only as upper receiver, still available as full assault rifle from Tony.
- Changed Arms Dealer's inventory, **ElginInventory.XML**, to now include Metal Storm grenade launchers, rockets launchers, and rocket launcher rounds
- Fixed Tony's inventory, **TonyInventory.XML**, for missing items: both *Skorpion vz.61* and *Krinkov/AKMSU* (with stock extended)
- Fixed in-country Bobby Ray's inventories, **HerveInventory.XML** and **MannyInventory.XML**, missing FSS Item (as a repair item to account for game detaching attachments automatically)

under some circumstances)

- Fixed missing NCTH Handling stats for launchers
- Fixed missing mergers for calibre conversion of *Groza Ots-14*
- Fixed *Skorpion EVO III* (stock extended), missing NCTH values for fully adjustable stock
- Fixed *Steyr AUG-A3 9mm XS*, range now 230 (was 370)
- Fixed *TactiKool-Aid RSA/SVU RIS Scope Mount*, missing incompatibility attachments
- Corrected and Updated, “New Chance-to-Hit (NCTH) Notes”

### **20110806 Arulco Folding Stock v3.00**

- Reorganized XML's for stock Arulco campaign
- Changed *HK 21E*, *HK 23E*, and *HK GR9*: standardized bipod to *integral bipod*, set also as default attachment
  - Added mergers for Tool Kit to restore defaults for *HK 21E* and *HK 23E*
- Changed *FN ELGM* launcher to be no longer compatible with drum magazine adapters
- Changed NV Scopes/Sights to follow new NCTH guideline:
  - Night Vision Scopes = treated as +2 of actual Mag Factor
  - Thermal Imaging(FLIR) Scope = no additional changes, treated as 6X scope
- Changed item 406 to act as dummy item for *Fixed Stock Kit* in Bobby Ray's attachment list feature
- Fixed *TactiKool-Aid H&K Optics RIS* missing incompatibility definitions: *Clamp on Battle Scope (4x)* and *Aim-Point-Projector*
- Fixed *TactiKool-Aid RSA/SVU RIS Scope Mount* missing incompatibility definitions: *PSO-P*
- Fixed *M203A1* missing incompatibility definitions for other under-slung launchers, *Bipod*, and *Foregrip*
- Fixed *TactiKool-Aid Scope Ring with Reflex Mount* incorrect Attachment Class, corrected to "Optics – Scope"
- Fixed *KGP-9 Extended Barrel* unnecessary incompatible attachment definitions
- Fixed *Integral Bipod*, missing incompatible attachments: *Bipod*, *RIS Bipod*, and *GripPod*
- Fixed *Heavy Bipod*, missing incompatible attachments: *Bipod*, *RIS Bipod*, and *GripPod*

### **20110813 UC-1.13 v3.57 (Cumulative Patch for v3.55)**

- 20110806 (Arulco Folding Stock v3.00) revisions to base mod
- Changed *Agram 2000* to bring it in line with being a development of the *Beretta PM12*, but with no stock of any kind
  - reduce Accuracy to 9, was 17
  - penalty to <Percent Max CF> and <Percent CF Accuracy> = 40% (note that these penalties will be further modified by the integral grips's bonuses to produce the effective max CF and CF accuracy)
- Changed *Saiga 12K*:
  - added attachment: *ACME Trigger Group*, *Foregrip*, and *Rod & Spring*
  - added NCTH recoil 5, 17 (X, Y)
  - left existing OCTH burst & auto penalties at 20

- Changed *AK-104*:
  - reduced <NCTH Accuracy> to 45, was 52
  - increased Recoil to 4, 14 (X, Y), was 3, 13
- Changed *AK-105*:
  - reduced <NCTH Accuracy> to 47, was 52
  - increased Recoil to 4, 10 (X, Y), was 3, 9
- Changed *AKS-74U*, increased recoil: 4, 11, was 3, 10
- Changed *AN-94*, *Muzzle Brake* now default attachment
- Changed *Krinkov / AKMSU*:
  - reduced <NCTH Accuracy> to 37, was 52
  - Increased Recoil to 4, 15 (X, Y), was 3, 13
- Changed all scopes, now have a Flat Base penalty of between -2 and -5 depending on Scope Mag Factor. This is to emulate the -5 CtH penalty found on scopes under OCTH.
- Changed all muzzle brakes:
  - no longer hides muzzle flash (*AK Muzzle Brake*)
  - reduced NCTH recoil modification to 0, -1 (X,Y), was 1,2
  - reduced <Percent Max CF> to 5, was 25
- Changed *PM-63RAK*:
  - no longer accepts muzzle attachments
  - reduced recoil to 3, 6 (X, Y), was 4, 9
- Changed *Rod &Spring*: now a Sci-fi item

### **20110813 Arulco Folding Stock v3.10**

- 20110813 (Cumulative Patch for UC-1.13 v3.55) revisions to base mod
- Changed Nails gear kit selections:
  - 2. and 3 now have 4 round 12 gauge items (3 lacks the FRAG-12 which were equivalent to load-out from *Deidranna Lives!*)
  - 4. changed to same weapon as 1, but enhanced by attachments
- Fixed NCTH stats for grips: missing reduced CF bonuses in previous **AFS v3.00** only
- Fixed Barry's gear kit selection 3: corrected *KGP-9* variant
- Fixed missing burst AP cost for: *Beretta CX Storm* (all variants), and *Saiga 12K*, all set to 13 for now
- Fixed missing NCTH stats (all of them) for *TactiKool-Aid Pistol2Carbine*, took opportunity to change implementation somewhat:
  - adds capability to attach one of the three AR-15 stocks, comes default with telescopic stock
  - Changed OCTH and NCTH stats to reflect the separation of stock and grip functions of this attachment

### **20110820 Urban Chaos-1.13 v3.58 (Cumulative Patch for v3.55)**

- 20110813 (Arulco Folding Stock v3.10) revisions to base mod
- Added *TactiKool-Aid FN Stock Kit*, graphic used components from v1.13 *FN SAW* and *Colt M4A1* both from original *Urban Chaos*

- Added *TactiKool-Aid Mini-14/68 RAS Kit*, BigItems graphic from DBB/IOV, by
- Added *TactiKool-Aid M1 RAS Kit*, graphic based on graphic: gun362 "Mini-14 EBR," from DBB/IOV, by
- Added *AN-94 Muzzle Device*, same stats as AK Muzzle Brake, hides muzzle flash and 20% Attack Volume reduction
- Changed *TactiKool-Aid Fixed Stock Kit*, new graphic made from v1.13 *AKS-74U* and *Colt M4A1* from original *Urban Chaos*
- Changed *AR-15 Precision Stock*:
  - new graphic based on v1.13 *M21 EBR* by Kaerar
  - new description (both)
- Changed *AR-15 Telescopic Stock*, freehand updated old graphic, changed colour pallet to that used by v1.13 *M21 EBR* by Kaerar
- Changed *EBR Stock*, <BRName> now "RAS Kit - M14/M21 EBR" for sorting purposes (sorting of items only occurs at start of new game)
- Changed *AN-94*:
  - replaced default attachment with *AN-94 Muzzle Device*
  - no longer has Hides Muzzle Flash option set
- Changed all "Premium" sound suppressors to now have <NCTH Recoil Y Modifier> = -1
- Changed *AK Muzzle Brake*, recoil modification now -1,-2 (X,Y), was 0,-1
- Changed *Muzzle Brake*, <NCTH Recoil Y Modifier> = -2, was -1
- Changed item 643, formerly *TactiKool-Aid M1 Handguard*, into *TactiKool-Aid Universal RIS Block*
  - attaches to most guns that have suitable length of barrel, please advise of any omissions
  - only fits light RIS attachments (no launchers)
  - penalizes accuracy: OCTH General To-Hit = -5%, NCTH Flat Base = -5 (all stances)
- Changed Ruger "Mini" rifles, added attachment: *ACME Trigger Group*, and *Foregrip*
- Changed *Rod&Spring*, not on attachment lists until burst capability gained for: *Beretta CX Storm* (all variants), *Saiga 12K*, and *Ruger Mini* rifles.

## 20110820 Dedrianna Lives!-1.13 v3.00 (Full)

- Initial release of v3.00, reorganization of basic items mod up to *20110820 UC-1.13 v3.58(patch)*
- Initial release of Extra Items XML's for *Deidranna Lives!* Campaign:
  - maps: B14, E3, G9, H11, H14, I7, I8, I13, I15, J9, L11, L14, M2, N3, N4, N5, and O8
  - no variance for difficulty levels
- Changed Gear Kits 1, 2, and 3 for Ron "Raider" Higgins, and Charlene "Raven" Higgins: armour and LBE selections now better match original *Dedrianna Lives!*
- Changed majority of High Explosives, Grenades, Rockets, Grenades classed as ammunition, and AET ammunition to be available from Bobby Rays
- Fixed *40x46mm Napalm*, incorrect <BRName>
- Fixed *CG 84mm HEAT*, incorrect <BRName>
- Fixed *40x46mm Napalm*, incorrect <BRName>

### 20110821 Arulco Folding Stock v3.20 (Full)

- 20110820 (Dedrianna Lives!-1.13 v3.00) revisions to base mod
- Fixed missing combo merger to produce *X-ray Device*
- Fixed missing alternate merger to produce *Display Unit* (now it does not matter which item is merged into other item)
- Fixed missing **VFS\_CONFIG.AFS-International.ini** covers other semi-common ordinary weapons
- Fixed *X-ray Detector*, could not attach *AA Batteries* to it
  - changed layout to 1024

### 20110823 Dedrianna Lives!-1.13 v3.10 (Full)

- Changed order of gear kits so that *Dedrianna Lives!* based kit is first, additional cleanup of other kits.
- Fixed *X-ray Detector*, could not attach *AA Batteries* to it
  - changed layout to 1024
  - not integrating merger for components not present in original *Dedrianna Lives!*

### 20110903 Arulco Folding Stock v3.30 (Full)

- Reworked NCTH balance for Long Arm (SMG, AR, LMG, Rifle, Sniper Rifle) to increase accuracy without scopes, but without changing with scope performance
- Reworked FSS NCTH stats for both Long Arms and Machine Pistol type weapons
- Reworked NCTH stats for AR-15 modular stocks and related adaptor attachments
  - *CMMG 7.3* now has stats of the *Micro-16*, though semi-auto only
- Added *Jian She 9mm Sub-Machine Gun*, graphics based on *Type 05* from DBB/IoV 916 by Ron
- Added *Ruger Mini-30*, graphic based on v1.13 *Ruger Mini-14*
- Added *Rheinmetall MG3*, graphic from stock v1.13 (previously unused)
- Added *Type 63*, graphic based on v1.13 *SKS* by Tbird94lx
- Added *FX-05 Xiuhcoatl*, based on *HK G36E* by Coolberg, colour palette from *ACS Hezi SM-1*
  - variants: Full Size, Carbine, and Short Carbine
  - stats based on G36 and AK-74 (except for OCTH Burst penalty)
  - <NCTH Recoil Delay> employed to reflect claims of an effective recoil delay system for 3 round burst
- Added *M203*:
  - graphic by Hairysteed, based on v1.13 *Colt Launcher System* graphic by Marlboro Man (unused in UC-1.13)
  - only fits full size M16 variant
  - inseparable attachment
  - 330m range
- Added *AR-15 Padded Buffer Tube Cover*, only used on AR-15 pistols to allow them to fire somewhat normally without benefit of a proper stock
- Changed *40x46mm Napalm* / *40mm Metal Storm Napalm*:
  - Stun Damage lowered to 20, was 40



- Volume lowered to 25 was 75
- Volatility increased to 2, was 1
- Changed all **30x71mm grenades**:
  - New single grenade graphics, shapes inspired by uscmc.wikispaces.com (accessed 20110828)
  - colour scheme mostly conforms to that presently used by UC-1.13 (and Jagged Alliance 2 except **green** and **yellow** are **illumination** and **incendiary** respectively). Red end caps indicate high-explosive fill of some kind and not specifically **thermobaric** (as with 40mm)
  - Sci-fi nature justifies these smaller grenades being equivalent to larger 40mm grenades in stats where equivalents exist. (This is not done with “realistic” 20mm and 25mm rounds)
  - *M40 High Explosives* grenade replacing *M38 High Explosive Dual Purpose* in item slot 950, *M38 HEDP* moved to item slot 998 – this change will affect save games and existing map placements
  - The following may be used “ad hoc” as hand grenades (sorry no push button detonation yet) in-game: *M40 HE*, *M51 HEAB*, *M67A CS* and *M67B Smoke*
- Changed *Type 05* sub-machine gun, previous stats were unfinished:
  - corrected mass to 2.2 kg from 3.4 kg
  - corrected range to 200 m from 340 m
  - adjusted NCTH Accuracy to 40 from 47
  - adjusted NCTH Handling to 6 from 7
- Changed *M203PI*
  - takes over role as short barrel (9") M203 from *M203A1*, short range of 230m
  - attaches to non-US weapons (without RIS), M4 with Modular Weapon System, and most large hand guard equipped (full size) assault rifles
- Changed item index 902 into *M203 Quick Detach*, was now redundant *M203A1*
  - graphic by Hairysteed, based on v1.13 *M203PI* graphic by Coolberg
  - standard range (300m) launcher
  - attaches to non-US weapons (without RIS), M4 with Modular Weapon System adapter, and some "sturdier" RIS hand guard equipped weapons
- Changed *M203 (Modified)*
  - graphic by Hairysteed, based on v1.13 *Colt Launcher System* graphic by Marlboro Man (unused in UC-1.13)
  - only fits full size M16 variant
  - inseparable attachment
  - adjusted range to 320m, was 300m
- Changed *Colt M16*, new graphic by Hairysteed, based on v1.13 *Colt M16A1* by Terry Thorne, and *.50 Beowulf Rifle* by Lisac
- Changed *Colt M16A4*, new graphic by Hairysteed, based on v1.13 *Colt M16A4* and *.50 Beowulf Rifle* graphics by Lisac
- Changed naming convention for Bobby Ray's Name for these groups of items:
  - Mortars prefixed with "Mortar - "
  - Grenade Launchers prefixed with "GL - "
  - Underslung Grenade Launchers prefixed with "UGL - "
  - Rocket and Recoil-less Launchers prefixed with "R - "

- Russian 40mm caseless grenades (VOG-25 Type) prefixed with "40mm (CL)"
- Metal Storm 40mm grenades prefixed with "40mm (MS)"
- Changed *HK SL8* and *HK SL9SD*, NAS layout bit mask now includes bit for attachment slot "H: RIS - Top (LAM, RIS Bipod)"
- Changed *M60E3*:
  - now can use barrel change
  - increased both new and used Bobby Rays inventory to 1 and 2, was 0 and 1
- Changed *CMMG 7.3*, attachments now include: *5.56mm C-Mag*, *ACME Trigger Group*, and *AR-15 Padded Buffer Tube Cover*
- Changed *Olympic Arms OA-93*, attachments now include: *.223 C-Mag*, *ACME Trigger Group*, *AR-15 RIS Hand-guard*, and *Fixed Stock Kit*
- Fixed availability for heavy weapon, rocket rounds, and grenades in:
  - *DL-1.13*: some were not available when they should be
  - *UC-1.13*: Smoke and Illumination rounds for all "realistic" grenade launchers should be available now
- Fixed *FAMAE SAF Silenciada* (both), removed unnecessary muzzle attachments from list
- Fixed *OG-7V Fragmentation Antipersonnel*, RPG-7 round:
  - incorrect <Long Name>
  - missing Bobby Ray's description
  - missing <Explosion Volume>
- Fixed *PG7 Anti-Tank*, missing Bobby Ray's description
- Fixed *M72A4 LAW*, now available for purchase
- Fixed missing +2 Layout Class needed for Rifle Grenade (RGL) versions of the: *Zastava M70B1* and *Zastava M70B2*
- Fixed missing *Tool Kit* conversion for map compatibility copies of stock JA2 weapons in *Arulco Folding Stock*

### **20110904 Dedrianna Lives!-1.13 v3.20 (Full)**

- *20110903 (Arulco Folding Stock v3.30) revisions to base mod*
- Fixed missing *Tool Kit* conversion for map compatibility copies of *Dedrianna Lives!-1.13* weapons
- Fixed *Minigun*, it can fire now

### **20110905 Urban Chaos-1.13 v3.59 (Cumulative Patch for v3.55)**

- *20110903 (Arulco Folding Stock v3.30 and Dedrianna Lives!-1.13 v3.20 ) revisions to base mod*

### **20110912 Arulco Folding Stock v3.40 (Full)**

- Reworked: <BR\_ROF>, <AutoFireShotsPerFiveAP>, <bBurstAP>
  - where range of ROF found, went with lowest, except in cases where it was useful to differentiate between older/newer (ie. FAMAS)
  - using assumption that 1 Turn = 5 Seconds, 1 Turn = nominal 100AP, translated ROF from

Rounds/Minute to Rounds/1200AP

- unable to get burst calculation to work (historically and now), used "standard" merc of 80 Marksmanship / Strength / Dexterity / Health / Agility as guideline to manually adjust burst costs so that burst cost is between 0-1 higher than autofire for number of rounds in burst (it also helps that UDB displays AP cost for firing 3 rounds under autofire)
- most Auto and Burst AP costs have gone up slightly with rebuild of ROF information / Autofire cost / Burst AP cost
- Reworked NAS: **AttachmentClass.XML** and **AttachmentSlots.XML**
  - unused attachment class 32768 "Magazine 2" now "Optics - Lite/Holo" used for: *Scope Sight (1.5x)*, *Advance Reflex Sight* and *Combo Reflex/Laser Sight*
  - attachment slots meant for use by optics changed to accept new class
  - attachment slot 51. "J: Scope Add-on 4: RIS Scope," no longer accepts attachment class "Optics – Primary"
  - *TactiKool-Aid AK RIS Reflex Handguard* now redundant as reflex/lite/holo sights now can fit the *TactiKool-Aid AK Handguard*; will be removed next time a save game breaking version is released
  - attachment class of *Multi-Mode Scope (PCAP Mount)* now "Optics-RIS," though it still only attaches to XM8 variants
- Added **CTHConstants.INI** with VERTICAL\_BIAS = 0.33
- Added *HK MP5K-PDW*
  - Extended Stock version graphic based on *MP5A4* by Coolberg
  - Folded Stock version graphic by Hairysteed based on v1.13 *HK MP5K* by Coolberg
  - Merge (USE) of *MP5K-PDW Stock Kit* into *HK MP5K* will convert gun into *HK MP5K-PDW* and the kit into *Folding Stock System Item*
- Added *MP5K-PDW Stock Kit*, graphic by Hairysteed
- Added *AR-18*, graphic from IoV/DBB by
- Added *BREN L4*, graphic from IoV/DBB by
- Added *AK Pistol*, graphic based on v1.13 *AKM* by Lisac
- Added *PAR-09*, graphic based on v1.13 *CMMG 7.3* by Terry Thorne
- Added *PAR-10*, graphic based on v1.13 *CMMG 7.3* by Terry Thorne
- Added *PAR-40*, graphic based on v1.13 *CMMG 7.3* by Terry Thorne
- Added *PAR-45*, graphic based on v1.13 *CMMG 7.3* by Terry Thorne
- Added *PAR-68*, graphic based on v1.13 *CMMG 7.3* by Terry Thorne
- Added *ISAR-09*, graphic based on v1.13 *Colt SMG* by Lisac
- Added *ISAR-09 Upper Receiver*, graphic based on v1.13 *Colt SMG* by Lisac
- Added *ISAR-15*, graphic based on v1.13 *Colt SMG* by Lisac
- Added *ISAR-15 Upper Receiver*, graphic based on v1.13 *Colt SMG* by Lisac
- Added *ISAR-45*, graphic based on v1.13 *Colt SMG* by Lisac
- Added *ISAR-45 Upper Receiver*, graphic based on v1.13 *Colt SMG* by Lisac
- Added *ISAR-68*, graphic based on v1.13 *Colt SMG* by Lisac
- Added *ISAR-68 Upper Receiver*, graphic based on v1.13 *Colt SMG* by Lisac
- Added *M3A1*, graphic from IoV/DBB, by
- Added *M3A1 OSS*, based on graphic from IoV/DBB, by
- Added *ISAK-47*, graphic based on v1.13 *AK-103* by Lisac

- Added *ISAK-74*, graphic based on v1.13 *AK-105* by Lisac
- Added new attachment slot specifically for use of *Fixed Stock Kit* in the pistol layout, incorporates "dummy" entry for invisible *Fixed Stock Kit*
- Changed *PM-63 RAK*, cut size of extended stock BigItems graphic by partially retracting stock
- Changed "Pistol Underbarrel Laser Mount," Attachment Classes it will accept now include "Handguard"
- Changed *Underbarrel RIS Bridge Mount*, Attachment Class now "Handguard," was "Underslung Only"
- Changed *TactiKool-Aid Pistol2Carbine*, Attachment Class now "Handguard," was "Underslung Only"
- Changed *Steyr AUG-A3 Carbine*:
  - adjusted graphic (based on v1.13 *Steyr AUG-A3* by Tbird94lx)
  - corrected range to 350, was 370
- Changed *Steyr AUG-A3 Sub-Carbine*:
  - new graphic based on v1.13 *Steyr AUG-A3* by Tbird94lx
  - range now 320 to reflect it having same barrel length as M4, was 230
  - corrected S/4T to 15.82 (approx 22 AP), was 15.15 (approx 23 AP)
- Changed *Steyr AUG-A1 Sub-Carbine* and barrel kit, ranges now 280, was 220 (too low in light of its barrel being only slightly shorter than that on shortest A3, 14.5")
- Changed item 1609, renamed *Steyr AUG-A1 13.8-14.5" Sub-Carbine Kit*
- Changed *Olympic Arms OA-93*, restored BR's new inventory
- Changed *HK XM25*, default attachments now include *OICW Fire Control*
- Changed **EnemyGunChoices.XML** for Germany sub-mod, flipped appearance of MP7's
- Changed **EnemyGunChoices.XML** for USA sub-mod, added some of this patch's custom AR-15 pistols and integrally suppressed weapons
- Changed all 6 round 12 Gauge magazines to one that resembles that for *SPAS-15*
- Changed all SA80 program weapons, standardized Reliability =-3
- Fixed missing dummy *FSS mirror item* (it makes the other stock slot appear) for: *IMI Negev Commando*, *MAT Modele 1949*
- Fixed *RIS Grip*, missing incompatible attachment entries with *HK AG36*
- Fixed *Type 63*, firing (bullets) when in rifle launched grenade <RGL> form in DL-1.13 and AFS
- Fixed *Zastava M70B2 <RGL>*, missing *Folding Stock System* on attachment list
- Fixed *CMMG 7.3*, trimmed graphic so it centres in NIV pockets correctly
- Fixed *OA-93*, trimmed graphic so it centres in NIV pockets correctly
- Fixed *Steyr AUG-A3*, range corrected to 380 (like other 20" barrel AUG's), from 370
- Fixed *Benenelli M3 Convertible*, layout class should be 32, was incorrect 1
- Fixed *Premium Pistol Suppressor*, removed incorrect attachment to: *9A-91 and SR-3 Vikhr*
- Fixed *Enfield L85A2 <RGL>*, layout class should be 524306, was incorrect 18
- Fixed *Steyr M357-A1*, was missing all attachments
- Fixed *Integral Reflex/Laser Sight*, missing the two new ARS Magnifiers as secondary attachments, and updated all to 1 AP attachment cost for ARS system
- Fixed Doreen's entry in **MercStartingGear.XML**, cleared entries that seem to be leftovers from the initial conversion from UC-1.13 v3.5x
- Workaround to this [NCTH Bug](#):

- all pistols (mostly revolves) and machine pistols that can naturally accept magnifying scopes now have additional +10% <Percent Cap>, this includes machine pistols with stocks extended now having total of +15% <Percent Cap>
- most shotguns now have <Percent Cap> = +10%
- *Underbarrel RIS Bridge Mount* (for pistols) now has <Percent Cap> = +10% and <Percent Handling> = +50%
- *AR-15 Padded Buffer Tube Cover* no longer has <Percent Cap> = -10% that zero's out the bonus on AR-15 pistols
- essentially more weapons will have the accuracy bonus meant for weapons without scopes
- Workaround to attached launchers giving an unwanted NCTH Aiming Levels bonus under New Traits: Marksman, and Sniper traits due to classification as Rifle in Weapons.XML, cleared Rifle class from all launchers that may be attached
- Removed Item 392, unnecessary dummy item associated with Folding Stock System (was used to ensure appearance of slot the *FSS Item* attaches to, the *FSS Item* itself should make the slot appear), this clears several hundred attachment to item associations

## 20111230 Urban Chaos v3.60 (Full)

- Updated **Ja2\_Options.INI** for v1.13 Rev.4780 released 2011/12/28
- Reworked NCTH Handling values for all weapons and some attachments:
  - weapons separated based on one or two handed, instead of by weapon class
  - initial handling values were based on a Draw cost and separate multipliers for one and two handed weapons; this was done to achieve an average initial handling of 10 for both categories
  - afterwards values were tweaked manually
  - belt fed weapons have additional handling penalties of: 40/30/0% (Standing/Crouching/Prone)
  - "Sniper" (6-9 NCTH Magnification Factor) and older 4x Scopes have additional handling penalties of: 20/10/0% (Standing/Crouching/Prone)
  - *Heavy Bipod* handling penalty now: 50% Standing/Crouching, was 20% (as on other Bipods)
  - handling now part of Long Arm FSS stats: 25% penalty when stock is retracted
  - handling now part of Machine Pistol FSS stats: -25% bonus when stock is extended
- Reworked Long Arm FSS NCTH stats to take advantage of now fixed <Percent Cap> calculations, effects of stock being folded now:
- replaced <FlatAim> = -15 with Percent Cap -30 Reworked Machine Pistol FSS NCTH stats to take advantage of now fixed <Percent Cap> calculations, effects of stock being extended now:
  - replaced <FlatAim> = -15 with <PercentCap> -30
- Reworked AR-15 Modular Stock System to NCTH stats to take advantage of now fixed <PercentCap> calculations
  - Base Weapon: replaced <FlatAim> = -15 with <PercentCap> -30 (note the full long arm NCTH re-balance measure is <PercentCap> = 10)
  - *AR-15 Fixed Stock*: replaced <FlatAim> = +15 with <PercentCap> = 40
  - *AR-15 Telescopic Stock*: replaced <FlatAim> = +10 with <PercentCap> = 37

- *AR-15 Precision Stock*: replaced <FlatAim> = +20 with <PercentCap> = 50
- *AR-15 Padded Buffer Tube Cover*: replaced <FlatAim> = +15 with <PercentCap> = 20
- Reworked penalties for *NVG I, II, III, IV, TI Goggles*
  - NCTH <PercentBase> = -25% penalty all stances
  - NCTH <PercentCap> = -25% penalty all stances
  - NCTH <PercentCFAccuracy> = -10% penalty all stances
  - Tunnel Vision = 50% penalty (in testing this did not seem to stack with Tunnel Vision penalty of scopes)
- Reworked Port Kip UBT station maps, moved under Port Kip now:
  - added maps: **D6\_B1, D6\_B2**
  - updated maps: **A10\_B1, B2\_B1, D6, H8\_B1**
  - updated: **intunderground.lua, undergroundsectornames.lua**
  - updated: **MercProfiles.XML**
- Reworked overall NCTH Accuracies:
  - lowered by 10 most rifle, assault rifle, LMG classed weapons
  - PAR and ISAR weapons now have specific stats implemented to reflect that these are equivalents of Short Barrel Rifles (without stocks)
- Reworked *Reflex Sight* and equivalents, replaced NCTH <AimLevel> = -1 bonus with following NCTH bonuses:
  - <PercentBase> = 10%
  - <PercentCap> = 5%
  - <PercentTargetTrackingSpeed> = 5%
- Reworked *Advance Reflex Sight* and equivalents, replaced NCTH <FlatAim> = 2 and <AimLevel> = -1 bonuses, with following NCTH bonuses:
  - <PercentBase> = 15%
  - <PercentCap> = 10%
  - <PercentTargetTrackingSpeed> = 10%
- Reworked *Match Sight*, replaced <FlatAim> = 5 bonus, with following NCTH bonuses:
  - <PercentBase> = 5%
  - <PercentCap> = 5%
  - <PercentTargetTrackingSpeed> = 5%
- Reworked many in-game item names and descriptions:
  - some based on feedback from Michael\_sama and ShadoWarrior
  - most scopes were edited to remove old notation for mounting system. Dialogue may reflect mounting sytem
  - edited Short Item Names for many scopes to denote magnification, reflex and NV characteristics
  - edited BR Names for many scopes to enforce ordering scheme
- Reworked ordering of scopes to clean-up ordering of NAS attachment pop-up
- Reworked OCTH stats for magnifying scopes so that they relate to each other better
  - Aim Bonus: 1.5x = 5%, 2x = 7%, 3x = 9%, 3.5x = 11%, 4x = 12%, 5.5x = 18%, 6x = 20%, 7x = 22%, 9-10x = 25%
  - Min Range for Aim Bonus: Nominal Magnification x 10, Reflex Scopes = 1/2 of basic scopes, M3 IR = 60 tiles

- Burst/Auto To-Hit: Low Power Sniper Scopes (including 1PN58) = -15%, WWII era Scopes = 10%, 6x Scopes = 40%, PKS-07 = 50%, 9+x = 75%
- General and Ready AP Reductions: 1.5-2x scopes = -5%, 3x scope = -15%, 4x scopes = 10%, PSO-1 = 30%, 6x scopes = 35%, 9-10x = 50%, WWII era 4x = 15%, Modern NV = additional -10% Ready, 4x Reflex = 0%, 5.5x Reflex = 10%
- Tunnel Vision: low mag scopes = 25%, medium mag scopes = 50%, high mag scopes = 75%, NV = additional 25% up to 75%
- Updated penalties chart
- Reworked merchant inventory XML usage:
  - **ElginInventory.XML** now assigned to NPC #104, result is Manny in Caliso no longer can buy back bar goods
  - **GabbyInventory.XML** now assigned to NPC #153, result is Vacationing Arms Dealer in Drake can now buy back special weapons items instead of just selling them. Will need to monitor as items in this XML should not be found on **KeithInventory**, **FranzInventory** and possibly other XML's. Have confirmed that Tony still buys weapons shared on **GabbyInventory.XML**
- Reworked Reworked Miranda Quest:
  - now possible to speak to most King Pin faction (including Port Kip PD) NPC's in safety before attempting rescue
  - original Urban Chaos exploit no longer present
  - updated maps: **C6, D5, D6**
  - updated file: **MercProfiles.XML**
- Reworked **MercProfiles.XML**, based on New/STOMP Traits assignment by Kglibow from 2011/12/26
- Added profiles folder for original maps *Urban Chaos* campaign
- Added <LayoutClass> = 4194304 for use by weapons that need to have built-in optics slot restricted to <Attachment Class> = "Optics - Primary"
  - changed all AK type rifles to use new layout class
- Added USE merger definitions to allow knives (not throwing knives) to convert all three T-Shirt items into *Rag*
- Added *Night Vision Goggles, Low Profile*
  - unless otherwise specified operative stats are based on *NVG III*
  - new graphic
  - NCTH <PercentBase> = -5% penalty all stances
  - NCTH <PercentCap> = -5% penalty all stances
  - NCTH <PercentCFAccuracy> = -5% penalty all stances
  - OCTH General To-Hit = -5% penalty, vs 15% on *NVG III*
  - no Tunnel Vision penalty
- Added copy of *Sun Goggles* meant for AI use (should not be found by players); it is meant to balance game
- Added *Reflex Scope (5.5x)*, graphic is p1item816 from IoV 920, by ; it is meant to be a RIS mount Sniper Scope (default attachment)
- Added *10x NV Scope*, graphic is p1item766 from IoV 920, by
- Added *PKN-032 NV Sight*, graphic is p1item770 from IoV 920, by

- Added *Spetsnaz LBE*, graphic is p2item155 from IoV 920, by ; as it is unclear what specific LBE this is, made it AK equivalent to *Commando LBE – II*
- Added *Russian RM22B*, graphic is p2item432 from IoV 920, by
- Added *Russian RM23G*, graphic is p2item282 from IoV 920, by
- Added *Russian VOG Chest Rig*, graphic is p2item431 from IoV 920, by
- Added *VOG-25 Pouch*, graphic is p2item766 from IoV 920, by
- Added *Russian Combined Pouch*, graphic is p2item300 from IoV 920, by
- Added *Rocket Quiver*, graphic is p2item433 from IoV 920, by
- Added *AK Bayonet*, BigItem graphic by Smeagol, interface is p2item366 from IoV 920, by
- Added *Makarov PB*, graphic is gun459 from IoV 920, by
- Added *Tokarev SVT-40*, graphic is gun493 from IoV 920, by
- Added *OTs-48*, graphic is gun815 from IoV 920, by
- Added *OTs-48K*, graphic is gun816 from IoV 920, by
- Added *AEK-999 Barsuk*, graphic is gun801 from IoV 920, by
- Added *Mossberg 500*, graphic is gun858 from IoV 920, by
- Added *Mossberg 500 Bullpup*, graphic is gun590 from IoV 920, by
- Added *Rheinmetall-Borsig FG42*, graphic is gun500 from IoV 920, by
- Added *Type 64* integrally suppressed sub-machine gun, graphic is gun307 from IoV 920, by
- Added *OTs-11 Tiss*, graphic is gun799 from IoV 920, by
- Added *Chinese Red-Dot Sight*, graphic is p1item906 from IoV 920, by
- Added *Chinese Scope*, graphic is p1item908 from IoV 920, by
- Added *Chinese Dual Sight*, graphic is p1item97 from IoV 920, by , as I'm not particularly sure what this is, am using it as a 2x Day/Night scope with integral LAM
- Added *Compact Holo Sight*, graphic is p1item919 from IoV 920, by
- Added *Vityaz-S helmet*, graphic is p2item154 from IoV 920, by
- Added *RKG-3M*, graphic is p1item752 from IoV 920, by
- Added *BS-1 "Tishina"*, graphic is gun528 from IoV 920, by
  - added *30mm BS-1 Grenade*, graphic is p1item746 from IoV 920, by
- Added *VG-70*, graphic is gun611 from IoV 920, by
  - added *26.5mm Grenade*, graphic is p1item820 from IoV 920, by
  - added *26.5mm Smoke Flare*, new graphic
  - added *26.5mm Illumination Flare*, new graphic
- Added *Pallad-M*, graphic is gun726 from IoV 920, by
  - added *40x47mm magazine*, graphic is p1item875 from IoV 920, by
- Added *Pistol Scope (3x)*, graphic is based on v1.13 Sniper Scope
- Added *Iron Sights*, graphic is p1item810 from IoV 920, by
  - RIS mount equivalent to the updated *Match sights*, but with higher <PercentCap> (see below)
- Added *PKS-07*, graphic is p1item767 from IoV 920, by
  - only in UC-1.13 for now, replaces copy of scope in item index 208
- Added *Pallad-M*, graphic is gun726 from IoV 920, by
- Added *Zastava M77B1*, based on v1.13 AKM(S) and Zastava M76, both by Lisac
- Added *Zastava M77 LMG*, based on v1.13 AKM(S) and Zastava M76, both by Lisac



- Added *HK G3SG/1*, by Xubor
- Added *AMT Hardballer Longslide*, based on ParaOrdnance P14-45 from IoV 920
- Added Micro-AR (MAR) series, as two-handed equivalents of one-handed *PAR*-series, *CMMG* 7.3 and *OA-93* pistols
  - USE merger of any of the three *AR-15 stock items* will convert a pistol into a Micro-AR
  - *HAM 5* item transform converts Micro-AR back to pistol variant, ejecting the stock item to inventory in process
- Added *TactiKool-Aid Galil Tri-Rail* (scope mount attachment)
- Added *HK69A1 Grenade Launcher*, graphic is gun840 from IoV 920
- Added *Model 78 Flare Pistol*, new graphic
- Added *CZ BRNO RV85*, new graphic
- Added *Car Keys*, item used to indicate feature unique to UC-1.13 New Maps campaign
- Added *TactiKool-Aid SG RIS Handguard*, recycled graphic
- Changed maps **A9, A10, C11, D6\_B1, D13\_B1, H3\_B1, G2, H8\_B1, H9\_B1, H13, I3\_B1, I14\_B1, J9\_B1, J14\_B1, K4\_B1, O3\_B1**: map details, placements of hostiles, and in-map inventory
- Changed **NIV Pocket Types** "SMG Holster" and "SBR Shoulder Rig" to no longer have a gun only restriction. Only weapons are sized to fit these two NIV Pocket Types, and this will allow new *HK69A1* to fit both
  - Revolvers no longer fit "SMG Holster" pocket
- Changed **NIV Pocket Types** "Medium General" to no longer fit Size 3, "L.Pistol / MP + Suppressor"
- Changed Rude Dog's entry in **MercStartingGear.XML** to better reflect original Urban Chaos inventory
- Changed Stomper's entry in **MercStartingGear.XML**, replaced *Molotov Cocktail* with less deadly *Flashbang Grenade*
- Changed **Ja2\_Options.INI**:
  - **AWARD\_SPECIAL\_EXP\_POINTS\_FOR\_COMPLETING\_QUESTS** = 30 (was 100)
  - **LEVEL\_SUBPOINTS\_TO\_IMPROVE** = 500 (was 350)
- Changed **MovementCosts.XML**, movement between C3 and C4 changed to GROUND BARRIER
- Changed all in Armour class items to no longer use NCTH Cap penalties (not sure if this tag has effect in-game when used on armour, better to simplify down to only a snapshot penalty)
- Changed item 1700 into *Battlefield Digital Assistant*:
  - graphic now p2item83 from IoV 920, by
  - **<PercentCap>** = 5% / 10% / 20% (Standing/Crouched/Prone) bonus
  - **<AimLevels>** = 2 / 2 / 1 (Standing/Crouched/Prone) penalty
  - attaches to Sniper Rifle weapons class for now
  - still used in *Dedrianna Lives!-1.13* to cycle through in-game fiction (Key Cards)
- Changed *10x Sniper Scope* into *9x Sniper Scope*
  - slightly more practical under NCTH
  - OCTH stats remain the same
  - fits BR ordering scheme better
  - standardized stats with *1P21 Minuta*

- Changed *MG3*, attachments now includes *Scope Mount RIS*
- Changed *HK XM8 Compact Carbine*, now classed as Rifle/Assault Rifle, was Submachinegun/Submachinegun
- Changed *Kel-tec RFB Target*, NCTH Accuracy now 78, was 88
- Changed *HK 417 Sniper*, *IMI Galili Sniper*, and *FN SCAR SV* variants, now classed as Rifle/Sniper Rifle, were Rifle/Assault Rifle
- Changed *1PN51 NV Scope* into *1PN58*, graphic is p1item894 from IoV 920, by
- Changed *Battle Scope (4x)*, graphic now p1item755 from IoV 920, by
- Changed *ARX-160 Sight*, graphic now p1item915 from IoV 920, by
- Changed *OICW Fire Control Module*, BigImage graphic now p1item872 from IoV 920, by
- Changed *PP-2000(<)*, *QBZ-95*, *QBZ-95B*, *QBZ-97*, *Type 05*, *Jian She 9mm SMG*, and variants, all now have *Integral Grip* default attachment now to reflect trigger guard configuration
- Changed both Reflex Scopes <PercentDropCompensation> = 5%
- Changed *CHN Dual Sight*, *OICW Fire Control Module*, *FN F2000 Fire Control Module*, and *ARX-160* <PercentDropCompensation> = 10%
- Changed *Reflex Sight*, replaced NCTH <AimLevel> = -1 bonus, with NCTH <PercentBase> = 10% bonus
- Changed *Advance Reflex Sight*, *Combo Reflex/Laser Sight*, and *Integral Reflex/Laser Sight*, replaced NCTH <FlatAim> = 2 and <AimLevel> = -1 bonuses with NCTH <PercentBase> = 15% bonus
- Changed *Match Sight*, replaced <FlatAim> = 5 bonus with <PercentBase> = 5% and <PercentCap> = 5% bonus
- Changed *Tactical Iron Sights*, *Match Sights*, *Reflex Sight*, and *Integral Battle Scope/Sight Combo* <PercentTargetTrackingSpeed> = 5%
- Changed all *Advance Reflex Sight* equivalents <PercentTargetTrackingSpeed> = 10%
- Changed *ACS HEZI SM-1*, added to attachment list *ACME Trigger Group*
  - added burst characteristics from *M1 Carbine*
- Changed *Alexander Arms .50 Beowulf*, added to attachment list *ACME Trigger Group*
  - added burst characteristics from *M4*
- Changed *TactiKool-Aid G3 RIS Handguard*, added new more detailed graphic
- Changed *TactiKool-Aid MP5 RIS Handguard*, added new more detailed graphic
- Changed *HK XM25*, <LayoutClass> = 131072 for larger NAS slot used for oversized optics
- Changed *SIG SG55x* series of rifles, adjusted coolness values to reflect capabilities (SBR, Carbine, full Assault Rifle)
- Changed *AR-15 Padded Buffer Tube Cover* to now reduce size of weapon by 1, this is part of changes to allow AR-15 SBR's to fit *MP Holster* but only when this attachment is attached and no sound suppressor is attached.
- Changed to size 4: *CMMG 7.3*, *Micro-16*, *PAR* and variants, see previous point
- Changed to size 3: *Colt Sub Compact Weapon*, *HK 416C*, *KAC PDW*, *Magnum Research Lone Eagle*, *Olympic Arms*, *SSK Contender*, *TDI Vector*, *AK Pistol* and variants, these now fit *MP Holster* on their own, as long as a sound suppressor is not attached.
- Changed *ACME 5.56mm LMG Barrel*, *ACME 7.62mm NATO Barrel* and *Warped Barrel* to size 27 from 18
- Changed *Leather & Kevlar Jacket* and variants:

- OCTH <AimBonus> = -3, was -5
- AP Bonus = -3, was -5
- NCTH <PercentBase> and <PercentCounterForceAccuracy> = -3 all stances, were -5 / -10 / -7 (standing/crouched/prone)
- Changed *SR-3M Vikhr*, *9A-91*, *Beretta PM 12*, *IMI Uzi* and variants, Size now 3 as they are similar (shorter) than SBR AR-15 when stock is folded
- Changed *ADD/Daewoo K11*, new graphic, original artwork for mod
- Changed all 7.65x17mm SMG magazines:
  - size now 14, was 17
  - bigitem graphics stretched by two pixels
  - interface graphic replaced with one based on 9x19mm SMG magazine, by Kaerar
- Changed graphics for side-folding stock *AK*, *AS VAL*, and variants; stock now folding to the left instead of the right
- Changed graphics for 12 Gauge 20 round drums to those from IoV 920, by
- Changed function of *TactiKool-Aid Fixed Stock Kit* from attachment to conversion item
  - this item will now function on many fixed stock *AK* variants
  - instead of having an *AR-15 Telescopic Stock* included as an attachment, the *TactiKool-Aid Fixed Stock Kit* will transform into a *TactiKool-Aid Fixed Stock Kit* as part of merger conversion
  - added "Tactical Stock" copies for most *AK* variants, all *SIG SG5xx*, and *HK G36* variants
- Changed *CZ-75 Automatic*, *P-9 Klin*, *PP-91 Kedr* and variants, now have *Integral Grip* default attachment
- Changed *Steyr Scout Tactical*, now have *Integral Bipod* default attachment
- Changed *OTs-02 Kiparis* and variant, to size 2, was 4
- Changed *Tactical Gun Bag*, LBE Combo = 15, allows universal compatibility
- Fixed inconsistent coolness level/availability of *Advance Reflex Scope* Magnifiers:
  - 2x now 8, the same as the base *Advance Reflex Scope*
  - 4x, 6x and *Night Vision* now 9
- Fixed *A-91M*, <SwapClips>/"Magazine Fed" tag not set
- Fixed missing edge point crash with map **J4**, replaced with pristine original *Urban Chaos* map
  - necessitated rebuilding map **K4\_B1** to accommodate the original UBT Station entrance/exit gridno
- Fixed missing attachment merger to produce *Gun Barrel Extender*
- Fixed *M1 Carbine*, incorrectly had inherent autofire capability, retains use of *ACME Trigger Group* in lieu of a specific upgrade kit to give it automatic fire
- Fixed *OTs-02 Kiparis*, mixed up MP and Long Arm FSS, standardized to MP FSS across all three mods
- Fixed *Ithaca Model 37*, removed incorrect muzzle attachments
- Fixed *FN SCAR-H CQC Kit*, incorrect <BRName>
- Fixed leftover pants attachments on Soviet era "*Lifchick*" *Chest Rig* and *OMON Utility Vest*
- Fixed *Commando Vest - ASL/NCO*, *Commando Vest - Squad Leader*, *Commando Medic* and copies, outrageous Protection values reduced to 29, 30 and 29; from 37, 37 and 36 respectively.
- Fixed potential overrun issue with weapon reliability when some sound suppressors and magazine attachments are attached. Where these two attachments are possible, weapon

reliability should not be below -3, allowing for each attachment to be -1. Otherwise all possible weapon and attachment combinations should not exceed the -5 limit. Rescaling of reliability of many assault rifles (not just AR-15 Gas Operated / Direct Impingement guns) as well as some SMG's and pistols necessary. Specifics:

- *M16, CAR-15, KAC-47* and special function copies reliability now -3, was -5
- *M4* and variants reliability now -2
- *M16A3/A4* and variants reliability now -1, was -3
- *Barrett REC7* and special function copies reliability now 1, was -1
- *ISAR-15, ISAR-68* and special function copies reliability standardized to 3, Repair Ease decreased to -3 from -1
- *PAR-68* reliability now -2, was -4
- *Enfield L85A2* and variants reliability standardized to -2, was -3
- *GIAT FAMAS* and variants reliability standardized to 0, was -1
- *FX-05 Xihcoatl* and variants reliability standardized to 0, was -2; Repair Ease decreased to -2 from -1
- *LWRC M6* and variants reliability standardized to 0; Repair Ease decreased to -1
- pistol ammunition AR-15 carbines and pistols have their reliability standardized to -1 to reflect blow-back vs gas operation
- *Type 05* and *Jian She 9mm SMG* reliability now -1, was -3
- *Type 85* reliability now -4 (as its attachment list does not present problems), was -3
- Fixed entry for Ambassador John Blair **SenderNameList.XML**
- Fixed *MP5K-PDW Stock*, size corrected to 26, was 34
- Fixed *PP-19-01 Vityaz* double/overlapping optics slot by reverting NAS layout to <LayoutClass> = 4194304/4194308 used by all other AK variants
- Fixed *Colt Commando*, not being bought/sold by Tony bug
- Fixed *M203PI*, not able to fire *40x46mm Tear Gas Grenade* bug
- Fixed *M74 Napalm quad rocket pack*, entry <uiIndex> = 87 in **Explosives.XML** requires <ubMagSize> = 5, so that the *M202 FLASH* has correct four shots; this is a workaround
- Removed workaround to this now fixed [NCTH Bug](#), (see above)
  - only long arms have +10% <PercentCap>
  - *Underbarrel RIS Bridge Mount* (for pistols) no longer has <PercentCap> = +10% or <Percent Handling> = +50%
- Removed *TactiKool-Aid AK RIS Reflex Handguard*, it was made redundant in prior release (AFS v3.40) but not removed for save game compatibility reasons, all v3.60 mods are not save game compatible with previous versions
- Removed *HK M27 IAR*, found that its differences to *HK 416 D16RS* are not as substantial as previously thought, and cannot be portrayed in-game
- Removed *AR-15 Padded Buffer Tube Cover*, obsolete item now that AR pistols are size 3, and no longer use stock attachments of any kind (as they can be easily converted to Micro AR weapons that do take the original three AR stock items)

## Arulco Folding Stock v3.61 20120128 (Full)

- Reworked weapon/attachment/ammunition availability coolness values in **Items.XML** and **EnemyGunChoices.XML** to better suit NCTH
- Reworked the +10% NCTH Percent Cap bonus for most long arms, differentiation based on scopes used:
  - AK (RSA/SVD Side Mount Scopes) = +1 for a net of +11% when stock extended
  - Mosin, 98k = +2 for a net of +12%
  - Galil, M1 = +3 for a net +13%
  - SKS = +4 for a net +14%
  - FN FAL = +5 for a net 15%
  - HK G3/MP5 = +6 for a net 16%
  - AR-15 = +7 for a net of 17% for non-"Flat Top" (RIS Optics) rifle complete with *AR-15 Fixed Stock*
  - SIG SG = +8 for a net of 18%, on SIG SG54x and FAMAE SAF weapons
  - scopes and RIS scope adapters associated with each specific weapons family had their NCTH Percent Cap changed to continue zeroing out the Cap for scopes, and to standardize it to +10% for RIS adapters
- Added *Ruger Mini Sight*, default attachment to add +9% to stock +10% NCTH Percent Cap for +19% net to represent stock Iron Sights on Ruger Mini rifles
- Added *AR-15 Sight/Carrying Handle*, attachment to add +7% to stock +10% NCTH Percent Cap for +17% net when "Flat Top" AR-15 is equipped with sight
- Added *SIG Rotary Diopter Sight*, attachment for RIS equipped SIG SG55x weapons, +8% to stock +10% NCTH Percent Cap for +18%
- Added *AR-15 Mount Scope Sight (1.5x)*, copy of *Scope Sight (1.5x)* with -17% NCTH Percent Cap instead of -10%
  - USE merger of *Tool Kit* on sight to convert between "AR-15 Mount" and "RIS Mount"
- Added *AR-15 Mount Reflex Scope (4x)*, copy of *Reflex Scope (4x)* with -7% NCTH Percent Cap instead of 0%
  - USE merger of *Tool Kit* on sight to convert between "AR-15 Mount" and "RIS Mount"
- Added *Beretta MX4*, graphic based on v1.13 *Beretta CX4 Storm* by
- Added *Beretta MX4 .40 S&W*, graphic based on v1.13 *Beretta CX4 Storm* by , tagged as sci-fi item
- Added *Beretta MX4 .45 ACP*, graphic based on v1.13 *Beretta CX4 Storm* by , tagged as sci-fi item
- Added *ASh-12.7*, graphic based on *A-91M* (another gun from Russian company KBP) from IoV
  - stats largely tentative as it is relatively new firearm, though it is in production
- Added *12.7x55mm* to **AmmoStrings.XML** and **Magazines.XML**
  - magazines in: 10 and 500 (crate) round capacities
  - ammotypes: Ball, AP, Match, Duplex, and Heavy(subsonic)
  - 10 round magazine graphics based on magazine from IoV
  - 500 round crate graphics are based on artwork by Smeagol
- Added *PAR-300*, graphic based on v1.13 CMMG 7.3 by Terry Thorne
- Added *MAR-300*, graphic based on v1.13 CMMG 7.3 by Terry Thorne
- Added *300BLK Carbine*, graphic based on v1.13 CMMG 7.3 by Terry Thorne

- and associated Upper Receiver
- Added *300BLK Rifle*, graphic based on v1.13 CMMG 7.3 by Terry Thorne
  - and associated Upper Receiver
- Added *AAC Multi-Purpose Weapon*, graphic based on v1.13 CMMG 7.3 by Terry Thorne
  - and associated FSS copy
- Added *.300 Blackout / 300BLK* to **AmmoStrings.XML** and **Magazines.XML**
  - magazines in: 30, 100, and 500 (crate) round capacities
  - ammotypes: Ball, AP, Match, and Heavy(subsonic)
  - 30 round magazine graphics based on *.223 magazine* from Urban Chaos
  - 100 round magazine graphics are 5.56mm C-Mag graphics
  - 500 round crate graphics are based on artwork by Smeagol
- Added *Wilson Combat Recon 6.8 SPC 18"*, graphic based on v1.13 CMMG 7.3 by Terry Thorne
- Added *Dragonov SVDK*, graphic from IoV, by
- Added *9.3x64mm* to **AmmoStrings.XML** and **Magazines.XML**
  - magazines in: 10 and 500 (crate) round capacities, only in XAP ammotype
- Added 6.8x43mm SPC magazines in Match Ball ammotype
  - new magazine graphics based on those in original v1.13 and Smeagol's artwork
- Added *Kel-tec PMR-30*, graphic from IoV by
- Added *Kel-tec RMR-30*, graphic from IoV by
- Added *.22 WMR* to **AmmoStrings.XML** and **Magazines.XML**
  - magazines in: 30 and 500 (crate) round capacities
  - ammotypes: Ball, HP, AP, Match, and Rat-Shot(Buck-shot)
  - 30 round magazine graphics based on that from IoV
  - 500 round crate graphics are based on artwork by Smeagol
- Changed **AmmoStrings.XML**:
  - added 12.7x55mm, .300 Blackout, 9.3x64mm, and .22 WMR
  - moved 7.92x57mm to index 67
- Changed *HK 417 Sniper*, placeholder graphic replaced with one based on *HK 417 Assaulter* by Tbird94lx
- Changed 7.92x57mm magazines:
  - relocated all to correspond to new **AmmoStrings.XML** / **Magazines.XML** ordering
  - added magazines for *Rheinmetall-Borsig FG42* (7.92x57mm, 20 round), graphics from original *JA2: Urban Chaos*
  - *Zastava M76* magazines (10 round), placeholder graphic replaced with one based on *12.7mm Subsonic* magazine from stock v1.13
- Changed Items 1570 and 1571, renamed both to *Skorpion EVO 3 A1* from "Skorpion EVO III"
- Changed *Beretta MX4 Mod*, from attachment to an upgrade item
- Changed **MercStartingGear.XML** entry for Wolf so shotgun shells fit starting LBE better
- Changed *Rheinmetall-Borsig FG42*, magazine capacity now 20, was 10
- Fixed *ACS HEZI SM-1*, missing recoil values for OCTH/NCTH

## Urban Chaos v3.61 20120207

- Updated Options.INI for [SCI 113Unstable r4915 20120203.7z \(Updated 03 February 2012\)](#)
- Synchronizes item list with AFS v3.61
  - items and calibres (Items.XML, AmmoStrings.XML, and Magazines.XML)
  - NCTH Coolness/EnemyGunChoice.XML changes
  - NCTH Iron Sight changes
- Changed *Mossberg 500 Cruiser*, sold/equipped as a stockless shotgun
  - Folding Stock System penalties for a weapon with stock collapsed
  - AR-15 stocks may be directly attached without need for an adapter (temporary workaround till I get around to adding one)
- Changed map **K4\_B1**.DAT, minor room detailing
- Fixes incorrect calibre for all 7.92x57mm guns
- Fixed *Wilson Combat Recon 6.8 SPC 18*, missing NAS slots fixed, layout class now 480, was 32
- Fixed *6.8mm SPC Match Ammo Box*, now buyable
- Fixed missing "AR-15 Upper Receiver" system mergers for *LWRC M6A4* and *LWRC M6A4 6.8SPC*
- Fixed portraits for Rude Dog, Miranda, John Blair
  - potential CTD due to original graphic dimensions in *33Face* and *65Face* folders
  - bug identified and fixed by Buggler

## Urban Chaos v3.61.1 20120210

- Changed *AR-15 Rate Reducer*, now: 0% general, -25% Auto/Burst AP reductions/bonuses; was: -10% general AP, -5% Auto/Burst
- Fixes **IMPI**ItemChoices.XML to supply correct occurrence of *1P21 Minuta*
- Fixes **Vehicles**.XML, obtainable vehicles now have <neutral> 1
- Fixes *Beretta ARX-160*, removed 30% ready bonus left from before multiple default attachments
- Fixes *IMI Micro-Uzi*, earlier fixes not applied to UC-1.13

## Arulco Folding Stock v3.62 20120312 (Full)

- Updated Options.INI for [SCI 113Unstable r4915 20120203.7z \(Updated 03 February 2012\)](#)
- Add .22 Long Rifle calibre
  - ammotypes: Ball, HP, HV Ball, HV HP, Match Ball/Subsonic, HP/Subsonic, Rat-Shot (buck shot)
  - capacities: 6, 10, 30, 100, pan
- Add *.22 LR Moscow "Gangster" revolver*, new graphic
- Add *American-180*, from AIMNAS, gun535
- Add *American-180 Short*, from IoV, gun580
- Add *Armalite AR-7 Survival Rifle*, from AIMNAS gun536, gun627
- Add *Beretta U22 Neo*, new graphic
- Add *Beretta U22 Neo INOX*, new graphic

- Add *Beretta U22 Neo Carbine*, new graphic
- Add *Calico M-100*, from AIMNAS, gun753
- Add *Charter Arms Pathfinder .22 LR*, new graphic
- Add *Charter Arms Pathfinder Combo (.22LR/.22WMR)*, new graphic
- Add *CZ-75 Kadet*, reuse graphic from v1.13
- Add *Grand Power K22*, new graphic
- Add *Hi-Standard .22LR*, by MissingName
- Add *Hi-Standard HDM*, byMissingName
- Add *ISAR-22*, graphic based on v1.13 *Colt SMG* by Lisac
- Add *ISAR-300*, graphic based on v1.13 *Colt SMG* by Lisac
- Add *ISSC Mk22 SCAR*, based on v1.13 *FN SCAR-L* by Marlboro Man
- Add *L98A1 Cadet GP Rifle, .22LR*, graphic is v1.13 *Enfield L85A2* by Lisac
- Add *MGV-176*, from AIMNAS, gun565
- Add *PAR-22*, graphic based on v1.13 *CMMG 7.3* by Terry Thorne
- Add *MAR-22*, graphic based on v1.13 *CMMG 7.3* by Terry Thorne
- Add *R-92*, new graphic
- Add *Ruger 10/22*, byMissingName
- Add *Ruger Mk.III*, new graphic
- Add *Ruger Single-Six Convertible (.22LR/.22WMR)*, new graphic
- Add *SIG Mosquito*, from AIMNAS, gun561
- Add *Smith & Wesson M&P15-22*, graphic based on v1.13 *CMMG 7.3* by Terry Thorne
- Add *Stoner 63A Carbine*, from IoV, gun684
- Add *Stoner 63A LMG*, from IoV, gun363
- Add *UMAREX 416 Pistol .22LR*, graphics based on (unused) v1.13 graphic Gun318 by Tbird
- Add *UMAREX MP5 .22LR*, based on v1.13 *MP5N* by Coolberg
- Add *UMAREX MP5SD .22LR*, based on v1.13 *MP5SD* by Coolberg
- Add *Walther G22*, from IoV, gun646
- Add *Walther P22*, from AIMNAS, gun263
- Change *Beretta Cx4 Storm .45ACP*:
  - lower capacity to 7 rounds from 14
  - lower coolness to
- Change *BREN L4A4*, replace IoV graphic with one by MissingName to better represent magazine capacity
- Change *.22 Winchester Magnum Rimfire* ammo boxes, new artwork
- Changed Fox's entry in **MercStartingGear.XML** to reflect introduction of *.22 Long Rifle*
- Fix *IWI Tavor-2 9mm*, range now 230, was 270
- Fix all 6.8mm SPC magazine items, range bonus missing
- Fix *RPK, RPK-74*, and variants, fix **attachments.XML** mismatch by replacing *Heavy Bipod* with *Integral Bipod*
- Fixed Ivan's entry in **MercStartingGear.XML** swapped *LAM-200* for usable *Laser Sight*
- Fixed all vfs\_config files to support **German.SLF** on an optional basis



### Arulco Folding Stock v3.63 20120320 (Full)

- Add AK-22, AKS-22, AKT-22, and variants based on v1.13 AKM(S) and Zastava M76, both by Lisac
- Added M1911-22, based on v1.13 Colt M1911 by
- Changed single shot sound for most .22 weapons to .38 Special
- Changed *Grip Pod*, NCTH Percent Handling = -10/-10/-50 now, was -5/-5/-25
- Changed item 402, now *TactiKool-Aid Modular Stock Kit*, was *TactiKool-Aid Fixed Stock Kit*
- Fixed .22 Long Rifle, Subsonic (Ammo Crate), AmmoType corrected to Cold Ball, was Match
- Fixed *Variable Power Scope*, *1P21 Minuta*, *Dual Mode Sight 4x*, and variants, missing merchant entries

### Arulco Folding Stock v3.64 20120403 (Full)

- Implementation of NCTH Pistol re-balance
  - <Handling> increased by 1 for all pistols and machine-pistols from values in v3.63
  - <ubAimLevels> to reflect greater difficulty of aiming pistols vs long arms:
    - 4 = standard size pistols, and rifle to pistol conversions
    - 3 = larger pistols with longer sight radius (except rifle to pistol conversions)
    - 5 = compact pistols and pistols with particularly poor sights
    - Note that while small pistols cost more AP to reach max aim, they still have generally lower handling. Conversely, while large pistols cost less AP to reach max aim, they have significantly higher handling as befitting their poorer ergonomics.
- Add *Magpul PDR-C*, by Xubor
- Add *Heckler & Koch G28*, by Xubor
- Add *Tactic Group FG42*, based on FG42 from IoV, by
- Fixed .22 LR Pistol Magazine, Rat-Shot, cleared incorrectly set <AmmoCrate> tag
- Fixed mix-up between 7.92x57mm and 9.3x64mm in AFS
- Fixed *Premium Intermediate Cartridge Suppressor*, was incorrectly a valid attachment for HK417 variant weapons

### Arulco Folding Stock v3.65 20120414 (Full)

- Implementation of NCTH non-magnifying sights re-balance:
  - *Reflex Sight*, now: <AimLevels> = -1 (bonus); was: <PercentBase> = 10, <PercentTargetTrackingSpeed> = 5
  - *Match Sight*, now <FlatBase> = 5, <PercentTargetTrackingSpeed> = 10 (no change); was: <PercentBase> = 5, <PercentCap> = 5
  - all Advance/Holo Sights now: <AimLevels> = -1, <FlatBase> = 5, <PercentTargetTrackingSpeed> = 5; was: <PercentBase> = 15, <PercentCap> = 10, <PercentTargetTrackingSpeed> = 10
- Updated *Ja2\_Options.INI* and *Ja2\_sp.INI* for compatibility with v1.13 rev.5207
- Updated *Magazines.XML* for compatibility with v1.13 rev.5207, added <ubMagType> tag (3 = Ammo Crate)
- Added *HK 121*, by Xubor
- Changed overall NCTH scheme for large pistols: Aiming Levels = 4 (was 3), <PercentCap> = 10% (was 0), <FlatBase> = 1% (was 0)

- Changed *Magpul PDR-C*:
  - new graphic, also by Xubor
  - size = 3, was 4
- Changed *HK G28*, magazine = 20, was 10
- Fixed *Quick Glue*, corrected <nasAttachmentClass> = Default, was none
- Fixed *Reflex Sight*, missing most incompatible attachments
- Fixed incorrect holster assignment to NSGI Kit 2 for Bull and MD
- Fixed *RKG-3M AT Hand Grenade*, corrected <ubCursor> = Toss, was invalid
- Fixed *Tranquilizer Dart*, corrected <uiIndex> = 114, the "vanilla" item number
- Fixed *C.Scope (3x)* (compatibility scope), corrected <PercentTunnelVision> = 55%, was 75%

### Urban Chaos-1.13 v3.65.1 20120421 (Full)

- Upgraded Urban Chaos-1.13 to v3.65 standards
- Added folder **Data-1.13-HAM**, allows the **vfs\_config.UC113.HAM.INI** to work under rev.5207
- Changed maps (.DAT): D13\_B1, H8\_B1, and I3\_B1, minor (not save game breaking) adjustments to roof/room numbers to make some rooms more visible
- Fixed *HK 121*, removed incorrect HAM5 Item Transformation
- Fixed MAX\_NUMBER\_PLAYER\_VEHICLES = 3, was 2, in Ja2\_Options.INI

### Urban Chaos-1.13 v3.70-75 20120602 - 20120921 (Full - Limited Release)

- Implemented [variable PItems \(beyond 3\)](#)
  - this feature set also required conversion of original *Urban Chaos* **ja2set.dat** to XML Tilesets **ja2set.dat.xml**
  - unless otherwise specified, all original *Urban Chaos* items now using P4-P6 Items
  - all *UC-1.13* items now using P4-P6 Items
- Implemented JMich's Variable Item Sizes
  - 240 item sizes
  - changed **Pockets.XML**, to accommodate new sizes
- Implemented Madd Mugsy's [\(New\) Common Attachment Framework](#)
  - mod specific implementation of XML's
- Implemented Flugente's (started by JMich) [Under Barrel Weapons](#)
  - added *KAC Master Key*, with new interface graphic that fits the standard (small) attachment slot
  - added *Saco Crossfire Mk1* and integral (inseparable/default attachment) 12guage barrel
- Implemented Flugente's [Tripwire-triggered mines, directional mines \(claymores\), mines display, layered hierarchy](#) (partial)
  - changed *Claymore Mine*, to use this feature set and new graphics from v1.13
  - changed *string*, to act as tripwire
- Implemented Flugente's [New Drug System](#)
  - changed *Crepagen*, added tags <Medical> = 1, and <DrugType> = 4
  - changed *Crepaboost*, added tags <Medical> = 1, and <DrugType> = 1

- Implemented Madd Mugsy's [repurpose of the inseparable attachment tag to have an Inseparable option](#)
  - changed *AR-15 Fixed Stock*, *AR-15 Telescopic Stock* and *AR-15 Precision Stock* to use this feature
- Implemented Flugente's [Overheating Weapons](#)
  - changed all weapons to have stats for this feature set
  - changed implementation of "Quick Change" LMG barrels to use this feature set
  - changed all Incendiary 12Gauge magazines, <overheatTemperatureModificator> = 3 for
  - changed all "+P+" magazines, <overheatTemperatureModificator> = 1.25
- Implemented Flugente's [Scope Modes](#)
  - changed all scopes and sights to make use of system to differentiate between the two
- Implemented Flugente's [Constructable static fortifications](#)
  - does not work presently due to original *Urban Chaos* custom tileset lacking sandbags and barbed wire
  - added 2nd shovel specifically for supporting this feature, uses Item Transformation to convert between this form and weapon implementation
  - added *Sandbags, empty*
  - added *Sandbags, filled*
  - added *Concertina Stack*
- Implemented Flugente's [Mercs need food and water to survive](#)
  - added food items
  - changed facilities so that food can be bought from most urban facilities that feature in-map "food sellers" (ie. bars, airport, UBT stations)
- Implemented Flugente's [Externally fed machineguns](#)
  - changed item 713 *LRAK SAW-Vest*, renamed to *Heavy Weapons Operator Harness*
  - all belt magazine items and belt fed weapon capacities changed to belt segment sizes
- Implemented DepressiveBrot's attachment based modular NIV pockets
  - changed all IoV/DBB based M-LBE items to use new feature
  - M-LBE pouches now single pocket
  - Three new NAS layouts to control
- Implemented .223 Rem in 5.56mm NATO chamber feature
  - item transformations to convert between *.223 Remington Ammo Box* and *5.56mm/.223, Ammo Box* - Note that conversion between .223 Rem and 5.56x45mm (in-game) calibres only occurs with ammunition crates
  - added .223/5.56mm magazine items (5.56x45mm calibre using Pistol AP ammotype)
- Implemented PNG load screens based on original *Urban Chaos* STI's
- Implemented Flugente's [Covert operations](#) (partial)
  - added *Civilian Clothes*
  - added *Dead Body*
  - added *Garotte*, based on original Jagged Alliance 2 Platinum Watch and String
- Implemented Flugente's [Rifle Launched Grenade](#)
  - changed rifle launched *Anti-Tank Grenade* and *Anti-Personnel Grenade* to use this feature
- Implemented Flugente's [Easily applicable clothes](#)
  - added more *Civilian Clothes*

- Implemented Flugente's [advanced repair/dirt system](#)
  - changed all weapons to have stats for this feature set
  - changed *Cleaning Kit*, now supports this feature set, in addition to earlier weapon status increasing mechanism
- Updated Ja2\_sp.INI
  - added BOBBY\_RAY\_QUALITY = 1, BOBBY\_RAY\_QUANTITY = 1
- Added to **AmmoStrings**.XML .410 bore and .45 Colt
- Added to **AmmoTypes**.XML .22LR Ball, .22LR HP, .22LR Subsonic Ball, .22LR Subsonic HP, Birdshot
- Added to **Pockets**.XML 2x and 3x pocket definitions for pistol and SMG magazines
- Added *Cobra Titan Derringer*, new graphic
- Added *Luger P08 Parabellum*, existing v1.13 graphic not previously used
- Added *Colt Python*, existing v1.13 graphic not previously used
- Added *Colt Anaconda*, existing v1.13 graphic not previously used
- Added graphics for .45 Colt
- Added graphics for .410 bore
  - boxes based on Smeagol's original "Fiocchi" 12.3x50mm Ammo Boxes
- Changed Maps: D13\_B1, G2, G9, H8\_B1, and I3\_B1
  - better handling of rooms with entrances facing NW (often hard to notice)
  - removed now obsolete Item 401 ejected to map by preplaced items.
- Changed Maps C13, Lynn now implemented as Enemy unit instead of Civilian NPC
- Changed PO 3.5x21P, now acts as a reflex scope (no addition of aiming levels under NCTH)
- Changed *12 gauge 60mm Ammo Box* & *12 gauge 60mm Buckshot Ammo Box*, new graphics based on Smeagol's original "Fiocchi" 12.3x50mm Ammo Boxes (cannot find actual 12g x 60mm ammo, so I slapped a Denel/PMP label on the box and spelled out the cartridge name)
- Changed all 7.65x17mm ammo boxes, new graphics
- Changed *.357 Sig, Ball, Cold* & *.357 Sig, Ball* ammo boxes, new graphics
- Changed all 300BLK 30 round magazines, palette
- Changed all 300BLK ammo boxes, new graphics
- Changed all Napalm grenades, new graphics
- Changed *Muzzle Brake*, mass = 1, was 5
- Changed *Saiga 12K*, Ready = 22, was 24
- Changed *RPK*, Ready = 24, was 22
- Changed *RPK-74*, Ready = 22, was 24
- Changed all .22LR Weapons
  - damaged reduced by 1 for most weapons
  - range reduced so that the longest range weapons are specialist competition rifles at 22 tiles
  - new ammotypes are designed to give negligible AP characteristics for .22LR Ball and subsonic variant
  - HV magazines use standard ball and HP instead of SLC (magnum) ammotypes
- Changed *TactiKool-Aid Pistol2Carbine*, <AimLevels> = -1, was +1; this attachment is meant to make pistol easier to aim like a long arm.

- Changed all AR-15 Upper Receivers
  - individual graphics based on original weapon
  - (in-game not BR's) Description of Upper Receivers to better explain their use
- Changed availability of Modular LBE items, now can be purchased from Sporting Goods Stores in-country
- Changed G3/SG1, edited Xubor's graphics with better shaped magazine
- Changed G3K, reduced all graphics to fit within limits
- Fixed *Ceramic Plates*, <NotBuyable> incorrectly set
- Fixed AR-15 *Sight/Carrying Handle*, weight now 3, was 26
- Fixed missing item transformations for converting:
  - *Scope Sight (1.5x)* to *AR-15 Mount Scope Sight (1.5x)*, and vice versa
  - *Reflex Scope (4x)* to *AR-15 Mount Reflex Scope (4x)*, and vice versa
- Fixed missing *Tool Kit (USE)* merger transformations:
  - *PKS-07-D Scope (7x)* to *PKS-07 Sniper Scope (7x)*
  - *PO 3.5x21P-D* to *PO 3.5x21P*, this prevents the scope from inhabiting the item index that seems coded for the barrel extender
- Fixed PAR pistols that were incorrectly set to two handed weapons
- Fixed missing *Bipod* attachment on all AK-22 related weapons
- Fixed all launcher grenades, <AttachmentClass> = 1024 (grenade)
- Fixed Rosebud not having Hand-to-Hand New Trait (requires new game)
- Fixed OTs-02 (*Stock Extended*), <PercentHandling> = -25, was missing
- Fixed all applicable 5.45x39mm AK pattern weapons, missing *AK Muzzle Brake* attachment
- Fixed BS-1 30 mm grenade, mass = 2, was 15
- Fixed Default Optics NAS Slot, it was appearing when the AK Handguard was attached
- Fixed *Glock 18*, now has selectable automatic fire instead of 3 round burst

### Arulco Folding Stock v4.00 20130224 (Full)

- Implemented UC-1.13 v3.7x Advance Capabilities (ADCAP) features, see above
- Implemented v4.xx item ordering
- Implemented (finally) stock v1.13 (rev and up) [Jagged Alliance Deadly Games Mercs with all speech for 1.13](#)
- Implemented AR-15 Receiver System v2
  - changed AR-15 Upper Receivers to no longer merge directly with weapon to convert
  - changed AR-15 Upper Receivers to no longer supply free ammunition when you buy them
  - Item Transformation menu used to separate AR-15 weapon into upper and lower receivers
  - added *A3 Lower Receiver*, *A4 Lower Receiver* and *LE-901 Lower Receiver*
  - *A3 Lower Receiver* will produce a weapon with full auto selection
  - *A4 Lower Receiver* will produce a weapon with 3 round burst selection
  - *LE-901 Lower Receiver* will produce a single-shot only DMR weapon
  - added *C7A2 Upper Receiver*, *C8 Upper Receiver*, *C8 PDW Upper Receiver*
- Implemented alternate ammunition system for some guns
  - Item Transformation used to convert between variants

- *FN Barracuda* in .38SPC
- *Fr. Arms M83 Premier Grade* in .45 Colt
- *Hartford 6* in .38SPC
- *Makarov PMM* in 9x18mm (standard PM round)
- *Manurhin MR-73* in .38SPC
- *OTs-33 Pernach* in 9x18mm (standard PM round)
- *SSK Contender Encore* in .45 Colt and .410 bore
- *Winchester 94 Trapper* in .38SPC (converts from .357 version only)
- Implemented Modular Stock System v2 (Simplified)
  - removed penalties from weapons
  - stock items are now straight up modifiers
  - overall effect is the same
- Implemented Flugente's [Advanced randomization for items \(mapping\)](#)
- Implemented 300BLK barrel upgrade for all HK416 variants
- Implemented Flugente's [Take prisoners, interrogate them](#)
  - added *Handcuffs*
  - added *Stun Gun*
  - added *Pepper Spray* and ammunition
- Implemented swappable Hecker & Koch Stocks
  - added alternate stock versions of G3 and MP5 family weapons where appropriate
- Implemented AK Bullpup mod
- Added to **AmmoStrings.XML** .380 ACP, .30-06, .303 British
- Added to **AmmoTypes.XML** Baton, Flashbang, .223 Ball, .223 HP, .223 AP, .223 Tracer, .223 Match
- Added additional .223 Rem magazine items
  - Sizes: 1, 20, 25, 50, 100, 500
  - Types: .223 Ball, .223 HP, .223AP, .223 Tracer, .223 Match
  - modified existing artwork
  - convertible (at crate) to 5.56x45mm versions for loading in NATO chamber weapons
- Added .380 ACP magazine items
  - Sizes: 6, 15, 20, 66, 500
  - Types: Ball, HP, AP, GSS
  - 66 round helical magazines from IoV 925
- Added .380 .30-06 magazine items
  - Sizes: 1, 8, 20, 50, 500
  - Types: Ball, HP, AP, Tracer, Match
- Added .303 British magazine items
  - Sizes: 10, 30, 500
  - Types: Ball, HP, AP, Tracer, Match
- Added 12 gauge Metal Storm magazine items
  - Sizes: 5, 500
  - Types: Slug, Buck Shot, FRAG-12, Lockbuster, Tear Gas, Baton, Flashbang

- Added .22LR Magazines in Tracer
- Added .22WMR Magazines in Tracer
- Added .300 Blackout Magazines in HP, GSS, and Tracer
- Added .50 BMG Magazines in HEAT
- Added 6.8x43mm SPC Magazines in GSS, Tracer, Cold HP, and Cold AP
- Added 7.62x39mm Magazines in Tracer
- Added 7.62x51mm Magazines in GSS
- Added 9x18mm Magazines in Tracer and Match
- Added 12.3x50mmR Magazines in Slug, SAP (replaces Flechette), Flashbang, Tear Gas, and Baton
- Added 12.7x108mm Magazines in HEAT
- Added AK-12 family of weapons
  - 7.62x39mm, 5.45x39mm, 9x39mm, 6.8mm SPC, and 7.62x51mm in full size assault rifle, "U" carbine, and "Tactical Stock" versions (both full size and carbine have fully adjustable folding stock)
  - *PPK-12* in 9x21mm
  - *SVK-12* in 7.62x51mm and 7.62x54mmR
  - all graphics based on AK-100's from v1.13 by
- Added .22 *Carbine* and variants
- Added .22 *Rifle* and variants
- Added *AMT Automag II*
- Added *Armalite AR-10*, from DBB/IoV
- Added *Baikal MP-94*, and secondary (12gauge) barrel
- Added *Baikal MP-161K*
- Added *MCM*
- Added *MCM Margolin*
- Added *Bersa Thunder 380 Plus*
- Added *BREN Mk.4*, by MissingName
- Added *Browning Automatic Rifle*, from DBB/IoV
- Added *Bushmaster ACR 300BLK*
  - changed ACR conversion mergers to include this variant
- Added *Colt Mustang*
- Added *Colt Single Action Army*
- Added *CZ 455 American*
- Added *CZ 512*
- Added *CZ 527 Carbine*
- Added *CZ-83*
- Added *CZ BRNO Combo*, and secondary (12gauge) barrel
- Added *Enfield SMLE*, from DBB/IoV
- Added *Excel Arms MP-22 Accelerator*
- Added *Excel Arms MR-22 Accelerator*
- Added *Excel Arms X-5.7P*
- Added *Excel Arms X-5.7R*

- Added *Excel Arms X-30P*
- Added *Excel Arms X-30R*
- Added *Fortek 2002*, by Xubor
- Added *Gressar 2000*, by Xubor
- Added *Henry Big Boy*
- Added *Henry Mare's Leg .22*
- Added *Henry Mare's Leg .45 Colt*
- Added *HK G3A4*, collapsing stock version based on v1.13 *HK G3A4*
- Added *HK G3KA3*, fixed stock version based on v1.13 *HK G3KA4*
- Added *HK 33KA2*, fixed stock version based on *HK 33KA3*
- Added *HK 53A2*, fixed stock version based on v1.13 *HK 53A3*
- Added *HK GR2 Fixed Stock*
- Added *HK G41A2*, collapsing stock version based on v1.13 *G41A1*
- Added *HK MP5A5*, collapsing stock version based on v1.13 *HK MP5A4*
- Added *HK MP5N*, *Fixed Stock*
- Added *HK MP5F*, *Fixed Stock*
- Added *HK MP5SD6*, collapsing stock version based on v1.13 *HK MP5SD5*
- Added *HK MP5/10A3*, *Fixed Stock*
- Added *HK MP5/40*, *Fixed Stock*
- Added *HK VP70M*, and stock attachment/holster from DBB/IOV
- Added *Innogun Hybrid*, and secondary (12gauge) barrel
- Added *Iver Johnson PAS12*
  - and removable stock
- Added *Ishapore Rifle Factory AMOGH*
- Added *IWI X95 5.45*
- Added *IWI X95-S*
- Added *Izhmash Bars 4-1*
- Added *KAC SR635* and variants
- Added *Kahr P380*
- Added *Kel-Tec KSG*, and secondary (12gauge) barrel
- Added *Kel-tec P-3AT*
- Added *Liemke DB-10*, by Xubor
- Added *M26 Modular Accessory Shotgun System*, from DBB/IOV
  - modified Medium graphic to fit small attachment slot
- Added *M41 Prop*, and secondary (12gauge) barrel
- Added *Magnum Research Micro Desert Eagle*
- Added *Metal Storm MAUL*, from DBB/IOV
  - modified Medium graphic to fit small attachment slot
- Added *Micor Defense MD 50*
- Added *Mossberg 464*
- Added *Mossberg 464 SPX*
- Added *Mossberg 510 Mini*
- Added *Mossberg HS12*



- Added *ParaOrdinance P14-45 Tactical*, by Xubor
- Added *PP-19 Bizon 2-02* and variants
  - graphics based on v1.13 *PP-19 Bizon* and DBB/IOV Helical Magazine
- Added *Remington M1100*
- Added *Remington XP-100*, by Xubor
- Added *Remington XP-100R*, by Xubor
- Added *Robinson Arms XCR (5.45x39mm)* and folding stock variant
- Added *Robinson Arms XCR* in 5.45x39mm, 5.56x45mm, 6.8mm SPC, and 7.62x39mm
- Added *Rossi Circuit Judge*, .45 Colt / .410 bore variants
- Added *Savage Arms Model 42*, and secondary (.410 bore) barrel
- Added *SIG P238*
- Added *SIG MPX* variants and conversion kit
- Added *Skorpion vz.83* and variants
  - same graphics as *Skorpion vz.82*
- Added *Smith & Wesson Bodyguard*
- Added *Springfield XDS*
- Added *Taser X3* from DBB/IOV
- Added *Taurus Public Defender*, .45 Colt / .410 bore variants
- Added *Taurus Model 4510 Tracker*, .45 Colt / .410 bore variants
- Added *UTAS UTS-15*, and secondary (12gauge) barrel
- Added *Walther PPK/S*
- Added *AR-15 Improved Bolt*
- Added *Advance Angled Grip*
- Added *ACME Match Trigger*
- Added *TactiKool-Aid Calico RIS Handguard*
- Added Rifle Grenades in Smoke, Tear Gas, Mustard Gas, Illumination, and White Phosphorus
- Changed *AR-15 Rate Reducer*, new graphics
- Changed *Browning M1919 A6*, now in .30-06
- Changed *M1 Garand*, now in .30-06
- Changed *Robinson Arms XCR (5.56x45mm)* and folding stock variant, new graphics
- Changed *Stechkin APS Stock* and *Stechkin APS Holster*
  - functions merged into single item *APS Stock/Holster*, LBE item but attaches to modify Stechkin
  - removed item mergers associated with converting item between attachment and LBE
- Changed *Tavor-2*
  - new graphics
  - renamed X95
  - all X95 convertible between variants via kit sold separate from weapon
- Changed *OTs-33 Pernach*, increased damage to 25 from 24
- Changed *ParaOrdinance P14-45*, new graphics by Xubor
- Changed various attachment related tags to facilitate sorting in Bobby Rays
- Fixed *Box Cutter*, missing stats
- Fixed *Manurhin MR-73*, invalid cursor

- Fixed *TactiKool-Aid M1 RAS Kit* not attaching to *M1 Carbine*
- Fixed 4th Male I.M.P. voice per [Parkan's post here](#)

## Arulco Folding Stock v4.10 20130303 (Full)

- Implemented new XML structure as of [Build 5872 / Data 1608](#)
- Fixed issues related to Upper Receivers using "dummy" calibres that lack magazine items
  - set all Upper and Lower Receiver items to have 0 ammunition capacity
  - added magazine items of 0 capacity for all "dummy" calibres related to Upper and Lower Receivers
- Fixed **MercStartingGear.XML**
  - Igor's second kit now has correct .40 S&W Pistol Mags
  - Buns's first kit comes with a match sight she can't attach. (removed the Match Sight)
- Fixed *PP-19 Bizon* and variants, missing old style attachment definitions for *Rod & Spring* and *ACME Trigger Group*
- Fixed *Saiga 410K* and variants, missing item transformation for FSS v4
- Fixed all .410 bore buckshot ammunition items, missing description
- Fixed *PP-19-01 Vityaz*, *Tactical Stock*, fixed Attachment Layout Class = 4194304
- Fixed *Stoner 63A Carbine*, misspelling in descriptions
- Fixed *Stoner 63A LMG*, misspelling in descriptions
- Fixed *Ares Shrike*, missing merger and item transformation related to receiver system
- Fixed missing dirt system values for several newer guns
- Changed **AmmoTypes.XML**, add .410 Buckshot
  - some other ammotypes were moved to accommodate the inclusion of new ammotype while preserving item order
- Changed *Taurus Public Defender* and other dual .410/.45 Colt weapons, range between both calibers now differentiated
- Changed *Beretta RX Storm*, now uses generic 5.56 sounds instead of 9x19mm
- Changed *MagPul PDR-C*, Ready AP = 11, was 12
- Changed *AR-15 Improved Bolt*, now only attaches to direct impingement AR type weapons

## Diedranna Lives!-1.13 v4.20 20130305 (Full)

- Implemented v4.xx item and feature set for *Diedranna Lives!-1.13* mod
- Implemented map compatibility copies of *Striker Vest* and *Striker Pants* now uses Item Transformation to produce associated Load Bearing Equipment (LBE) on normalization selection
  - previous versions of DL-1.13 used ExtraItems XML to place LBE items into maps that featured these armours as drops

- Fixed **MercStartingGear.XML**
  - multiple issues with Vinny's Gear Kits corrected
  - several "artifacts" from UC-1.13 corrected in AFS and DL-1.13 NPC's
- Fixed *Super-Shorty Mini-Shotgun*, size now 8 allowing it to fit *MP Holster* as intended
- Fixed *Heavy Bipod*, graphic back to P1Item69 (original *Bipod* as placeholder) after XML Editor glitch had it default to P1Item0
- Fixed *Browning Automatic Rifle*, no longer Full-Auto Only

### Arulco Folding Stock v4.30 20130305 (Full)

- Fixes from v4.20 revision of common mod item and feature set
- Fixed *.22 LR Upper* 0 round dummy magazine, incorrect calibre was causing ongoing shipping issue with *.22LR AR* uppers still
- Fixed several ammunition crates, incorrectly set <BigGunList> still reflecting *Urban Chaos* item control
- Fixed all 12 gauge MS ammunition crates, incorrectly set <NotBuyable> tag, and Bobby Rays/merchant availability
- Fixed *.22 WMR*, *T* ammunition crate, incorrectly set <NotBuyable> tag, and Bobby Rays/merchant availability

### Arulco Folding Stock v4.31 20130319 (Patch)

- Implemented partially filled in **RandomItem.XML**, imported from development work from UC-1.13 with cuts needed to allow it to load in the XMLEditor (Data Revision 1622)
- Implemented **Ja2\_Options.XML** changes up to Data Revision 1622
- Fixed **items.XML**, removal of "zz- ", "zzRPC- ", and "zzUC- " prefixes
- Fixed **Pockets.XML**
  - size 111, single *.50BMG* rounds, did not fit any pockets
  - size 8, mostly machine pistols, no longer fit the *Revolver Holster* pocket
- Fixed **IMPIItemChoices.XML**, incorrect "crossbow" being supplied with Martial Arts Exp trait
- Fixed *APS Stock/Holster*, missing <nasAttachmentClass> = 2
- Fixed *Ceramic Plates*, missing Bobby Ray's description
- Fixed *Robinson Arms XCR Pistol (6.8mm SPC)*, corrected magazine capacity to 26, was 30
- Fixed exploit with AR Upper Receivers, these items no longer have default attachments (as they were being spawned in an unwanted manner by item transformation)
- Fixed Frank's inventory, replaced incorrect *Bottle of Crepaton liquid* (artifact from UC-1.13 origin of XML's), with *Wine*
- Fixed Carlos' inventory, replaced incorrect *5.56x45mm Mag, 30* with *.223 Mag, 20*
- Fixed (hopefully) CTD involving Tony
  - replaced belt fed feature related inventory with items that do not use this feature
- Fixed all AK-12, incorrect Reliability, all standardized to 5
- Fixed all integral attachments with laser sight stats, missing incompatible attachments (all removable laser sights)

- Fixed all 6.8x43mm Tracer ammo, missing text
- Fixed *STK SAR 21A*, NAS attachment slot irregularities
  - changed <nasLayoutClass> = 432
  - added <NasAttachmentClass> = 134217728 "Integral LAM" in **NasAttachmentClass.XML**
  - changed <uiSlotIndex> = 9 in **AttachmentSlots.XML**, <nasAttachmentClass> = 134218240 so that both *Laser Sight* and some integral LAM's will have a default slot that does not conflict with RIS slots (default scheme should still not appear for *Laser Sight* on full RIS layout weapons)
- Fixed *35x32mm SR High Explosive*, missing text
  - renamed *35x32mm SR HE-DP* to better reflect ammotype
- Fixed *Henry Big Boy*, interface graphic too large
- Fixed *HK G3KA4*, interface graphic too large
- Fixed *P-9 Klin* and *PP-91 Kedr*, graphics library errors
- Changed all 6.8x43mm HP ammo, new descriptions
- Changed *TechnoArms Mag-7*, new graphic (correct left side profile)
- Changed item 208, the *Scope* in original *Jagged Alliance 2*, to be a copy of the 9x power variable power scope appropriate for each mod and will transform into other power versions

### **Diedranna Lives!-1.13 v4.31 20130319 (Patch)**

- Implemented v4.31 fixes to *DL-1.13*
- Implemented partially filled in **RandomItem.XML** with specific cuts for *DL-1.13* needed to allow it to load in the XMLEditor (Data Revision 1622)

### **Urban Chaos-1.13 v4.32 20130324 (Full - Old Maps Only Release)**

- Implemented v4.31 core mod in *UC-1.13* project
- Implemented separation of data files to allow for zero map modification version of *UC-1.13*
  - changes to **MercProfiles.XML** and **MercStartingGear** to reflect original *Urban Chaos' Prof.DAT* where practical, ie. removal of Constable Remington
  - removal of all modified maps from pre-v4.xx **Data-UC113\Data-UC113OldMaps**
- Implemented Flugente's [Externalised Merchants](#)
  - Charlie Banks now sells food and misc items
  - Carlo Dijkstra restored as bartender
- Fixed *TR-WCR68-18 LE901*, incorrect resulting items from receiver separation item transformation
- Fixed heads, corrected size to 201, some were incorrectly set to 23

### **Arulco Folding Stock v4.40 20130420 (Full)**

- Implemented new mercs from GameDir\_1652: Hurl, Doc, Elroy, Mouse, Hector, Rev, Stella, Ears, Moses, Smoke, Dyno, Turtle, Skitz, and Weasel

- Added *Strizh* (Strike One) Pistol System, in six forms
  - 9x19mm, .40 S&W, .357Sig
  - "Spetsnaz" Machine Pistol variants for all three calibres
  - added *Strizh Long Range Conversion* barrel extender/RIS fore end
- Fixed *HK VP70M*, missing NCTH recoil, now 3/15
- Fixed *Saiga 410K (>)*, missing NCTH recoil, now 5/17
- Fixed *ISAR-300* variants, missing NCTH recoil, now 0/11
- Fixed *TactiKool-Aid FN Stock Kit*, missing attachments
- Fixed **Clothes.XML**, obsolete version has been in all three mods updated with version from Data rev.1639, fix found by Grim
- Fixed **AttachmentPoint.XML**, "DI Upper Receiver" corrected to 2305843009213693952 from 1152921504606846977, was causing "Hand Guard - Calico" attachment items to appear along with "DI Upper Receiver" attachments
  - fixed all affected entries in **Items.XML**
- Fixed *Hartford 6 .38SPC*, *Makarov PMM (PM)*, *Manurhin MR-73 (.38)*, and *OTs-33 Pernach (PM)*, attachments clean-up
- Fixed *M203PI Grenade Launcher*, *M26 Modular Accessory Shotgun System* and *Metal Storm MAUL*, incorrectly allowed attachment on all weapons with lower RIS rail
  - added "AR & Lower RIS Quad 2ndary Fire"/532480 to **AttachmentPoint.XML**
  - removed "AR/RIS Underslung Shotguns"/562949954995200 from **AttachmentPoint.XML**
- Fixed *TactiKool-Aid RIS Scope Rings*, *TactiKool-Aid RIS Scope Rings with Reflex Mount* and *TactiKool-Aid Scope Ring with Reflex Mount*, overlapping NAS slot
  - scopes cannot use (N)CAS, must be defined in **Attachments.XML**
- Changed **Pockets.XML**,
  - size 94, used for 5x revolver speed loader, no longer fits "Loose Ammo" pocket
  - size 96, used for 6x loose pistol rounds and going forward flexible speedloaders, now fits "Speedloader" pocket
  - size 99, used for 6x revolver speed loader, no longer fits "Loose Ammo" pocket
- Changed **AttachmentPoint.XML**, removed or repurposed several bits to reduce size of this file to under 500 entries from over 2000
- Changed *Rifle Grenade Launcher*, now uses (N)CAP instead of **Attachments.XML** to define what weapons it will attach to
  - added "Muzzle - Rifle Grenade Launcher"/9223372036854775808 (bit 64), to **AttachmentPoint.XML**
  - old style AK weapons no longer accept this attachment
- Changed *Rod & Spring*, now uses (N)CAP instead of **Attachments.XML** to define what weapons it will attach to
  - added "Rod & Spring"/4611686018427387904, to **AttachmentPoint.XML** and derivatives
- Changed *ACME Trigger Group*, now uses (N)CAP instead of **Attachments.XML** to define what weapons it will attach to
  - added "ACME Trigger"/1152921504606846976, to **AttachmentPoint.XML** and derivatives
- Changed *TactiKool-Aid Calico RIS Handguard*, now uses **Attachments.XML** instead of

- (N)CAP to define what weapons it will attach to
- Changed *TactiKool-Aid Universal RIS Block*, now uses (N)CAP instead of **Attachments.XML** to define what weapons it will attach to, specifically using "Bipod" attachment point
  - set a few more rifles to have "Bipod" attachment mount
- Changed *9mm C-Mag Adapter*, now uses (N)CAP instead of **Attachments.XML** to define what weapons it will attach to
  - changed id 137438953472 in **AttachmentPoint.XML** to be "C-Mag 9mm C-Mag"
- Changed *.223 Remington C-Mag Adapter*, now uses (N)CAP instead of **Attachments.XML** to define what weapons it will attach to
  - changed id 274877906944 in **AttachmentPoint.XML** to be "C-Mag - .223Rem"
- Changed *5.56mm C-Mag Adapter*, now uses (N)CAP instead of **Attachments.XML** to define what weapons it will attach to
  - changed id 549755813888 in **AttachmentPoint.XML** to be "C-Mag – 5.56/.300BLK"
- Changed *6.8x43mm SPC C-Mag Adapter*, now uses (N)CAP instead of **Attachments.XML** to define what weapons it will attach to
  - changed id 1099511627776 in **AttachmentPoint.XML** to be "C-Mag - 6.8mm SPC"
- Changed *7.62x39mm Drum Adapter*, now uses (N)CAP instead of **Attachments.XML** to define what weapons it will attach to
  - changed id 35184372088832 in **AttachmentPoint.XML** to be "Drum – 7.62x39mm"
- Changed *7.62x51mm Drum Adapter*, now uses (N)CAP instead of **Attachments.XML** to define what weapons it will attach to
  - changed id 2199023255552 in **AttachmentPoint.XML** to be "Drum – 7.62x51mm"
  - changed id 4398046511104 in **AttachmentPoint.XML** to be "Pants Attachments"
- Changed *Integral Battle Scope/Sight Combo*, now uses "I-Optics" attachment point
- Changed *Battlefield Digital Assistant*, now uses (N)CAP instead of **Attachments.XML** to define bulk of weapons it will attach to, specifically will attach to "Optics - SVD" and "Optics - Scope Rings"
- Changed *Cleaning Kit*, now uses (N)CAP instead of **Attachments.XML** to define what weapons it will attach to
  - changed id 324259173170675712 in **AttachmentPoint.XML** to be "Cleaning Kit & AA Battery"
- Changed *AA Batteries*
  - now may be stored on weapon that may store a *Cleaning Kit*
  - new NAS layout 67108864 for batteries
- Changed *TactiKool-Aid Uzi RIS Handguard* to use **Attachments.XML** instead of (N)CAP
  - changed *IMI Uzi*, *IMI Mini-Uzi*, and variants to accommodate these changes
- Changed *No.32 Scope* and *M3 IR Night Sighting Device* to use **Attachments.XML** instead of (N)CAP
  - changed *M1 Carbine*, and *M1 Garand* to accommodate these changes
  - fixed *Enfield SMLE*, missing attachment: *No.32 Scope*
- Changed all Groza System attachments to use **Attachments.XML** instead of (N)CAP
  - changed both Groza variants to accommodate these changes
- Changed *TactiKool-Aid FAL Optics RIS* and *TactiKool-Aid FAL RIS Handguard* to use **Attachments.XML** instead of (N)CAP

- changed *FN FAL*, *FN FNC*, and variants to accommodate these changes

## Diedranna Lives!-1.13 v4.41 20130423 (Full)

- Implemented v4.40 core mod in DL-1.13 project
- Fixed incorrect inventory for Angel, missing quest item 189
- Fixed endgame crash
  - added several modified copies of maps related to endgame to allow for game mechanics to function: M11, O3, O3\_b2, P3, P3\_B1, and P3\_B2
  - changed **initunderground.LUA**, **undergroundsectornames.LUA**, **SectorNames.XML**, and **SectorLoadscreens.XML** in support of new maps
  - changed USE\_EXTERNALIZED\_LOADSCREENS = TRUE in **Ja2\_Options.INI** to prevent crash related to new maps
- 
- Changed **Ja2\_Options.XML**, M.E.R.C. now available from game start
- Changed **MercProfiles.XML**
  - Elroy now has Spy trait
  - Mouse now has Covert Ops trait
- Changed *Beretta U22 Neos*, now size 5, was 3
- Changed *Beretta U22 Neos Parts*
  - now size 152, was 101
  - treated as .22 LR Upper
- Changed *Beretta U22 Neos Inox*, now size 6, was 4
- Changed *Beretta U22 Neos Inox Parts*
  - now size 152, was 101
  - treated as .22 LR Upper
- Changed *Beretta U22 Neos Carbine Parts*, treated as .22 LR Upper

## Urban Chaos-1.13 v4.42 20130501 (Full)

- Updated **Ja2\_Options.INI** for Rev.6028
- Implemented v4.41 core mod in UC-1.13 project
- Implemented New Maps Game Mode (NM), all changes specific to this mode will note this
- Implemented jails and prison per [Take prisoners, interrogate them](#)
  - changed **FacilityTypes.XML**, 35 = Jail (5 prisoners), 36 = Prison (20 prisoners)
  - changed **SectorNames.XML**, defined cells for in-game appearance of prisoners
  - changed **Facilities.XML**, defined which sectors had jails and prisons.
  - changed A10 so that cell doors had locks
- Implemented separation of all potentially hostile civilian factions into: DNP, Satan's Sons, Gun Runners, PIN Group (NM only)
  - new triggers for civilian factions for main and sub quests
- Implemented UC-1.13 Miranda Quest modifications v2 (NM only)
  - new map D6\_B3

- Implemented New Merchants (NM only)
  - 220 Fredo, electronics repair, Drake
  - 231 GS Clerk, "Kip Exposition," Port Kip
  - 221 Hobby Shop Guy, actually Gabby with some text cut, Drake
  - 233 UDrake Canteen Lunch Lady
  - 237 Rudesia Brothel Bartender
  - 201 Prax Canteen Lunch Lady
  - 202 Galileo Gas Station
  - 203 Galileo Bartender
  - 204 Gotham Bartender
  - 205 Gas Station Attendant
  - 206 Troy Bartender
  - 207 Roxx Bartender
  - 208 Adrian Bartender
  - 209 Dive Master
  - 211 Sheraton Bartender
  - 151 Chef, uses Manny behaviour to acknowledge death of NPC 112 and become merchant
  - 212 Quarter Master
  - 213 Arnold Brunzwell
- Implemented Moses soundset from Data\_1653
- Implemented Smoke soundset from Data\_1657
- Implemented Stella soundset from Data\_1659
- Added *Stack of Binders*, from stock Data-1.13
- Added *Neurotoxin Dart Crate*, from stock Data-1.13
- Added *M99*, from stock Data-1.13
- Fixed Old Maps Game(OM) Mode, incorrect facilities for C14 and E13
- Fixed missing eat assignment for UBT facilities
- Changed indexing for Buns, now 179 instead of 178
- Changed Bobby Ray delivery crates in following maps to be more visible: B2\_b1, D6\_b1, I3\_b1, I14\_b1, J9\_b1(a), K4\_b1
  - tileset limitations prevented the same for maps: I6 and L14
  - no perceived need for maps: B13 and N3
- Changed indexing for Drake Arms Dealer, now 210 instead of 153
  - changed **GabbyInventory**.XML to reflect new index for this purpose
  - found that use of index reserved for DeSanto's brothers limited text options, indexes 151-154 can only be used if NPC's are to share a common dialogue set
- Changed Walter Smirnoff, now a sell only merchant, uses a copy of Tony's XML



## Arulco Folding Stock v4.43.1 20130509 (Full)

- Implemented v4.42 core mod changes
- Implemented Merc changes up to Data\_1669
  - added: IT, Bernie
  - changed like/hate: Stella, Spike, Boss, Leech, Rusty and Sidney
  - activated soundsets for previously added mercs: Hector, Ears
  - fixed: Hector (face coordinates)
- Implemented Flugente's [dynamic \(flash-\)lighting](#)
  - added *Flashlight*, from v1.13 Data rev.1667
  - added item 1635 renamed *RIS LAM/Tac Light*, from v1.13 Data rev.1667, copy of *RIS LAM/Tac Light* with new <FlashLightRange> tag
  - added *Lightweigh Tactical Light* and copy with light on, new item for pistols and RIS
  - added *Znich AK Tactical Light* and copy with light on, new item for AK type weapons and more
  - added copy of *LAM-200*, with new <FlashLightRange> tag set
  - changed *LAM-200* and *RIS LAM/Tac Light*, removed old night vision bonuses used to represent flashlight prior to this feature
  - changed **Item\_Transformations.XML**, transforms needed for light ON/OFF
- Implemented Flugente's [\(mini\)-feature: Bayonets](#)
  - changed *KCB Knife*, now a muzzle attachment, incompatible with all launchers and underbarrel shotguns
  - changed *AK Bayonet*, now a muzzle attachment, incompatible with all launchers and underbarrel shotguns
  - changed **AttachmentPoint.XML**, new bitmaps to support above attachments and minimize use of **Attachments.XML**
- Changed 5.56x45mm Heavy rounds, description no longer hints at range penalty (this was dropped some time ago)
- Fixed *STK Ultimax*, missing 5.56mm C-Mag Adapter attachment

## Diedranna Lives!-1.13 v4.44 20130509 (Full)

- Implemented v4.43.1 core mod in DL-1.13 project
- Implemented jails and prison per [Take prisoners, interrogate them](#)
  - changed **SectorNames.XML**, copied cell information from Data\_1670
- Fixed *Integral Foregrip*, missing incompatible attachment relation with *Foregrip*
- Changed map compatibility copies to not have scope ring mount type scopes as default attachments so as to not conflict with Map Editor placed scope item (index 208)
  - changed item 17, (map compatibility) *Steyr Scout*, set *TactiKool-Aid RIS Scope Rings* as default attachment

## Urban Chaos-1.13 v4.45 20130518 (Full)

- Updated **Ja2\_Options.INI** for SCI\_Unstable\_Revision\_6072\_on\_GameDir\_1673
- Implemented v4.44/45 core mod in *UC-1.13* project
- Implemented Merc changes up to Data\_1676
  - added: Pops, Wally, and Eli
- Fixed **TonyInventory.XML**, now Tony will correctly buy AK-12 family weapons
  - copy of above now **AdditionalDealer\_16\_Inventory.XML** for Walter Smirnoff
- Fixed missing NPC in Rudesea Bobby Ray
  - added 219. Bobby Ray's Clerk
- Fixed *Crowbar*, no longer repairable
- Fixed 7.62x25mm Drums, description now notes 71 rounds not 75
- Changed factions:
  - changed Gun Runners, now Civ Group 10, was 3
  - changed DNP, now CivGroup 22, was 10
  - changed Gangsters now Civ Group 23, was 7
  - changed NPC 141, now DNP trigger related to main story
  - changed NPC 151-154, now Gun Runner sector leaders
  - added DNP NPC: 198.Drake, 214.Troy, 215.Galileo, 216.Calisto, 217.Sheraton, 218.Roxx,
  - added NPC 199, Gun Runner variable hostility trigger
  - changed maps: A10, A10\_B1, B2, B2\_B1, B10, B13, B14, B16, C13, C14, D1, D5, D6\_B1, D6\_B2, D13, D13\_B1, F6, F9, G8, G9, H2, H3\_B1, H8\_B1, H9\_B1, H12, H13, I1, I2, I3\_B1, I3\_B2, I5, I6, I14\_B1, I16, J4, J9, J9\_B1, J9\_B1\_A J14\_B1, K4\_B1, K12, L14, M11, N2, N12, O1, O3, O3\_B1, O4, O5, O13, P2, P4, P11, and p12
- Changed *Kel-Tec KSG*, both tubes now have 7 round capacity, was 6
- Changed *Dual Mode Sight, 4x* to/from *Dual Mode Sight, CQB* transformation cost, now 5, was 2
- Changed *RIS LAM/Tac Light*, <FlashLightRange> = 17, was 15

## UC-1.13 v4.45.1a 20130527 (Patch)

- Updated **Ja2\_Options.INI**, added **SHOW\_HEALTHBARSOVERHEAD** setting
- Fixed **ItemChoices\_xxx\_yyy.XML**, no longer contain flashlights as AI unable to cope with using feature
- Fixed **AIMAvailability.XML**, corrected 230.Boss <AimBioID> = 49 now, was 48
- Fixed **MercProfiles.XML** (both), correct 163.Deadeye <Type> = 4 now, was 5

## UC-1.13 v4.45.2 20130602 (Cumulative Patch)

- Implemented (N)CAP/NAS "June 2013 Optimization"
  - reduced **Attachments.XML** to 212 entries, from 441 entries in v4.45
  - changed *LAM-200* and *Lightweigh Tactical Light*, now attaches to all tactical rails
  - changed all RIS iron sights, no longer attach to most add-on RIS Optics rails

- misc minor changes and fixes to **AttachmentSlots.XML** and **NasAttachmentClass.XML**
- Fixed all .380 ACP magazines, cleared reliability penalties
- Fixed *Flashlight*, description text incorrect
- Changed *Colt 607A*, in-game text modified to better reflect preferred naming convention for Colt AR's

#### **UC-1.13 v4.45.3 20130603 (Cumulative Patch)**

- Fixed all dentonators, missing AvailableAttachmentPoint = 9223372036854775808
- Fixed *Znich*, adjusted the Attachment Point to fit more types
- Fixed *Commando LBE - Modular*, missing AvailableAttachmentPoint = 1
- Fixed *RPG-7 Launcher*, missing AvailableAttachmentPoint = 549755813888

#### **UC-1.13 v4.45.4 20130610 (Cumulative Patch)**

- Added Shooter Arms SAS-12
- Added *STK Ultimax 100 Mk.5*, and variant
- Added *HS VHS-D2*
- Added *HS VHS-K2*
- Added *BRP STG 43U*, *STG 34k*, and variants
- Added *RIS Foregrip/Tactical Light Combo*, and ON variant, graphic from IoV
- Added *MP5 Flashlight Handguard*, and ON variant
- Added *Kevlar Face Shield*, graphic from IoV
- Added *Kevlar Face Mask*, graphic from IoV
- Fixed **AttachmentSlots.XML**, replaced all NAS Attachment Class = 537793024 with 537858560
- Fixed *Remote Detonator*, Built-in Attachment class corrected to "Remote Detonator"
- Fixed *Remington XP-100*, corrected damage to 29, was 38; and range to 250, was 280
- Fixed all flashlights, no longer have default attachment due to exploit
- Changed *STK Ultimax*
  - renamed "*STK Ultimax 100*"
  - capacity now 100, was 30
  - no longer allows attachment of C-Mag
  - has the penalties of the C-Mag
  - description now mentions it uses a drum magazine instead of being compatible with normal 30 round magazines/C-Mag
- Changed Russian armours, now buyable from Bobby Rays
- Changed Helmets, reduced coverage to between 50-70 for most
- Changed *Advance Angled Grip*, Attachment Point(s) now "Tac Rail - Vertical, Short," was "Tac Rail - Vertical, Full"

## Arulco Folding Stock v4.46 20130615 (Full)

- Implemented v4.45.4 core mod changes
- Updated directly from GameDir\_1678 **MercAvailability.XML**, **MercOpinions.XML**, **MercQuote.XML**, **RandomStats.XML**, and **OldAIMArchive.XML**,
- Added *Police M-LBE Chest Rig*, graphic from IoV
- Changed *Innogun Hybrid*, reversed order of barrels as the work around to improve shotgun accuracy is no longer needed
- Changed *Saco Crossfire Mk1*, reversed order of barrels as the work around to improve shotgun accuracy is no longer needed

## Diedranna Lives!-1.13 v4.46 20130616 (Full)

- Implemented v4.46 core mod in DL-1.13 project

## Urban Chaos-1.13 v4.47 201307 (Full)

- Updated **Ja2\_Options.INI**, added CIVILIANS\_DROP\_ALL = FALSE
- Updated **AmmoTypes.XML**, changed all <highExplosive> tags to point to [item index instead of Explosives.XML index](#)
  - workaround for XML Editor, a copy of the release XML is kept in Data-Graphics folder to override any accidental editing via the XML Editor which does not support new format
- Implemented revised NAS slots:
  - now 4 columns, instead of 3, above/below weapon graphic on default layout and most others
  - moved default grip/bipod slot up one row
  - new common underslung launcher/bayonet and above barrel bayonet slots
  - layout 2 now have grenade slots arranged left to right from 2nd column, 6 slots per row, bottom 2 rows
- Implemented Merc changes up to GameDir\_1687
- added: Mitch (AIM), Carp (AIM), Lance (MERC), Raffi (MERC), Wink (MERC), Speck (MERC, copy that may be hired)
  - updated: **MercOpinions.XML**, in modified form for UC-1.13 and DL-1.13
- Added *Letter Opener*, from v1.13 development
- Added *Hedge Trimmer*, from v1.13 development
- Added *Taurus CT G2*, in 9x19mm and .40 S&W
- Added *Taurus MT G2*, in 9x19mm and .40 S&W
- Added *DRD Paratus*, and variant
- Added *Rock River Arms LAR-458*, and variants
- Added *Adcor B.E.A.R. Elite*, and variants
- Added *Vepr-12*, and variant, based on graphics from original JA2 1.13

- Added *Intratec TEC-DC9*, from IoV 925
- Added *Intratec TEC-22*, based on graphic from IoV 925
- Added *Mauser 712*, from IoV 925
- Added *Mauser C96*, based on graphic from IoV 925
- Added *Tactical Axe*, from IoV 925
- Added *Grand Power K102*, from IoV 925
- Added *Bren Ten*, from IoV 925
- Added *Shipka*, and variant, from IoV 925
- Added *P-93*, from IoV 925
- Added *HK EFL*, and magazine from IoV 925
- Added *PM-98*, and variant from IoV 925
- Added *Bushman IDW*, and variant based on graphic from IoV 925
- Added *.458 SOCOM* magazines, graphics from original *Urban Chaos*
- Added *.458 SOCOM* ammunition boxes, from IoV 925
- Added *Shuriken*, from v1.13 (a long time ago)
- Added *Nunchaku*, from v1.13 (a long time ago)
- Added *SIG MP41/44*, from v1.13 (a long time ago)
- Added *M27 IAR Heavy 16.5" Barrel* attachment
- Added *Tool Vest LBE*, based on graphics from v1.13
  - added toolkit pocket
- Added *Medic Vest LBE*, based on graphics from v1.13
- Added *Safari Jacket LBE*, based on graphics from IoV 925
- Fixed *Znich AK Tactical Light* and variant, descriptions no longer mention "batteries included"
- Fixed *Zh-86 Flak Jacket*, *KAZAK-4 Russian Class III Vest*, *KAZAK-5 Russian Class II Vest*, *KAZAK-6 Russian Class V Vest*, *6B7-1L Helmet*, *M60 Steel Helmet*, and *ZSh-1 Helmet*, missing BR Description (now that these items can be bought at BR's)
- Fixed *Calico M100*, incorrect BR Name
- Fixed *Integral Grip*, *Grip Pod*, and *Advance Angled Grip*, these attachments no longer compatible with each other
- Fixed inconsistent naming convention for *.45 ACP* ammunition boxes, corrected to ".45 ACP," from ".45ACP"
- Fixed (animated) faces for: Postie, Goose(Leon), Kelly, Spike, Cobra(Snake), Reuban, and Miranda
  - some graphics have been updated with recent work in SVN by Anv
- Fixed *MP5SD6* and variant, missing FSS item transformation
- Fixed RPC compatibility copies of armours, no longer accepts LBE attachments
  - added item transformations to convert to main item sequence armours
- Changed *A.L.I.C.E. Field Pack*, shortened descriptions
- Changed *M203 Quick Detach*, shortened descriptions
- Changed all watches, size now 51, was 122
- Changed *Chang Feng SMG* and variant, layout and attachment points now include short underside RIS

- Changed *Chinese Red-Dot*, now fits Lite RIS & PRC Optics
  - new attachment point: 272
- Changed Medical Kit and Tool Kit, now size 221, was 16 (no longer fits weapon sling)
- Changed Pockets.XML
  - new pockets for kits and tools
  - size 158, "External Half Medium" now supported

## Credits:

- The Mod Squad : the original creators of *Deidranna Lives!* and *Urban Chaos*
- Madd Mugsy, Kaiden, Rowan, Lesh, Lisac and the rest of the 1.13 programmers and contributors
- The Judge : groundbreaking work needed for recreating the *Urban Chaos* experience
- Bullet Six : Initial work on a *Deidranna Lives!-1.13 Hybrid* including the graphics for several science-fiction guns (see v20100719 revision notes)
- Marlboro Man
  - Graphics: scopes and NV/TI gear, Robinson XCR (used as base for calibers options)
- Tbird94lx
  - Graphics: NV Scope, C8, C8 PDW, KGP-9, OTs-09 Kiparis, P-9 Klin/PP-91, AK-9, AEK-906 pistol, AUG A3, Korsak LAM, EoTech sight, Jericho 941/Baby Eagle, original KAC PDW magazines (used as base for 6 round 12 gauge magazines), original Olympic Arms pistol caliber carbine (used as base for OA K- series carbines and several AR-15 upper receivers), original HK416 (used as base for upper receivers), Gun318 (used as base for Colt SCW, HK416C) and aforementioned SMG graphics used as base for unfolded stock version.
- Kaerar
  - Graphics: Original 9x19mm 15 round magazines used as base for “shiny black” 9x19mm 15 round magazines, .45ACP 14 round magazines, and 9mm 30 round SMG magazines. Original 5.45x39mm magazines used as base for "orange plastic" 30 round magazines.
- Coolberg
  - Graphics: Original XM8 family of weapons (used as base for XM8 parts kits), original MP7 (used as base for MP7 with stock and grip unfolded, MP stock extension/retract graphics), originals used as base for unfolded stock versions: Uzi's, SR-2 Veresk, and Skorpion vz.82
- Lisac
  - Graphics: Original .50 Beowulf rifle (used as base for .50 Beowulf and M16 upper receivers), Gun 264 Colt M4 (used as base for many AR-15 upper receivers), originals for stock extended MP's: AEK-919K, Ingram M10, and Ingram M10/9
- Logisteric: Help with modifying some NPC files
- DBB/CosPlay/IoV Mod : Graphics
  - Bayerlein: Russian Scopes
  - royalpotato: HK 416x2 interfaces, HK 417x2 interfaces
  - unknown: RIS Foregrip), Crossbow
  - see v20100719 and later revision notes
- Wil Gates : fixing Ehili's eyes/mouth coordinates
- The Scorpion: Fixing RudeDog's portrait, original folding stock graphics
- Kazuya: Face Graphics (with working coordinates) for: Postie, Reuban, Kelly, Snake, Goose (Col. Leon Roachburn), Spike
- MissingName: Graphics, .32ACP pistols and magazines, some modified for use here; Gyrojet pistol, carbine and rocket ammunition
- Smeagol: Graphics - most of the non-v1.13 sound suppressors, Ammunition Boxes
- Soverign: Graphics - Mateba Model 6 Unica, Mateba Grifone
- Buggler: help with face graphics sets and miscellaneous NPC issues
- DepressivesBrot: general advice on v1.13 capabilities

- Knightofni: NCTH rework input
- Kglibow: reworking New/STOMP Traits assignments
- Xubor: Graphics - *HK G3SG/1*



Beta Testers:

Alred27, Arven, BulletSix, Caprik, Centurion, ChrisL, DurtyDan, EdgeDerakh, Fred, GGBarfowski, Gotthard, jEbUs, Jerry, JMX, John Aries, Kaerar, Khor1966, Klaus, Logisteric, Manami, MarcFloyd, Ownator, Panpipper, Peal, Pender, PET, Pustekuchen, Ramirez, razer, Rhenus, Sachsenweger, SaintSinner, ShadoWarrior, Spinx, SPiRiT, Sukayo, Talisman, Thorn, Toan, Trailblazer, UncIE SaM, Uriens, ZaPPPa, and TimS