JAGGED ALLIANCE

GAME MANUAL

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THANKS & GREETINGS TO

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EPILEPSY WARNING

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WELCOME TO METAVIRA

Jagged Alliance is the first in a new series — and a new genre — of strategy role-playing games. Combining a delicate mix of high technology, tactical maneuvers and strategic planning with a nerve-racking storyline, *Jagged Alliance* will take your strategic and role-playing talents to their very limits.

Landing on Metavira, you learn the plight of the island, the Fallow tree and its precious and precariously rare medicinal sap. You'll meet Jack and Brenda Richards, the father and daughter team whose very experiments with the Fallow's liquid have the ability to save countless numbers of lives. And you'll learn of Lucas Santino, the once trusted, fellow research scientist, who has nearly taken over the island . . . his greed means more than any life or lifesaving discovery possibly could.

But you're here to change all that by getting Jack and Brenda back into business and their processed sap out to those who need it desperately.

You'll call upon your contacts within A.I.M., the Association of International Mercenaries, and check out the dossiers of each hired gun while reviewing their wartime toys. You'll interview and attempt to sign on a group of mercenaries who meet the rigorous demands of your campaign. Then, if they agree to join you, it's off to Metavira— and with Jack's help, you'll try to take the island back.

From your headquarters, you'll review your position each morning and set your strategy for the day. Through strategic planning and tactical maneuvering, you'll determine how, when and where the mercenaries move. Then, you'll put your plan into action. Of course, Santino's thugs will be on the move, too.

As you muscle sectors into your control, you'll gain access to Fallow trees holding the sap that Jack and Brenda urgently need. By recruiting natives as tappers and guards, you'll harvest the trees' bounties and earn cold, hard cash to support your continuing efforts. Eventually, Jack and Brenda hope you'll rid Metavira of Santino once and for all.

And so it begins . . . an individual campaign among campaigns, your effort to take back the island sector by precious sector.

"The shortest and surest way of arriving at real knowledge
is to unlearn the lessons we have been taught,
to remount first principles,
and to take nobody's word about them."

— Bolingbroke

"Shut up and get on with it."

— Frank "Hitman" Hennessy

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YOUR OFFICE IN PARADISE

The helicopter touches down as the sun burns the afternoon sky. Palm leaves whip in the wind, and great clouds of whirling dust sting the faces of those who have been waiting for your arrival.

They approach the craft, urging you off the 'copter and into their compound. Jack and Brenda Richards are people with no time to waste. Their quick but unceremonious welcome is all you receive before you're ushered inside to begin preparations for the days ahead.

So begins your jagged alliance with this island, Metavira, its people, your adversaries and the members of A.I.M. Setting up your equipment, you steel yourself for the tasks ahead.

Select START NEW GAME from the main menu to begin *Jagged Alliance*.

Selecting Your Difficulty Level

Before you head off to blast Santino's men, *Jagged Alliance* allows you to select a difficulty level that's fitting with your talents and yearning for challenge. *Once you select the level of difficulty for a particular game, it may not be changed later on. So, make sure you choose it carefully.*

In general, your choice will determine how tough your campaign will be. It affects the size of the enemy's army, their aggressiveness and their cunning among other things. If this is your first shot at a strategy or a role-playing game, you might want to try it on the "Easier" level. The "Harder" setting is recommended only for seasoned, hard-core gaming veterans who want the very best (worst?) that Metavira and Lucas Santino and his grunts are capable of.

Main Office Screen

Once you select the level of difficulty, you'll arrive at your headquarter base on the island. From here, you can access many of the game's features and, most importantly, you can contact A.I.M. As you move the mouse around the screen, the options will become available to you.

View Team   Save Game   Restore Game

Control Panel

CONTACT A.I.M.

Sleep (Begin Game)   Contact A.I.M.   Leave
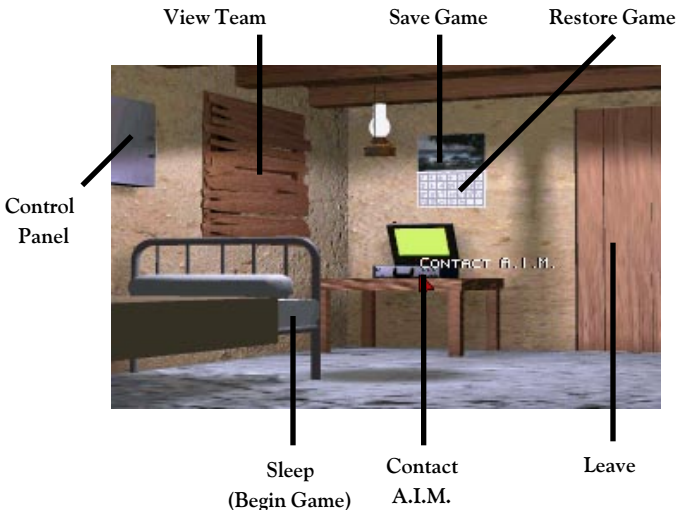
YOUR OFFICE IN PARADISE

On your desk rests your sole method of communicating with A.I.M. Selecting CONTACT A.I.M. opens the gateway and gives you access to the biographies and dossiers of each of the mercenaries represented by The Association of International Mercenaries. From here, you'll be able to check out and hopefully hire on the beginnings of your team.

Once you've sent for the mercenaries that will form your team, select SLEEP to rest up and to prepare for the next day's activities. (It's a good time to save your game, too.) You'll wake up refreshed and ready to tackle a new day on Metavira.

- Only players who have at least one mercenary in their team can "sleep" through the night and begin the game. Otherwise, you'd just toss and turn... provided Santino didn't take your bed out from under you. If you haven't hired mercenaries yet, CONTACT A.I.M.

Clicking on the metal cabinet allows you to customize the game configuration to your liking. Complete information on the CONTROL PANEL's features is in the Quick Reference Card.

Sliding the loose board on the window gives you a chance to review your team and your status on Metavira as it exists in the game you are currently playing. You may use this option to review each of your saved games by loading another game and returning to this panel.

As you and your mercenaries gain ground on Metavira, you'll likely want to save your progress. To do so, just click the top half the wall calendar. *Jagged Alliance* will ask you to select a slot for your SAVE GAME and will also allow you to give it a descriptive title. You may save up to ten different games.

Move the pointer over the bottom-half of the wall calender, and select RESTORE GAME to load a previously saved game. *Jagged Alliance* will show you a list of your saved games. Just click one to restore it. You can use the View Team option to review the particular game you've loaded.

If you want to get right into the meat of the Metavira, select RESTORE GAME and choose "QUICK START, NORMAL DIFF." The Quick Start Team consists of a well-balanced, carefully chosen group of eight mercenaries with all the necessary skills and equipment to give you a good start on your campaign. Keep in mind, though, that this team is by no means the best possible starting team. What works best for you depends on your personal preferences. There's lots of mercs to choose from.

When your day's adventure has come to an end, move the cursor over the door and select LEAVE. *Jagged Alliance* will return you to the main menu.

STEP 1: CONTACTING A.I.M.

Contact A.I.M.

The Association of International Mercenaries acts as the sole agent for those individuals making a name for themselves in the shady underworld of the hired gun. By selecting CONTACT A.I.M. from the Main Office menu, the complete files on these mercenaries are available for your inspection.

The A.I.M. Screen

When you first CONTACT A.I.M., you'll see a mercenary's screen similar to the one below.

Portrait (Click here to hire)   Name   Statistics   New Mercs & Current Team Members

Field name

BIO or Gear Info

Your Funds

Exit A.I.M.

Detailed Status Information   Toggles Between BIO and GEAR Windows   Move to the Next or Previous Mercenary
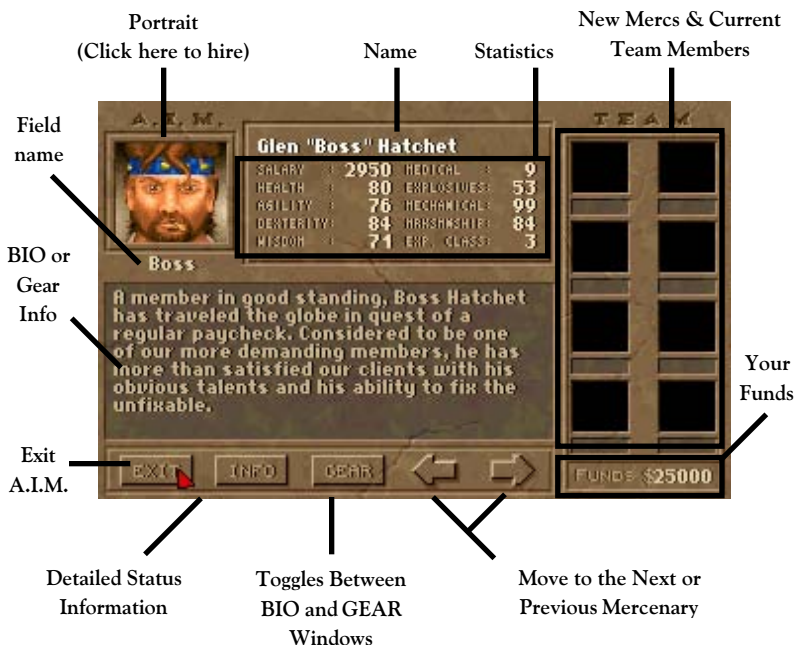
Reviewing the mercenaries' files, you hope to gather a team up to the rigors of Metavira. Of course, they will be reviewing your credentials, too.

The Portrait (Hire)

A mercenary's portrait gives you a look at who you're dealing with. Mercenaries who are not currently available for hire will have "On Assignment" stamped across the file's portrait (after all, you're not the only one who's hiring).

Left clicking on a mercenary's portrait offers him a contract with your team. Should the merc accept, his file moves to the Team Member section. If he's on assignment, it tells you when he'll return.

Right clicking on a member's portrait scrolls you through A.I.M.'s files quickly.

Biography

Through A.I.M.'s intense network, biographies are kept of all its mercenaries. These snapshots allow you a look into the personality and skills of a potential member, and give you a chance to judge his or her suitability for your team.

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STEP 1: CONTACTING A.I.M.

Clicking on the GEAR button toggles to the gear screen. Mercenaries may carry a personal collection of goodies that they consider necessary tools for their trade (medical bags, lockpicks, etc.). Click on an item to get its description.

Selecting INFO, *Jagged Alliance* reveals to you details on your current team. By checking out the team's average marksmanship, intelligence and other mean stats, you'll be able to get an idea of how they'll perform in the field.

In general, a mercenary's statistics represent his or her overall ability in an area and are shown as a number between 1 and 100 with 100 being the top of the line. Through training and field missions, though, some mercenaries may even increase some of their statistics. As their statistics increase, naturally, mercenaries become more valuable in the overall scheme of things and may want to up the price of their . . .

Salary. Representing the amount the mercenary charges for a day of his or her, uh, services, this payroll comes directly from your pocket. Be careful not to spend yourself dry with high-priced guns until you can afford their exceptional talents.

Health represents the general, physical well-being of a mercenary and the amount of damage he can take before death. A mercenary with 100 health is in perfect physical condition. A mercenary with 10 health, let's say, would be better off carried in another member's backpack. Health also determines the overall performance of a mercenary and the effectiveness of other statistics and skills. It's hard to perform any job well when your arm's falling off.

Agility is a measure of how well a mercenary reacts physically to a situation, whether it be a blast from a shotgun or something as simple as avoiding a crack in the sidewalk. Generally, agility affects the merc's traveling speed and the speed, coordination and control he or she displays while recognizing and reacting to an event.

Dexterity measures a mercenary's ability to perform delicate or precise movements correctly. For certain skills, like medical talents, a high dexterity is very important - having read all the books doesn't do much if your hands shake during surgery. In general, dexterity affects a member's ability to use his skills to the best of his ability and the success of any movement requiring hand precision.

A mercenary's wisdom affects his ability to learn from experience and training. Naturally, it also affects his interpretation of things. (What gunshot? I thought you burped.) Highly intelligent members have no difficulty learning the complex inner-workings of intense military items. Those not so mentally blessed take more time to absorb the intricacies of a skill or action. (It's all right, Norm. Next time, *keep* the *pin* and *throw* the *grenade*, okay?)

STEP 1: CONTACTING A.I.M.

Basic Skills

All A.I.M. members have four basic skills that define the heart of the mercenary trade. Like statistics, skills range from 1 to 100 and may increase with practice.

Medical

Mercenaries tend to get hurt; it's all a part of the job. Whether it be a life-threatening bullet wound or something as mild as a thorn's scratch, medical treatment is required. Metavira, though, doesn't have a hospital (unless of course you count Bob's Wala Wala Band-Aid® and Bullet Bunker), and so, mercenaries must rely on one another for treatment.

A member's medical skill represents his or her current medical knowledge and ability to heal the wounded. A highly skilled mercenary could perform surgery with plastic cutlery, while a low skill mercenary would fatally wound himself shaving.

Explosives

A member's explosives skill shows his understanding of the fine art of pyrotechnics and determines his ability to create and use explosives without blowing himself through the roof and destroying surrounding fauna. It also reflects his ability to detect and diffuse explosives hidden by enemies.

Mechanical

Many items that a mercenary uses or comes into contact with on a daily basis are mechanical in nature. Their firearms, radios, locks . . . and a myriad of other goodies consist of tumblers, assemblies and electronic do-hickeys that require a mechanically skilled hand to keep them in top operational order. Mechanical skill rates a merc's ability to repair damaged, worn-out or broken items, jimmy jammed locks and bypass locked devices, to create mechanical objects from basic supplies and to manipulate existing objects to form new objects.

Marksmanship

A keen eye and a steady hand contribute to the sought-after talents of the marksman. A mercenary's marksmanship skill reflects his or her ability to hit, precisely, any given target with a firearm.

Experience Class

Of all mercenaries' traits, experience class is the most important—it reflects the sum of their abilities, their years in A.I.M., the amount of combat they've seen and how knowledgeable they are in the field. All in all, it reflects a level of talent and of hardcore experience. Without question, a member's experience class is the definitive statement of who they are.

As mercenaries move through A.I.M.'s ranks and gain in experience class, they also gain certain benefits:

- Their ability to detect boobytraps and ambushes improves
- They, too, become sneakier and their stealth increases
- They are able to focus their sights on an enemy target more quickly and accurately
- Their overall proficiency in field operations and skill increases
- Their salary may increase (mind you, it's a benefit to *them*)

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STEP 2: HIRING MERCS

After reviewing the files of A.I.M., you likely have ideas about certain mercenaries and may want them to join your team. Assembling a team—a well-balanced team that won't get laughed at (Hey, look, Bob, it's the Wimp Brigade with their big, bad waterguns! Ooooooo!)—isn't as easy as you might think. So, before you wantonly offer contracts to every mercenary and his or her brother, take some time to think things over.

- · How many mercenaries do you *need* on your team? Take the minimum number necessary to complete your objectives.
- · Try to get a good mix of skills on your team. A group of four mechanics isn't going to scare anybody (surrender those trees *now*, buddy, or we'll fix your car).

When you've decided who you want for your team, click his or her portrait, and the meeting begins. The mercenary mulls over your offer, and may or may not accept a position on your team.

Once you successfully contract a mercenary for your team, his or her portrait will appear in the Team Members section of the A.I.M. screen, and worldwide the file will be stamped ON ASSIGNMENT. The portraits of the mercenaries who have just signed on are grayed. Those mercenaries, meanwhile, get ready for their flight to Metavira. Those in your employ and already on the island are in full color.

Sometimes negotiations don't go so well. Mercenaries can turn down your offer of employment for many reasons, all of which depend on their personalities and how they react to your actions (or lack thereof) in the field. Remember, these men and women have their own attitudes, allies and enemies, and, since you're not their only employer, you really need them more than they need you.

To remove a mercenary from your team, left click on his or her portrait in the Team Members section. To just check out their stats, right click.

- · Members who have been hired but have not been transported to Metavira won't be too upset. "No time lost," they figure.
- · Members who have been transported to the island, on the other hand, may not take firing so lightly. Hey, they're just like you and me. (You want to fire me because you hate the manual? Oh. Okay, no problem. Hey, listen Norm. You wanna go out for a beer after I clean out my desk?)

Select EXIT from the A.I.M. screen to end your communications. If you've hired on any new members, A.I.M. will transport them to the island for a fee. Soon, they'll be flying in, getting their first look at a war zone they'll eventually know very well. **Note: Only one helicopter transport may be made per day, and A.I.M. will not be open for discussions until the following day.**

STEP 3: PREPARING FOR THE DAY

The Calm Before the Storm

Once you have selected your team or added new members and are secure at headquarters, select SLEEP to give your body and mind the only R&R either are likely to see in the next 24 hours. As you wake with the sun's rise, you'll find your mercenaries on the island and ready to tear into the day.

From the Map Screen below, you'll set the day's strategy by determining the activities of your team members.

Sectors 1 through 60

Enemy Sectors (dark)

Sector Owned

Sector Highlighted

Team Section

Worker Section

Production & Income Section

Begin Work
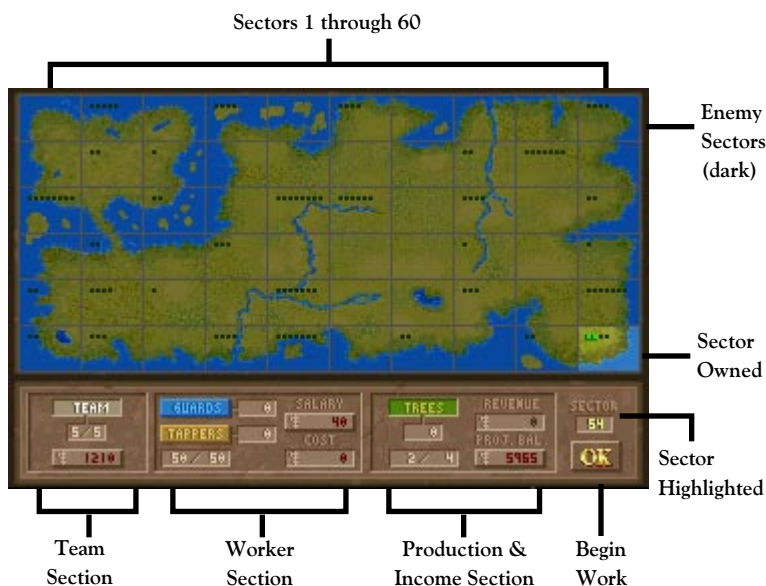
Reviewing Your Position

When your campaign first begins, you won't have a choice of starting locations. You have only one in your control! Later, though, when you've fought to regain control, you can place mercenaries in any sector you own that is linked by land to the home base. Of course, your *team* always travels as a team, and can only occupy one sector at a time.

Placing Your Team

To place your mercenaries in a sector, first click on the TEAM button in the Team Section of the Map Screen. Next, move the pointer over Metavira's map. *Jagged Alliance* traces each sector with a white box as you pass over it.

Team Button
On Duty Mercs/Total Mercs
TOTAL SALARY **Button**
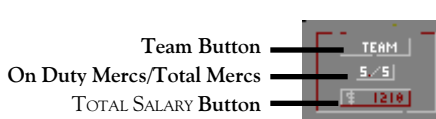
Left click in the sector to place your team. You'll see a white icon for each team member.
Right click to remove your team.

With a starting point selected, hand out assignments for the day. Click the TOTAL SALARY button in the Team Section to move to the Assignment Screen.

STEP 3: PREPARING FOR THE DAY

Assignment Button

Portrait (click to view inventory)

Name

Statistics

Mercenary Statistics
(when only one is selected)

Team Finance shows you what you're spending as
well as minimum and maximum budgets

When you begin *Jagged Alliance*, all your mercs are ON DUTY,
just the way they should be fresh off the 'copter. However, as
the campaign progresses, you might need your merc to tend to
other matters. Whatever the case, click the desired assignment
to dish out your orders.

· **ON DUTY** (Full Salary): Off to the field to tear Santino apart.
· **REST** (Half Salary): Taking a break. Resting heals some wounds, and
  although natural healing is a slow process, it helps recoup some energy to
  face another day. It's cheap, too.
· **TRAIN** (Full Salary): Grunts may choose to stay at the base camp to hone
  their marksmanship, medical, mechanical or explosives skills. Mercs
  training in marksmanship must have a gun in their main hand. They may
  also opt for a physical workout that might improve their health, dexterity
  and agility. Grunts who are already quite proficient in an area will gain little
  if anything, while novices may initially improve their skills quite rapidly. A
  mercenary's ability and willingness to learn affects the training's outcome.
· **DOCTOR** (Full Salary): Administering proper treatment and permanent
  healing to fellow members who are PATIENTS. Naturally, a doctor with
  actual medical skill is preferred and a medical or first aid kit must be in the
  doctor's hand. Additional kits may be required (in any pocket) to use a
  doctor's healing potential fully. Doctors requiring treatment will tend to
  themselves first and will then divide their attention to all patients equally.
· **PATIENT** (Half Salary): Receiving permanent healing and attention for
  medical wounds by an assigned doctor. Unlike "Rest," the grunts receive
  the benefits of rest *and* doctoring. Note: should a medically skilled
  mercenary require healing, select "Doctor"; he or she will tend to his or her
  own wounds first (remember, while doctoring, he or she makes full salary).
· **REPAIR** (Full Salary): Repairing items that wear out in the high heat,
  humidity and action of Metavira. To repair items, a mechanic must have
  a tool box in his or her main hand and the broken item in his or her
  secondary hand. Other items needing repair may be placed in the merc's
  pockets; he or she will fix the items in the pockets in a top-down order. The
  location of the main hand, pockets, etc. is covered in the next section.
· **FIRE** (Ah... No Salary): Ciao!

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STEP 3: PREPARING FOR THE DAY

How will the Doctor or Mechanic Perform?

Doctors and mechanics may see the potential effectiveness of the day's healing or repairs on their portrait. You'll see something like 28 / 32. In this case, the mercenary's best rating is 32 points. Because of outside factors, maybe his equipment isn't up to par, he'll only be able to provide 28 points of healing or repair to the patients or objects.

The Inventory Screen

While on the assignment screen, you may also review and manipulate your mercenary's inventory. Left clicking on his or her portrait moves you to the Inventory Screen.

Picking Up & Checking Out Items

Right click on an item to get its description.

Left click on an item to pick it up. You may then move the item to another slot, the inventory pool or another member. Left click again to place it.

SHIFT **Shift/Left click** on a group of items (like three grenades) to pick all of them up.

There are two parts to the inventory screen: the member's inventory on the right and the inventory pool on the left.

The Member's Inventory

The member's inventory contains items that he or she is currently equipped with and has sole access to.

Inventory Pool | Exit | Chest Cover | Face Gear | Head Gear | Communications Device | Vest | Vest Pockets | Secondary Hand

Next/Previous Merc | Main Hand | Attachment Position | Protection Percentage | Drop Item to Ground
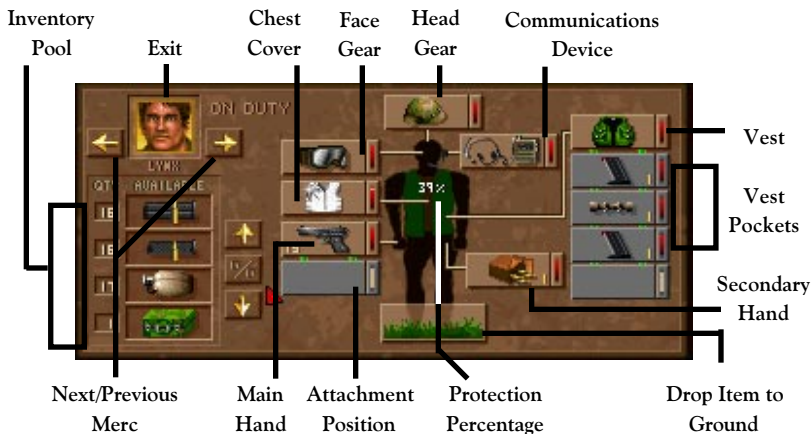
Within each slot you'll see a picture of the item, and its working status if applicable. For grouped items, the number of individual items is also shown. For items that hold ammunition, you'll see the remaining ammo amount instead.

The Head Gear, Communications Device, Face Gear and Chest Cover slots hold corresponding items. The Main Hand, Attachment Position, Secondary Hand and Vest slots, though, are somewhat different and a bit more complex.

STEP 3: PREPARING FOR THE DAY

Vests have a varied number of pockets that may be used to store single or grouped objects. *Jagged Alliance* will add an inventory slot for each pocket the vest has. You can transfer the vest to another member or the inventory pool with its pockets full, or you may empty the pockets one at a time.

The Main Hand holds whatever a mercenary plans to use. Most often, the grunt will be holding a rifle or handgun or some other article of war. Other times, depending on the situation, it could be his medical bag or toolkit.

Mercenaries use their Attachment Position to hold and manipulate items. When an item is placed in the Main Hand, the open slot below may be used to add an attachment to the item or to permanently combine items. Rifles, for example, may be fitted with scopes. The working status of any new object created or improved upon typically depends on the mercenary's talent and the quality of the items themselves. The attachment position can also be used to take things apart, like a message in a bottle, for instance. Not all items can be put together and taken apart like this, but *Jagged Alliance* always displays an attachment slot so you can be creative and experiment.

Mercenaries have a secondary position and hand where they hold items that may be called into play. Items in the secondary hand can be transferred to the main hand quickly and easily during play by right clicking on the item in the secondary hand on the main play screen.

The inventory pool is a stockpile of items at home base. While still at headquarters, members can grab anything from or put anything into the pool. While in the field, items in the inventory pool remain at headquarters and aren't accessible . . . nor are they subject to the normal wear and tear of military maneuvers. Using the arrows to the right of the pool, you can scroll through the collection. Clicking on the "%" button toggles between the working percentage status and quantity of an item. When you add items to the inventory pool by clicking on any slot, occupied or not, the pool automatically adds a slot and places the item with others like it (guns go together for instance).

Before the day actually begins, your mercenaries can PERMANENTLY rid themselves of unwanted items. While in the inventory screen, just pick the item and drop it to the ground at the mercenary's feet. "Click" the item in the garbage can followed by "OK" to permanently drop it.

The arrows to the right and left of the mercenary's portrait allow you to scroll through the team. You can also move items between members this way. Left click on an item to pick it up, and scroll through to the desired recipient.

Once you've hired your personnel, equipped them and given them their daily assignments, click on mercenary's portrait (if you're still in the inventory screen). From the Assignment Screen, click "OK" to return to the Map screen.

STEP 4: HIRING A WORKFORCE

The Main Screen - Worker's Section

With your mercenaries on the island, equipped and ready to go, only a workforce—someone to bring in the dough—is needed. In fact, much of the money maneuvering you do will be a direct result of your workforce: the teams of tappers and guards you assign to harvest and protect the trees in your possession. Without tappers, for instance, your Fallow trees will do little but provide shade for your mercenaries as they shine their guns.
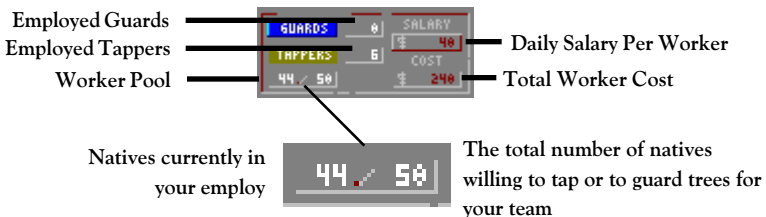
How Many Workers?

The amount of workers you need depends entirely upon the number of trees in your possession (for the tappers) and the lengths you'll go to protecting them and the sector (for the guards). It also depends on your ability to process the sap you've collected. If you can't process all that you have coming in, there's no point employing people to collect these reserves.

- · **Green** icons show Fallow trees that are healthy, safe and ready to tap.
- · **Black** icons represent Fallow trees that the natives aren't willing to tap. In general, the safer a sector is from attack (guards as well as adjoining sectors), the more the natives will do for you.
- · **Light Brown** icons show Fallow trees that are in sad shape and not healthy enough to tap.

The Current Employment Situation

The Worker Section, gives you a run down of the current employment situation:

Employed Guards
Employed Tappers
Worker Pool

Daily Salary Per Worker
Total Worker Cost

Natives currently in your employ

The total number of natives willing to tap or to guard trees for your team

As you gain the natives' trust and they lose their fear of Santino, more will be willing to work for you and Jack. Of course, a lot of worker deaths can turn the tide against you.

Hiring Tappers

Tapping Fallow trees is a delicate, day-long process that requires the patience and knowledge of three native tappers, who diligently extract the sap from the temperamental network of roots bundled near the ground's surface.
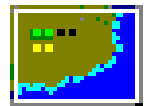
To hire Metavirans for tapping, just click on the TAPPERS button. Next, move the pointer to any of your sectors on the map screen. *Jagged Alliance* outlines the sectors white as you pass over.

- **Left click** to add a group of tappers to a sector. A yellow icon, representing a group of three tappers, will be placed in the sector. Naturally, there must be at least one safe Fallow tree (a green icon) per group of tappers placed.
- **Right click** to remove a group of tappers from a sector.

STEP 4: HIRING A WORKFORCE

Tappers turn their backs to the world while they work. So, they have reason to ask for a little protection. (At any moment, one of Santino's men could sneak up and kick them in the butt . . . thus ramming their foreheads into a Fallow tree—you never know.) By hiring personnel to guard the tappers, you can instill a bit of confidence in them, allowing them to do their jobs better while discouraging attacks by Santino's men.

Guards also serve as an important element of your defense. By placing guards in a sector you own, you help to protect it from Santino's forces. In fact, should you take over a new sector, it's a good idea to move guards in right away (see MAP: Guard Management on page 21 for more information).

To hire guards, click on the GUARDS button in the Worker Section of the screen. Next, move the pointer over the map screen. Like before, *Jagged Alliance* will highlight a sector white as you pass over it.

Left click to place a guard in a sector. If you like, you can place up to eight guards in one sector. When you add guards to a sector, you'll see the blue icons representing them appear.

Right click to remove a guard from a sector.

Money makes the world go 'round. On Metavira, it's no different. The salary you're paying your tappers and guards is shown on the SALARY button in the Worker Section. When you first begin *Jagged Alliance*, your tappers and guards will be earning a normal, daily salary. However, if your performance isn't instilling the kind of confidence to lure a native workforce, you might have to resort to monetary incentives. Left click the SALARY button to do so. Then right click for every dollar you wish to increase their salary. When you're finished, left click again.

NOTICE: Once you've increased your workers' salary, you can't lower it later on. That just wouldn't go over well (imagine *your* boss suggesting the same thing to you).

After you've finished placing your tappers and guards and have decided their salary, take a gander at the Cost box in the Worker Section. Here, you'll see the total, daily cost for your workforce.

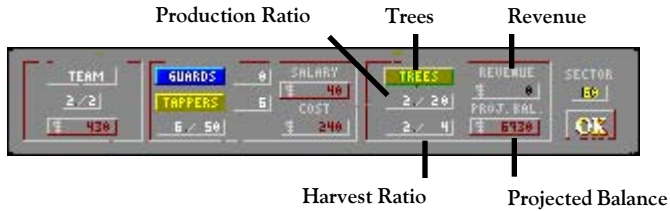# STEP 5: REVIEWING EXPENSES

The Big Production Picture

After placing your mercenaries, tappers and guards, mission control puts all the numbers into place—how much is going out and how much you're earning—in the Production and Income section of the Map Screen.

Production Ratio   Trees   Revenue

Harvest Ratio   Projected Balance

- **Production Ratio:** The amount of sap actually being processed versus the amount that your facilities can handle each day.
- **Harvest Ratio**: The amount of safe trees that may be tapped versus the total number of trees you own.
- **Trees**: Click and hold the TREES button to review the status of all factories, their capacities and how many trees they are processing.
- **Revenue**: The total expected revenue from today's venture.
- **Projected Balance**: Your total funds at day's end if everything goes your way. *Jagged Alliance* adds today's revenue to your bankroll and subtracts the day's expenses to arrive at your projected balance. Projected Balance will be in the black and likewise colored if you're expected to make money at day's end. If, however, your plans cause a deficit, your Projected Balance will be in the red, and you'll have to take a closer look at the situation. It's possible to be in the red for the day but still finish with a positive balance as long as your bankroll is big enough to support your losses.

All of the information *Jagged Alliance* reports in the Production and Income section is, of course, speculative. If all goes well during the day, it's an accurate representation. However, if your crusade doesn't go as planned, the numbers can change drastically. Santino's men might kill a bunch of your tappers or take over a processing plant. A mercenary may even die resulting in expenses you didn't anticipate at the beginning of the day.

The Financial Panel

Clicking on the Projected Balance button gives you a complete breakdown of your financial standing.

Showing both your expenses and income along with a balance sheet of sorts, the information on the financial panel can help you to get a grasp on the flow of money into and out of your small organization. Money on its way into your pocket shows black; money on its way out shows red.

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STEP 5: REVIEWING EXPENSES

Income:
- **Per Tree**: Shows you the amount of revenue you'll receive for each tree tapped and processed.
- **Total**: Reveals the amount of money you'll be earning that day if you successfully tap and process all the trees you plan to.

Expenses:
- **Team**: The total salary paid to your team of mercenaries.
- **Tappers**: The total salary paid to the tappers in your employ.
- **Guards**: The total salary paid to the guards in your employ.
- **Total**: The total of all your daily salaries to the team, tappers and guards.

Balance:
- **Day**: Displays the current day for your reference.
- **Current Balance**: The actual balance at the beginning of your day.
- **Projected Balance**: The estimated balance at the end of the day after adding revenue and subtracting the day's expenses.
- **Net Difference**: The overall net gain or net loss affecting your balance expected after the course of the day's activities.

When you first begin *Jagged Alliance*, you'll be in the red for a while . . . after all, your back's to the wall and you're not bringing any dough in. In these tough times, you'll have to rely on your initial bankroll to get you through. If you find yourself in the red later on, though, make certain that you're tapping all trees available to you (the guards' and tappers' salaries seldom exceed the revenue from a tree). Secondly, take a look at your mercenary expenses. You might be able to cut back there.

Once you've finished reviewing your financial standing, click "OK" from the Financial Panel to return to the Map Screen.

An Overview of a Complete Pre-Mission Sector

- **Mature Trees** (Green icons)
- **Tappers** (Yellow icons): Click the TAPPERS button and left click in a sector to place.
- **Guards** (Blue icons): Click the GUARDS button and left click in a sector to place.
- **Mercenaries** (White icons): Click the TEAM button and left click in a sector to place.

STEP 6: HITTING THE BEACH

Hitting Metavira's Beaches

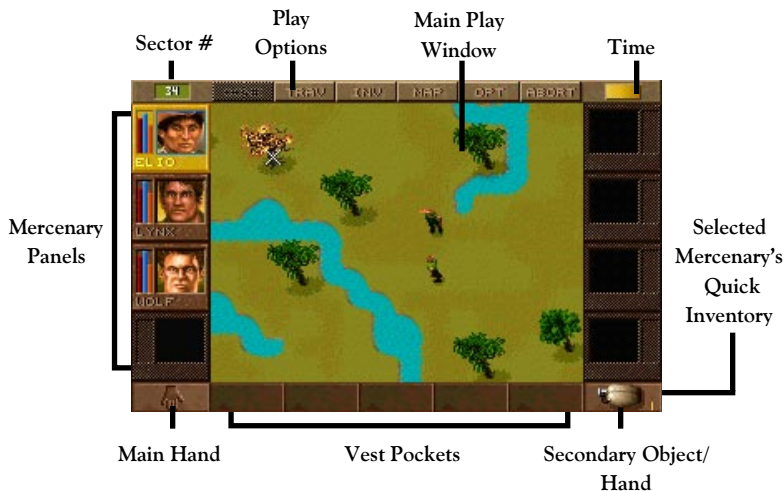Once you've hired and placed your mercenaries, tappers and guards, you're ready for your first hard-core mission. Click "OK" from the Map Screen to head into the field.

The Main Play Screen

Arriving in your sector you'll see the Main Play screen of *Jagged Alliance*. As you fight your way sector to sector through Metavira the screen and options below will be your guide.

Sector #   Play Options   Main Play Window   Time

Mercenary Panels   Selected Mercenary's Quick Inventory

Main Hand   Vest Pockets   Secondary Object/Hand

Adjusting Your View

Depending on personal preference, *Jagged Alliance* offers you four views of Metavira.

Scroll Through

- **PG↑** · **Full:** Removes the top bar and the inventory bar in addition to the mercenary panels.
- · **Wide:** Removes the merc panels from both sides. When you select mercenaries on the field, though, their portraits and quick inventory bar will briefly appear on the screen.
- · **Normal:** The screen as it, uh, normally appears.
- **PG↓** · **Sector:** The bird's eye view replaces the playing screen with an overhead view of the full sector. While in sector view, you can move, but you can't target enemies should one appear.

TAB Press TAB to toggle between the Normal view and your last setting of Wide or Full.

Automap

INS Press INSERT to view the automap. *Jagged Alliance* will reveal the places you have been and, more importantly, those corners, nooks and hiding places you've waltzed right by. You can see the whole sector map by pressing TAB. To exit the automap and view another location in the sector, right click on that location.

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STEP 6: HITTING THE BEACH

While in sector or automap view, you'll see various icons on the screen representing your guards, mercenaries, tappers and enemies.

- · **White:** Active mercenary
- · **Gray:** Non-active mercenaries
- · **Blue:** Guards
- · **Yellow:** Tappers
- · **Red:** Enemies

The panels to the left and right of the Main Play Window show you the mercenaries' general well being and give you access to each mercenary's information. Within each mercenary's panel, three status bars track his or her most vital information.

- · **Health:** The red bar tracks the member's current physical state. If a mercenary gets wounded, the health bar drops to reflect his or her condition and leaves an "injury tracker" in its place. Injuries left untreated are shown in yellow. Treated injuries, on the other hand, show pink. *Left untreated, injuries have the potential to permanently lower a mercenary's health rating.*
- · **Breath:** The blue bar tracks a mercenary's breathing rate and energy. It will lower as the member exerts energy and performs activities, and will rise as he or she rests. How quickly the member recoups breath depends on the member's general well being and how exhausted he or she was in the first place. The heat of the day also plays a part.
- · **Action Points:** In combat, the orange bar tracks a mercenary's action points. Depending on the speed of a character, he or she has a certain amount of action points that determine just how much the merc can do in a given round of combat. Mr. Hyper on Sugar, for instance, has about 24 action points, meaning he can do a lot in a single round of combat. Mr. Slightly Faster Than Death, on the other hand, has only 8 action points and might get around to shooting an enemy… if he feels like it, maybe.

A **left click** on these status bars shows you the mercenary's statistics.

Right clicking on the mercenary's panel spins you to their personal options. Here, you can set certain default behaviors. Mute, for instance, allows you to play a bit quieter late at night by turning off the merc's attention and "OK" sounds. You still receive radio communications, though. The other personal options determine how he or she fights and moves in a combat situation, and are covered fully in Step 9: Military Maneuvers.

As mercenaries travel throughout wooded sectors, you may occasionally lose sight of one. To locate the mercenary, left click on his or her portrait. A white circle will flash over the mercenary to indicate his or her location. On the playing field, you can also click on a merc's body. *Jagged Alliance* will let you know who's who by revealing the merc's portrait and name.

STEP 6: HITTING THE BEACH

Sector Number

The sector's number alerts you to potential conflicts. When there are no enemies in the sector, you'll see a green background. When enemy troops are present in the sector, it flashes red to warn you.

Time Bar

As the day passes, the time bar gradually turns to red, and the mercenaries head to home base. There are three different forms of time in *Jagged Alliance,* along with "Pause" to stop time altogether:

Real
- **Real time:** The normal, continuous passage of time. The sun rises and sets in Metavira (whether you're watching the action or not).

Turn-Based
- **Turn-based time:** Turn-based time begins whenever a mercenary enters hostile territory or enemies enter the sector and allows you time to think over strategic issues and orders. When the threat has passed, real time resumes its countdown.

Paused
- **Pause:** *Jagged Alliance* pauses whenever you press "P" or click on the time bar. Time also pauses when you review a mercenary's inventory, view the map or check out the game options. When time is paused, a watch appears in the main play window as a reminder. It also shows you the current time of day on Metavira. Press any key to resume time.

Compressed
- **Compressed Time:** If you want to move things along, maybe you've finished your mission for the day, press "C" to compress time. If enemies are in or enter the sector, compressed time is not available.

Quick Inventory

Once mercenaries have been selected (double click on their portraits or click on their figures), the contents of the selected mercenary's vest pocket as well as the items held in his or her hands line the bottom of the Main Play Screen.

- **Main Hand:** The slot on the far left holds the item the mercenary intends to use, typically his or her gun or another weapon of some sort. **Right click** on the main hand to move the item to the secondary hand, if available, or a vest pocket, if available.
- **Secondary Object/Hand:** The slot on the far right is the mercenary's secondary object and is a great holding place for items you want to access quickly. **Right click** on the secondary hand's item to swap it for the item in the main hand.
- **Vest Pockets:** The middle slots show you the items currently in the mercenary's vest pockets. The number of slots available to you depends on the number of pockets in the vest. **Right click** on a vest pocket to quickly view the mercenary's complete inventory. You may also press "I" or click the INV button.

Left click on any item to pick it up and move it to another location.

The Cursor

Depending on your course of action, *Jagged Alliance*'s cursor will alternate between three possible cursors, the Destination Cursor, the Use Cursor and the Hand Cursor. These different cursors are covered next.

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STEP 6: HITTING THE BEACH

Mercenaries may be selected by double clicking on their portraits or single clicking on their figures on the playing field. A selected member's panel shows gold, and his or her inventory lines the bottom of the screen.

The normal destination cursor is a small square. Left click with this cursor on an acceptable destination, and the mercenary will attempt to travel there. While mercenaries are in route, a blue box will appear around their portraits.

- **Move all:** Left click on a destination and, while still holding the left mouse key, right click. In turn-based time, this option isn't available.
- **Sneak:** Moving quietly. Hold SHIFT and select the destination.
- **Back up:** Hold CTRL and select the destination.
- **Crouch:** Makes merc less visible and harder to hit. Right click over selected merc and then left click to confirm, or ALT click over merc.

Mercenaries move across the terrain of Metavira with varying speeds depending on their general physique, energy level and even the terrain they travel over. They avoid obstacles in their path and generally choose the easiest and shortest route. Of course, what a *merc* considers to be the best route may not be the one you would have chosen. So, if you want a precise route, you may want to strategically control his path in short bursts. Using options in the Control Panel (or OPT on the screen's top), you may toggle four options to assist you:

- **Show Paths:** If show paths is "ON,"*Jagged Alliance* will show you the intended route of the mercenary from one point to another. Since there may be areas you don't want him to cross (maybe you think there's a land mine), his path might clue you into his intentions.

- **Safety Move:** To protect yourself from the effects of a hair-trigger mouse finger, you may want to employ safety move. When "ON," *Jagged Alliance* will ask you to confirm all intended destinations with an extra click. On the first click, you'll see a red square. If that's where you want the mercenary to head, click again.

- **Fast Scroll:** If fast scroll is "ON," you'll be able to visually zip from one end of the sector to another to see what's going on. Players on slower computers may want to try this option to increase performance. Fast computer users, on the other hand, may suffer from whiplash.

- **Step Sounds:** When step sounds is "ON," you hear your mercenaries moving from one location to another.

When mercs are traveling narrow corridors or bridges, they may need to switch places with another merc or a guard one square away. To do so, select one of the mercenaries. Now, put the cursor over the other, and press "X."

All forms of movement require a mercenary to exert energy and to lose breath. When a member's breath rate gets low, he will have trouble moving and will voice his concerns to you. If he becomes completely exhausted, he'll fall flat on his face and try to recoup enough breath just to stand up again. Naturally, the more exhausted the member, the longer it takes him or her to recoup these energies. In combat, action points are used to determine how much a mercenary can move. Action points are covered in Step 9: Military Maneuvers.

STEP 6: HITTING THE BEACH

Using Items

To use any item in *Jagged Alliance*, it must first be in the selected mercenary's Main Hand. You can move items to his or her main hand by viewing their inventory (right click in any of the vest pockets along the bottom of the screen, click INV on the screen's top or press "I").

Right click in the main play window to use the item in the main hand. Depending on the item's nature, different Use cursors will appear. Firearms, for instance, show a target cursor, keys show a key-shaped cursor, a first aid kit shows a first aid cursor and so on. **Note: If you try to use an item, but don't get a special cursor, then the item probably needs to be merged with something else to have an effect.**

With the Use cursor on the field, **left click** on the target or object, and action begins. For instance, a mercenary with a medical kit will attempt to heal someone who's feeling a bit under the weather. If a mercenary is out of range, he or she will proceed toward the destination until in range and then perform the selected action. A small icon will appear on the mercenary's portrait to show you that they are busy.

Moving Items Between Mercenaries

While viewing a mercenary's inventory, you may trade items and review other members who are near the selected mercenary. All members who are within reach are highlighted, and mercenaries who are next to one another will form a chain to pass items along.

· **Moving to another member:** Click on a member's portrait to move to his or her inventory screen.
· **Trading an item:** Select the item, move to another member's screen, and deposit it in an available slot.

Using Hands

While on Metavira, mercenaries use their hands for many reasons, whether it be to open a door or to search inside a desk. You use the Hand Cursor for any activity that requires the mercenary to use his or her hands.

Changing to a Hand

You can change the cursor to a Hand at anytime by holding the CTRL key down.

Examining Items

While holding the CTRL key down, **right click** to magnify any visible item for identification purposes. It's also a great way to read signs. You can also press "Z" to zoom into the item while your cursor's over it.

Picking Up Items

While holding the CTRL key down, **left click** on the object or item you wish to manipulate, and the mercenary will move into range, then search, open or otherwise handle the item or object.

"Auto" Pick Up

To pick up items or search areas "automatically," move the cursor over the location. If it's an area a merc can't go ("X"), left click on the area. The cursor will change to a hand. Left click again, and the mercenary will search the area. If you see an item out on the field, hold the destination cursor over it for a few seconds, and it will automatically turn to a Hand Cursor, even if your merc is standing over the item. Left click and the mercenary will try to go to it and pick it up.
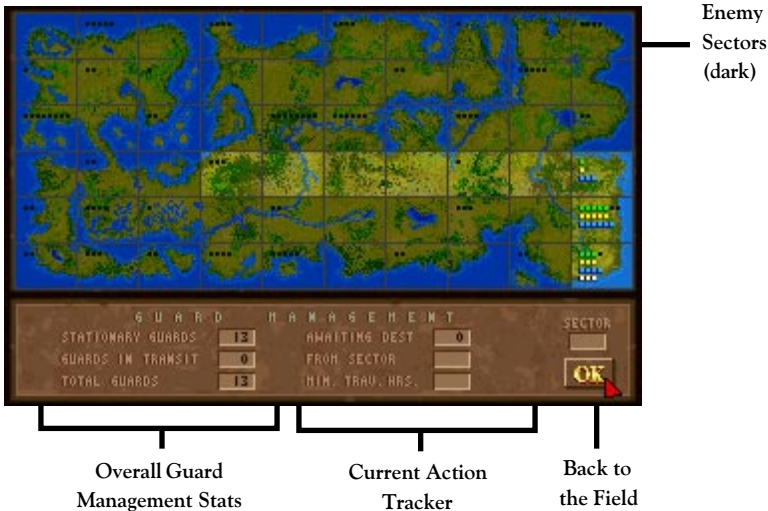
STEP 6 1/2: TOP SCREEN OPTIONS

Press DONE during combat to let *Jagged Alliance* know you've finished your strategic moves and are ready for the enemy to make his. DONE, a combat option, is covered fully in Step 9: Military Maneuvers.

The TRAVerse button allows your team to traverse into a nearby sector. With your mercs at the edge of a sector, select TRAVerse followed by the direction you want to travel to.

INVentory lets you check out all of the selected mercenary's belongings or equip new items he finds. To switch to another member, just click on his portrait. Inventory was previously covered in "The Member's Inventory" on page 10.

To see all of Metavira and to review your defenses, click MAP. From the overhead view, you'll get a quick look at the sectors you're in control of . . . as well as those you're fighting to recover. You'll also be able to review and change the defensive positions of your guards.

Enemy Sectors (dark)

Overall Guard Management Stats

Current Action Tracker

Back to the Field

Guard Management provides you with an opportunity to evaluate and change the current defensive positions of your guards. Maybe you just won a sector and want to have some guards hold your ground while the team heads off to take new territory. On the other hand, maybe Santino's men are making serious inroads into one of your sectors and some reinforcements are desperately needed.

For whatever reason, you may use Guard Management to move your current guards into new, defensive positions within your territory—they aren't dumb and won't go waltzing into Santino's territory until you take it over.

STEP 6 1/2: TOP SCREEN OPTIONS

**Selecting
Guards
to Move**

Right click to select a guard to move. When you do, the cursor will change to show you how many guards are currently available for reassignment. The current action trackers will change as well:

- **Stationary Guards:** Tracks the guards standing their ground.
- **Guards in Transit**: Shows you the amount of guards that will be in transit for the time being.
- **Total Guards:** The "size" of your defensive empire.
- **Awaiting Destination:** The amount of guards selected for reassignment that are awaiting their destination.
- **From Sector:** Indicates the home sector of the guards. You can only move guards *from* one sector at a time, but may place them in any sector you own.
- **Minimum Traveling Time:** In general, baring any unforeseen circumstances, it takes a guard 30 minutes of game time to travel from one adjacent sector to another. By holding the highlight over a potential destination sector, *Jagged Alliance* will calculate the time for you.

**Placing
Reassigned
Guards**

Left click to place a guard in a sector. As guards are placed, a light blue ghost guard icon will appear to let you know the guard is there in spirit and his body's on the way. The cursor will also change to indicate the amount of guards still awaiting your destination orders. *Jagged Alliance* will let you know when they reach their destinations.

**Stopping
Transit**

To remove a guard in transit and send him back where he came from, hold down the control key while right clicking. Once you leave this screen, though, the guards begin transit and cannot be recalled.

OPTions   OPTions allow you to Quick Save your game or toggle various Control Panel features while playing *Jagged Alliance*.

Quick Save   Quick Save allows you to save your progress along the way. Keep in mind, though, you're only allowed to quick save during *real-time* play when there are no enemies present in the sector. However, if you really, really need to leave the game in the heat of combat ("For the seventh time, 'Dinner's ready!'"), press ALT-X to leave the game. *Jagged Alliance* will ask you if you wish to save.

When you begin *Jagged Alliance* again, you will be asked if you wish to resume a game in progress. If you say "no," your quick save will be deleted. All quick saves are automatically deleted at the end of a day.

**Quick
Restore**   Quick Restore, uh, restores a quick save. You may use this option any time a quick save file exists.

ABORT   Select ABORT to terminate the day's mission. *Jagged Alliance* will roll back the clock to the sun's rise. If you choose not to replay the day, though, you'll return to your headquarters where you may load another game, quit or begin anew.

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STEP 7: MOVING OUT

Metavira's a beautiful island, but it's by no means a paradise. Be cautious in your moves and leave nothing unturned. Better yet, take a few minutes to draw your guns, search the ground and walk through the sector you've arrived in. You never know what's lying around awaiting your discovery.

Moving about a sector, you'll soon discover a mercenary's greatest asset is his or her line of sight. Being able to see an enemy before said enemy blows one's head off is of critical importance. On the Main Play Screen, you'll see exactly what your mercenaries see. For instance, if all your mercenaries remain on one side of a wall, you'll have no idea what's on the other side and, so, it won't show on your screen. As objects — or enemies — come into a mercenary's line of sight, they'll be revealed.

The crack of a twig underfoot or the chilling tick-tick-tick of a bomb might give away even the most well-hidden ambush. How mercenaries interpret the sounds, however, is another matter indeed. Of course, enemies can hear you, too.

Lots of waterways crisscross the island of Metavira. While you might be able to take a bridge across a stream or a river, sometimes swimming or wading through the water is more practical (but may be more dangerous).

Swimming is the most demanding form of movement. So, before a mercenary takes the plunge, check his or her breath rate. As they swim across the waterway, often laden with heavy gear, they tire. Mercenaries whose destinations are in water will tread as long as they can until given a new destination. **Once a member is out of breath and begins to drown, his or her health bar will also go down. When it reaches zero, the mercenary drifts lifelessly in the current** (here, fishy, fishy, fishy)**.**

While swimming or wading, members may not use mechanical weapons like guns (they're either held over the head to avoid water damage or slogged along on the merc's back if he's swimming). However, since waterways possess their own set of dangers and obstacles, it's a wise idea to equip your mercenaries with a short range, non-mechanical weapon like a knife before they cross bodies of water.

There is always a chance that your mercenary's inventory may become exposed to water when swimming and items may become damaged. If you are really concerned about a particular item, avoid deep water areas where the mercenary has to swim and therefore submerge his inventory. After crossing a river, review each mercenary's inventory to get an up-to-date report on the working status of each item.

Checking Things Out

Line of Sight

Hearing

Waterways

Defending Yourself

Water Damage

STEP 7: MOVING OUT

Buildings

A variety of buildings, ranging from factories to houses, barracks to one-room dilapidated shacks, decorate Metavira's landscape. You'll see buildings as you approach them, but, naturally, you won't be able to see inside. If the door is unlocked or if you have the right item to get in, you'll see the inside of a building as it is revealed to your mercenary. However, if the door doesn't open, you'll have to find some other way into the building. Be creative... if you really want in, you might just find a way.

Finding Objects

Occasionally, your mercenaries may find objects which will appear as a miniature version of the real thing. Like all other things, the object will appear on your screen when it enters a mercenary's line of sight.

Sometimes, though, you may have to search for items. Objects of great importance typically aren't lying around in a field waiting to be picked up. To get at well-hidden items, search for them with the Hand Cursor (press CTRL or leave the destination cursor over the object for a few seconds). Left click on any object with the Hand Cursor and the mercenary will walk over to investigate. If the mercenary has no room in his or her inventory for the item, he or she will need to drop something on the ground to make room.

Detecting Buried Objects

Some mercenaries have seen a lot of hostile territory and, so, tend to take particular notice of bumps on the ground or strange patterns in the grass. Other mercs, those equipped with metal detectors, might just be able to find items even the best trained eyes would have passed over.

When mercenaries find what they believe is an item buried in the ground, they'll place a blue flag over it. Of course, what's actually buried there—if anything at all—is anybody's guess. It might be a landmine that'll blow you 40 feet into the sky . . . or the item you've been trying to find for weeks. To dig up or disarm the item, use the Hand Cursor on the blue flag (and cross your fingers).

Keeping Your Eyes Open

While routing out all the goodies, keep in mind that the games of war tend to be more devious than most. Land mines, bombs and other high-tech toys are available to blow your mercenaries 100 feet in the air. Keep your eyes open for anything that looks suspicious.

STEP 8: THE RULES OF WAR

Around the corner, just out of sight, a master mercenary waits. He's not on your side, though. And when your team gets in his range and in his sights, he intends to smoke every last one of you. Unless, of course, you get him first.

So it is with combat on Metavira—your speed and accuracy on the trigger and your stealth in the field will most certainly influence your campaign and the number of sectors in your control.

One of the most common invitations to combat is an unwelcome intrusion into an enemy sector. By traversing sectors, your team is essentially declaring war on its current occupants.

To traverse into a sector, all of your mercenaries must be together, as a team, next to a border in the sector you currently occupy. Then, just click the TRAVerse button on the top of the screen or press "T.

· Instead of clicking TRAV, you may also hold the left mouse button down and slide in in the direction you want to traverse. You team will soon cross the line to the next sector. Needless to say, you probably won't be welcomed with open arms.

· To gather your mercenaries quickly, move one mercenary to a location as you normally would (left click on his destination). While left clicking, press the right mouse key, too. Everyone will join him at that location.

Sectors come into your control when you succeed in blowing away Santino's men through a combination of bullets and sheer brute force. Once you take total control of a sector, it's a good idea to place guards to keep an eye on your perimeters and to protect any Fallow trees. See Guard Management on page 21 for more information.

As you and your team muscle Santino's group out of sectors, you'll eventually establish a safe path of "linked" sectors across the island. Linked sectors are connected to one another and ultimately to your home, headquarter sector. Linked sectors are connected by one of their four sides, not diagonally, and may not be divided by "large" bodies of water (those tappers would have a heck of a time getting the sap back whilst slogging through the Atlantic Ocean).

Linked sectors allow you to:

· Transport the Fallow's sap from a sector back to your home sector for processing and shipment
· Safely travel from one sector to another
· Determine mercenary and native movement about the island
· Access processing plants
· Increase the number of trees that can be harvested
· Move closer to Santino

STEP 8: THE RULES OF WAR

Losing Sectors

As you and your team strive to gain ground on Metavira, keep in mind that Santino's goals, while much less admirable, are no different than yours. As you gain sectors, he'll be working overtime to take them back. And, losing a sector can create serious problems for you.

Battles in Other Sectors

Since Santino's thugs are always on the move, don't be surprised if you hear of battles in sectors other than the one you're in. It's a menancing reality. Of course, guards are your number-one defense against Santino's soldiers — they will fight until the sector is secured or until they are wiped out and the sector changes hands. Without a sufficient line of defense you risk losing the sector to the enemy and, perhaps, an important link to your home sector.

Run Away!

If things are getting pretty hairy, you may want to get your guards out of a sector. As long as it's linked to the home base, you can retreat guards at any time your choose. To do so, bring up the full MAP view (all of Metavira), and select their current (but doomed) sector. Next, remove your workers. They'll attempt to make their way back, but might become the target of enemy forces. Tappers, because of the nature of their work, will remain behind hoping you'll rescue them. For more information on Guard Management and moving them, see page 21.

Meeting the Enemy

Naturally, strolling into strange sectors has side effects. The most reported and noticeable symptom is bullet wounds. Should you traverse to a new sector, be on the lookout! Remember, YOU see what your mercenaries see. So, just because the other side of a building looks like it's home to a couple of happy, little bushes doesn't mean it is. You see what your mercenaries see.

STEP 8: THE RULES OF WAR

Everything in a combat situation is governed by action points. Action points are a numerical representation of how many actions a mercenary can perform in a single turn, and are based upon the experience and overall statistics of the mercenary including his or her health. Mr. Hyper on Sugar can swim around Metavira several times, host a beachside infomercial on psychic haircare products and still have time to raise his gun to shoot someone. Mr. Slower than Death, on the other hand, would have just figured out that something was going on in that same period of time.

For instance, a mercenary who can run 20 feet in one second would have 20 action points (he can move quickly). A mercenary who can only run only 5 feet in one second would have 5 action points (and be pretty darn slow). The more the mercenary can physically do in a set amount of time, the more action points he or she has. So, in combat, where physical actions cost action points, a faster mercenary can do more.

 Action Points

Some actions, though, take a set amount of time no matter how fast the mercenary is. For instance, if a fast mercenary and a slow mercenary pull the trigger of identical guns at the same time, both bullets will fire at the same time and take the same amount of time to head down the barrel. So, the faster mercenary would expend more points to perform the action than the slower mercenary. Just because one mercenary is fast doesn't mean he can make a bullet go down the barrel of a gun faster. (See page 28 for a detailed description and explanation of this if you think we've clearly lost our collective minds.)

In general, though, action points determine how much your mercenary can do when it's his or her turn in combat. Since their action points are limited, be careful not to run slower mercenaries all over the place. An action that takes 10 points might not be much to a guy who has 20, but it's sure a lot to a merc with 12. There's only so much he or she can do in the space of seconds, and it would be a pity to have a merc bravely run up to an enemy, eagerly draw his gun but have no time left to shoot. Leave the marathon stealth runs to the fast guys.

For whatever you choose to do, though, *Jagged Alliance* will continually alert you to the action point cost. You'll see the amount in the center of your cursor.

If you don't use all of your action points in a turn, up to 5 points will roll over to the next turn. If you have more than that left over, the extra is lost.

For a very simple and a very detailed discussion on action points, flip the page.

STEP 8: THE RULES OF WAR

What This Writer Hopes Will Be The World's Easiest Way to Understand Action Points.

We're both standing in a gym class. The teacher says, "All right. You've got five seconds. For every jumping jack you do, you get an action point." During the course of that five seconds, you do 30 and I do 6 (hey, I've got a manual to write).

Now, she says, "You've still got that same five seconds. Stand still for one second (i.e. firing a gun... which, I guess, is not all that uncommon in some gym classes) and do jumping jacks for the other four."

This time, you stood still for a fixed second and did 24 jumping jacks. I stood still for a fixed second and did 5 jumping jacks. That one second only reduced my action points by one. It reduced yours by 6. If one second is 1/5th of the time we have, then what we COULD do in that time is our action cost.

A Sample Look at Five Seconds.
Each Shaded Number Matches a Part of the Shaded Timeline Below.

1. Each guy takes 2 steps at 2 action points per step. Since the fast guy can move quickly, it doesn't take him as much time to perform the same action.
2. While the slower guy is still walking to his destination, the fast guy moves to a second destination 4 steps away. He reaches his second destination at the same time the slow guy reaches the first.
3. They both draw their guns at a cost of 1 action point. The fast guy whips his gun from his holster, while the slow guy takes more time.
4. The fast guy takes time to aim carefully expending 2 action points.
5. They both fire their guns. The particular model of gun they have takes a full second to fire. Because the speed of a bullet flying down the barrel of a gun has nothing to do with speed of a mercenary, it costs the fast guy a full second (six action points) and the slow guy a full second (two action points).

Fast Guy - 30 Action Points

| 0 | 3 | 6 | 9 | 12 | 15 | 18 | 21 | 24 | 27 | 30 | <Action Points |

< 5 Seconds

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | <Action Points |
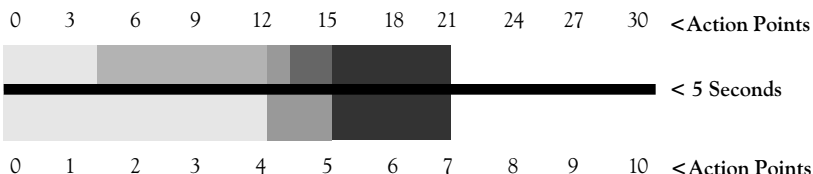
Slow Guy - 10 Action Points

Note: In the above example, 30 action points are used for simplicity.
In *Jagged Alliance*, however, the maximum number of APs is actually 25.

STEP 9: MILITARY MANEUVERS

There he is. Santino's gunner. Walking into a new sector, you see him leaning against the wall, guarding the door to a small hut. If you can set your sights on him and blow him away before he sees you, your team might just be able to discover what secret of Santino's he's guarding.

When your team enters hostile territory, *Jagged Alliance* changes from real time to phased time to allow you the mental breathing room to make those strategic life-or-death decisions. So, combat is handled in turns. If you see the enemy before he sees you, your team goes first and gains the initiative. Otherwise, the enemy gets the first shot.

As soon as you enter a hostile situation, the DONE button along the top of the screen becomes active. In general, you can do all you want to in your turn until you either:

- · Run out of action points (or have too few to do anything with) or;
- · Call it quits because you've done all you wanted to do. Maybe you just want to stay put and out of harm's way.

As you move the cursor around the screen, *Jagged Alliance* will continuously let you know how many action points your choice will take.

When you've finished your turn, click DONE to tell *Jagged Alliance* to turn control over to the enemies.

Sometimes, though, you might be interrupted mid-move. For instance, your mercenary might be running to take cover behind a building. As he passes by a tree, an enemy rushes him with a knife. The enemy, then, gains initiative. Once he's, ah, completed his action, control will be returned to you. If you want the mercenary to continue on his previous route, just pass the mouse over his portrait. "CONTinue" may appear indicating a stored action. Click again, and he resumes his original route. Of course, he's also able to stay there and kick the guy's face in.

Naturally, a mercenary's first instinct when he sees an enemy is to fire. To do so, make certain there's a weapon in his or her main hand (bottom left screen corner).

- · **Right click** to get the Target Cursor

- · Then, **left click** on the item or person you wish to target. The action points will be shown in the center of the target.

Once an enemy is targeted, the actual firing process begins.

If you have guards in the same sector as you, they will help you to the best of their abilities. They'll also report the location of all enemies they see to the mercs by radio, extending your "visual" range.

STEP 9: MILITARY MANEUVERS

The Firing Process

Naturally, there's more to firing a gun than owning one (just ask the NRA; they'll send you a million or so pamphlets on it). First, your mercenary draws the gun and aims, concentrates his aim if he chooses to, and finally, he fires the gun.

The Draw & Basic Aim

· **Drawing the gun (time varies merc to merc):** Bringing a gun up to a shooting position takes a certain amount of time. How quickly a mercenary can do it depends on his or her experience and the nature of the gun. A 50-pound, NRA-issue lobbyist rocket laucher will take more time to draw than, say, Bob's deer rifle. When you first target the enemy, you'll see the minimum amount of action points required to make the shot. If you have Max Aim set, though, you'll see that number instead.

Concentrating the Aim

· **Concentrating Your Aim:** If you have time and want to expend the action points, you can perfect your aim. To do so, just right click while targeting. You'll see points being added. As a result, your mercenary is taking a bit more time to perfect his shot. Keep in mind, though, that for the cost of two good shots, you might be able to fire off three cheap shots. However, if you can't afford to miss, the extra time might just pay off. *If his or her gun is equipped with a scope, this extra time is required in order to make use of it.*

> · How much can you increase your aim? At most, four points. After a certain amount of time, you've pretty much done all you can do.
> · By selecting Max Aim, you can permanently set your mercenary to fire to the best of his possible ability. See "Firing Features" below.

Firing the Gun

· **Firing the Gun (time dependant - same for all mercs):** Once your gun is drawn and aimed, left click to deliver the bullet to its destination. *Jagged Alliance* will let you know of any damage (of course, if you hit an enemy, his groan will, too).

Refiring

· **Refires (time dependant - same for all mercs):** Since you've already turned to meet your enemy and readied the gun, refires typically cost fewer points than first shots.

Moving to Another Merc

Once one merc has fired or used all his action points, you can select another grunt for action by clicking on his or her portrait or body on the field. Once all of your mercenaries have used all their points, or you've done all you wanted to do, click DONE to pass the turn. Keep in mind, though, that mercenaries can do lots of things during combat, doctoring a wounded comrade (put the medical kit in your main hand), lofting various war toys into the air (ah, experiment... there's lots of cool stuff) or hiding behind a tree to preserve at least one member of the squadron.

STEP 9: MILITARY MANEUVERS

Jagged Alliance incorporates two features that allow you to set certain defaults to a mercenary's firing habits. Both are available on the flip side of a mercenary's portrait. Just right click on the portrait to reach them.

- **Max Aim:** If you always want a mercenary to fire at his or her best, select Max Aim. *Jagged Alliance* will always allocate the maximum number of points (of what's left) to perfecting the merc's shot. You may, however, right click to lower these points.

- **RSV PNTS** (Reserve Points)**:** If you want to insure that your mercenary will always have enough points to fire, lob his grenade or stab with his knife when he reaches his destination, select RSV PNTS. Once a merc has reached a point where any further action would leave him without time to fire, he will stop, and his action points will be displayed in yellow. Of course, you can keep him moving on his selected path if you choose to. Once he's beyond the minimum firing amount, the action points will be displayed in red.

As a bullet races from the barrel of a gun, it heads toward its target hoping for deadly accuracy. Naturally, a mercenary's marksmanship and his or her gun's abilities play a large part in successful (or not so successful) hits. However, lots of other factors also come into play. For instance, if you're trying to shoot at a Santino grunt through trees or while you're nearly unconscious, your odds of hitting the target are slim. Accuracy is a matter of sight, skill and, sometimes, plain ol' luck. (You never know when your shot will head dead on toward a target only to be deflected by a tree branch blowing in the breeze.)

When someone is hit, a number will flash above the mercenary or enemy on the field. For mercenaries, you'll also see his or her character portrait flash red, and his or her health may drop if damage is done. If that mercenary takes too many hits, or perhaps a single lethal one, a skull replaces the portrait. Damage is fully discussed on the next page (after explosions... which tend to be a major source of it).

If a mercenary runs out of ammo, he'll immediately reload from his supplies. If, however, he doesn't have the right type of ammo or is out entirely, he'll let you know.

Sometimes, guns . . . especially those in poor working order . . . can become jammed.   Obviously, a trip to a repair specialist, a mechanic, is necessary. On some occasions, though, it has been reported that the re-firing of a jammed gun may clear up the problem.

STEP 9: MILITARY MANEUVERS

Explosions & Deadly Gases

Explosive devices are the play toys of mercenaries. Santino's troops also find them endlessly entertaining. So, on occasion, you're likely to run into (or away from) an explosion or a deadly gas. While certain things, like gas masks, may protect you from the effects of gases (if you're wearing them), a sudden explosion can easily level you, your team, the surrounding fauna and send a depth charge to the native fish around the island. For the most part, the damage your mercenaries take from explosions and gases depends on how close you are to them when they detonate, how deadly the explosion or gas is and how well protected you were when the blast or gas hit.

Taking Damage

How much damage a mercenary takes depends on lots of different factors. If the mercenary was wearing a bullet-proof vest, for instance, he or she might feel the impact of the bullet, but otherwise suffer no damage. Or, if a mercenary's hit with a Super-Turbo-High-Powered-Elephant-Vaporizor gun, you'll probably be left with a grunt that resembles little more than a bowl of french onion soup (a bad, burned and sizzled bowl of french onion soup, mind you).

Making it Permanent

When hit, a member suffers a certain degree of damage that may be healed with medical treatment. This damage is shown in yellow. If left untreated, the mercenary will continue to lose health. Should their health fall below 15, the member falls down, becomes immobile and slips toward unconsciousness.

Most importantly, if they slip below 15, every time they lose a point of health, it comes off the top health permanently.

Once down, naturally, the member can't shoot or move but can perform some very basic tasks like talking or listening to fellow members. If a mercenary's health drops below 10, he or she will fall into a state of unconsciousness, and a dark grill will appear over his or her portrait. All radio contact ceases with unconsious members, and they aren't likely to be seen on the Main Play Window unless they're in another mercenary's line of sight. *Any unconscious member that does not receive treatment to return him to a level of consciousness before the end of the day will probably die.*

MEDIC!!!

When members are wounded—especially wounded and unconscious— immediate medical attention is required to stabilize their wounds and to prevent further or permanent damage.

Any member with a first-aid or medical kit may administer field treatment. First, move the kit to his or her Main Hand.

- · **Right click** to bring up the first aid cursor and;

- · **Left click** on the mercenary you wish to give the medical treatment to. The medic will move into position next to the injured mercenary and begin applying first aid. Click on a medic again, and she will treat herself.

STEP 9: MILITARY MANEUVERS

As the bandages are applied, the yellow portion of the health bar will begin to turn pink. If treatment is disrupted before completion, though, the pink will slowly begin returning to yellow, and once again treatment will be required to prevent further damage.

While wrapping those bandages and tending to wounds, keep in mind that the doctoring and receiving mercenaries are vulnerable to attack. Not only are they preoccupied, they are generally unarmed.

Your workforce, both tappers and guards, are susceptible to enemy fire . . . especially when your group isn't around to protect them. If some tappers are killed or otherwise put out of commission, they will try to regroup, always attempting to put a group of three together to resume tapping. A collection of guards can help to cut down Metaviran losses.

Since guards, though, are most likely to take fire, it's in their job description, *Jagged Alliance* reports their relative health to you. That way, you can reinforce weak guards with stronger recruits. To find out their health, just hold the destination cursor over them. Depending on their relative well being, they may be: excellent, strong, healthy, poor, wounded, critical or dying.

If you want to find out the health of any enemy, just place the cursor over him or her. *Jagged Alliance* will report the current status to you just as it does for guards.

Before you relinquish the turn to Santino's men, make certain that you've done all you really wanted to do. Maybe someone still has enough points to fire off a shot or sneak into an opened door. When you're certain you're ready for what they have to deliver, click DONE.

Santino's mission, like yours, is two-fold; to hold what he has and to drive Jack and Brenda off the island by gaining control of your home sector. Similar to your men and women, his grunts are individuals, planning and carrying out their moves and missing no opportunity to make your life a living hell!

Under his direction, they move from sector to sector, reinforcing their ranks, searching out your weaknesses, looking to regain any Fallow trees they might have lost, all the while attempting to sever your link to the home sector. They will stop at nothing. And before the campaign is complete, you'll taste the full effect of their deadly determination.

STEP 10: AT DAY'S END

The sun draws a red glow across the western edge of the island, and your mercenaries begin their trek back to home base to report the day's events to Jack and Brenda. Your workers carry the medicinal sap they have toiled all day to collect, and you look forward to the proceeds it will bring you.

The Post Day Screen - Part I

Arriving at home base, Jack greets you and gives you an overview (opinionated though it may be) of your progress. Jack meets with you on a regular basis at the end of the day to discuss your performance and keep you abreast of any on-going situations.

Day's Results and Overall Performance Statistics

While Jack talks to you, you can review the Day Results and Overall Statistics (total) panel on the Post Day Screen:

- **Mercenary Deaths:** The number of mercenaries you've sent on permanent vacation.
- **Native Deaths:** The number of Metaviran natives who have died while on your payroll.
- **Enemy Deaths:** The number of Santino's men who won't be putting on suntan lotion and soaking rays on Metavira's beaches again.
- **Sectors:** The first number is the total number of sectors you control at the end of the day. The second number is the change in sector possession since the previous day.
- **Trees Owned:** A real indicator of your potential financial well being. The first number is the total trees you own at the end of the day. The second number is the change in trees owned since the previous day.
- **Harvestable:** The number of trees that are capable of being harvested. The second number reflects any changes to that number since the previous day.
- **Rating:** Based upon your day's overall performance, Jack rates your progress. After all, he is *your* employer.

STEP 10: AT DAY'S END

Your group stands before the map screen like rookies at a football training camp. You watch as the battles you fought are replayed. Your marksman takes notes, and you criticize your medic for being too slow. Jack watches with you too, hoping you'll understand things you could have done better or, perhaps, enjoying your satisfaction of a day well done.

As Jack leaves the room, your mercenaries settle down for a daily team meeting before the Post Day Screen II. Here, you check out the ledger and review the day's revenues and expenses on the Money Panel of the screen. *Jagged Alliance* breaks everything down into a financial statement of sorts:

- **Revenue:** The number of trees harvested during the day multiplied by the rate per tree plus any bonuses you've earned.
- **Expenses:** The total of your team's wages and your natives' wages.
- **Results:** Yesterday's balance plus (or minus) today's net gain (or loss).

When time comes to hand out paychecks, each mercenary receives his or her share through direct deposit. If there is a cash flow problem, the Team Expense and New Balance portion of the screen will flash, and will continue to do so until you reduce your New Balance deficit to zero (at least) . . . which might mean not paying some of your mercenaries. If this is the situation you're in, left click on the portraits of the mercenaries to select who won't be getting their just rewards.

While you and your mercenaries make your way to your rooms,*Jagged Alliance* tracks each member's performance and adjusts their statistics, skills and/or experience class if they've improved. The middle portion of the Post Day Screen, like the Assignment Screen, lists their stats, and highlights any changes for you.

A mercenary who spent his day blowing everything up — with a good rate of accuracy — would likely learn a bit and also would get more proficient in his or her explosive ability. Naturally, some members tend to pick up some things more quickly than others. (All right, Norm, for the last time, throw a grenade after you pull the . . .)

Once paychecks have been handed out and your mercenaries have received their performance appraisal, other matters may require your attention. If that's the case, *Jagged Alliance* will let you know . . . and then will let you plan, sleep and prepare for the next day.

From the moment you arrived on this island, you felt confident that with the right bunch of mercenaries, you could kick Santino off the island and return it to the hands—and good intentions—of Jack and Brenda Richards.

Only time will tell whether you'll be ending your campaign to the sound of champagne corks or to the last dying gasps of those who had mistakenly placed their faith in your abilities.

EXTRA: BOB'S BULLET BUNKER

The Toys of War
Between A.I.M.'s mercenaries and Santino's thugs, there are dozens and dozens of items you might be able to get your eager hands on. In this section, some of the basic items are covered for your reference.

Radio
A UHF, 8-channel, 10-watt communication system with transmission scrambler and squelch control. The hands-free, bone-vibration adjustable headset bring a whisper in clearly without distracting attention from surrounding noise. A radio allows you to communicate with mercs on your team.

Extended Ear
Hear the enemy long before it hears you. A listening device with a hyper-sensitive microphone and an adjustable headset, the Extended Ear is capable of picking up a soft whisper at a distance of sixty yards. The extended ear, of course, improves your hearing, and additionally functions as a radio.

Canteen
Constructed of odor-free polyethylene, this one-quart capacity, water-filled canteen is a must for day-long excursions, especially in hot climate situations, to ward off fatigue and heat stroke. When a merc is low on breath & energy, sometimes a drink may help. To use a canteen, pick it up in the inventory screen and click over the face portion of the merc's silhouette.

Camo-U-Flage Kit
A full palette of long-lasting, non-running, non-cracking, facial paint and applicators. Set includes: woodland, jungle and grassland motifs along with appropriate decal accessories and cold cream. Camo-U-Flage, as might be expected, makes a merc less visible. To use it, pick it up in the inventory screen and click over the chest area of the merc's silhouette.

First Aid Kit
A canvas kit containing limited supplies for the field treatment of casualties. Set includes: suture utensils, gauze, wound dressings, tweezers, Novocain, antiseptics, pain medication and a field guide to administering aid. Use by placing in merc's main hand. See Using Items.

Medical Kit
A full complement of limited, sterilized, medical supplies for mobile surgery and the post-operative treatment of battle casualties. Set includes: scalpels, retractors, clamps, anesthetic, morphine, antibiotics, etc. Given the more complete supplies on hand, you can generally work a lot more effectively with a medical kit. Use by placing in merc's main hand. See Using Items.

Tool Kit
A complete set of tools for repairing most combat items. The kit contains a wide range of screwdrivers, ratchets, pliers, clamps and clasps and numerous other items, including a hammer and sewing kit. Use by placing in a merc's main hand. Mechanics rely on their their tool kits to repair battle worn items, and may only do so by staying behind for a day.

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EXTRA: BOB'S BULLET BUNKER

A complete set of tools for picking locks and bypassing tumblers on safes.The kit contains such diverse items as picks, shims, a stethoscope and palm-key press. Use by placing in a merc's main hand. See Using Items.

Locksmith's Kit

A compact, Smith & Wesson Special Bodyguard .38 revolver with a six-cartridge chamber, a pressure-eased trigger and a hard, chrome finish. With only average performance, it remains suitable for short range combat.

S & W .38

This special forces issue, semi-automatic pistol with a six bullet clip is recoil operated, air cooled, and has a corrosion-resistant Metalife finish. Slightly longer range & faster operation make it preferred over the .38 revolver.

Colt .45

This locked-breeched, double-action, semi-automatic pistol has a capacity of fifteen rounds of 9mm ammo. Its better than average range, and fast operation make it a favorite weapon of tactical mission troops.

Beretta 9mm

This Smith & Wesson Model 13 has a three-inch barrel and a ten-bullet chamber. Customized as a combat revolver with refined double-action tuning and a recontoured trigger, it is the most powerful standard issue handgun available.

.357 Magnum

A Winchester, Model 1300, Stainless Marine Defender, pump-action shotgun with metal-bead front sight, traditional-ribbed forearm, and six .12 gauge shell capacity. Though not fast, its range and damage potentialexceeds that of any available handgun.

.12g Pump Shotgun

A modified version of their stock .12 gauge, this gas-operated, semi-automatic, double-barreled combat shotgun with a six shell capacity offers fast, long range operation, and has made the standard .12 gauge virtually obsolete.

.12g Rifle

A Chinese version of the G.I. issue M14 manufactured by Norinco. This gas-operated, 7.62mm, 20-cartridge capacity, clip-loaded rifle is more powerful than a .12g, and has a range second only to the favored M16 rifle.

M14 Rifle

This converted Colt AR-15 is a .223-caliber, gas-operated and air-cooled, single-option, semi-automatic with a twenty-cartridge, removable-magazine capacity. Its superb range and speed of operation make it a favorite.

M16 Rifle

EXTRA: MERCENARY PROFILES

Dr. Mark "Needle" Kranhium

Doctor Mark Kranhuim has tended to the wounded on numerous assignments. His sound knowledge of medicine is believed to be responsible for bringing back two members from the dead. However, a wandering right eye has hindered any improvement to his shooting ability.

Gary Roachburn

A new member of A.I.M., Gary is another Roachburn from a long family line of mercenaries to join A.I.M.. Like his father, Col. Leon Roachburn, a loose-lipped legend, Gary can be trusted to keep you informed of all your team members' thoughts and intentions.

Samuel Garver

A member in good standing, Samuel Garver rose from the hardships of the deep South to gain a renown and illustrious reputation as one of the most sought after and experienced soldiers for hire. For a man of his years, his health remains remarkable.

Glen "Boss" Hatchet

A member in good standing, Boss Hatchet has traveled the globe in quest of a regular paycheck. Considered to be one of our more demanding members, he has more than satisfied our clients with his obvious talents and his ability to fix the unfixable.

Lesley "Smoke" Peterson

On probationary standing, Smoke Peterson has recently been cited by another member, once again, for short-fusing explosives. Though A.I.M. has done all it can to weed out these types of pranksters, we concede that smart explosives experts are a rare commodity.

Jimmy Upton

A recent addition, Jimmy Upton arrives upon the mercenary scene courtesy of the Ohio state penal system. A locksmith by trade, he can get into or out of anything. Upton is unavailable for duty in any country holding an extradition treaty with the U.S.

Dr. Ahmad "Doc" Koolhan

Doc Koolhan has extensive battle casualty experience with the Red Crescent, Red Cross and as a medical member of A.I.M.. His marksmanship, although still relatively weak, has improved considerably over the past couple of assignments.

Wink E. Dinkerson

As a part-time member of A.I.M., Wink Dickerson, a former major league pitcher, has used his natural talents to our clients' advantage for years. Though still plagued by poor target sense, he is by all accounts a gamer waiting for the right opportunity.

EXTRA: MERCENARY PROFILES

As a relatively new recruit, Mary Beth Wilkens desperately wants the chance to prove herself. While her stats may appear weak, Wilkens is a quick learner with some medical experience and a gung ho attitude. She also has no qualms about ratting on fellow team members.

Mary Beth Wilkens

A member in excellent standing, Rudy Roberts has proven himself during many missions to be capable of shooting for distance no matter how small the target. His favorite pastime, as he gleefully explains, is to track down endangered species and finish them off!

Rudy "Lynx-Eyed" Roberts

A member in good standing, Bud Hellar craves the affection of management and is a bootlicker from way back. If you want to know what your team thinks of you, Bud's your man. As a loyal defender of the "big guy," he has spent years fighting for the freedom of corporate logos.

Bud Hellar

Victoria Waters is without a doubt A.I.M.'s finest female mercenary. Possessing deadly aim, determination and an experience class any mercenary would be proud of, Victoria works best with her hands and is currently restoring her dad's '64 Chevy.

Victoria Waters

On probationary standing, Larry Roachburn, a somewhat respected explosives expert, was a young survivor of the C.I.A./L.S.D. years. And when not on assignment, he continues to subject his body to the whims of pharmaceutical researchers around the world.

Larry Roachburn

A long-time member, Ed Stockwell's loyalties have always been strongly influenced by the signature on his paycheck. As a jack-of-all-trades and master of none, Ears Stockwell offers versatility at an affordable price and a commitment to tell you all he hears.

Edward "Ears" Stockwell

Murray Ebstern has been with A.I.M. for a great number of years. Until recently, his status within the organization was graded as high as excellent, but failing health and a faulty memory have forced a downgrade in his standing to a respectable "good."

Murray "Moses" Ebstern

A man of uncommon attitude, Patrick Phillips was recruited by the organization primarily for his reputation as a repairer of revolvers and rifles. Though patience is not his strong point, he was recently awarded the "Stalker's Cross" for relentless persistence.

Patrick "Screw" Phillips

EXTRA: MERCENARY PROFILES

Helmut Grunther

Helmut Grunther is a young up-and-comer to the mercenary market. Comfortable with taking the point position, he expects to make his mark in this merciless milieu in the near future. Of course, that's if it doesn't make its mark in him!

Russell Hunter

From igniting fireworks at theme parks in Orlando to detonating dynamite in Southeast Asia, Russell Hunter has explored the world of explosives. As one of our more stable explosives experts, he is very much in demand, and in turn, very much demanding.

Ivan Dolvich

A new member and a onetime decorated Major in the Red Army, Ivan Dolvich has, like his country, switched from killing for Lenin to dying for Lincolns. However, unlike his homeland, Ivan actually appears to be good at it!

Dr. Bernie Gloveless

A member in excellent standing, Doctor Bernie Gloveless has been responsible for treating the wounded and administering the annual physical of A.I.M. members for more than five years. Both his operating and examining techniques have become... well... timeless!

"Unusually Ruthless" Reuban

On infinite probation, "Unusually Ruthless" Reuban is best described by his nickname. He's called "Ruthless", because he wiped out his entire family with a cordless hedge trimmer, and "Unusually Ruthless", because he recharged the appliance twice before he was finished!

Murray "Pops" McGillicutty

A member in good standing, Murray McGillicutty has been with A.I.M. since it was founded. As one of the oldest fighting men alive, his cock-and-bull stories about prehistoric warfare and his ability to cheat death are mythical amongst the younger members.

Col. Leo Kelly

A member in excellent standing, Col. Leo Kelly is a veteran of Northern European conflict. Regarded as a mercenary's mercenary, he served as Michael Jackson's bodyguard for two years and as a technical consultant on three Chuck Norris films.

Tex R. Colburn

A new member, Tex R. Colburn joins A.I.M. from the wide open ranges of Tokyo, Japan. This Asian cowboy-wannabe has limited experience, but seems to pick up on things rather quickly. However, you will have to put up with some pretty annoying "B" western cliches!

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EXTRA: MERCENARY PROFILES

The irrepressible Fidel Dahan was bred for this business. At ease with firearms and explosives, he is wanted on a worldwide warrant for his role in the Cancun Catastrophe, but has managed to stay one step ahead of the organizations seeking his capture.

Fidel Dahan

In the short span of time Hurl E. Cutter has been with the organization, he has become a familiar sight to our medical staff and a great source of insider information. Though perfectly healthy, this chatty mercenary just can't seem to keep his lips shut.

Hurl E. Cutter

A reluctant and nervous mercenary, Biff Apscott is still trying to overcome the disturbing flashbacks of a bad birth and a spiteful mother. With only one short assignment under his belt, he requires patience, understanding and decaffeinated coffee.

Biff Apscott

A seasoned veteran of international conflict, Major Spike Scallion was deservingly decorated for the unflinching courage he exhibited while evacuating the villagers of Kampoa under extremely heavy fire. This Major commands respect and a sizable fee.

Major Skipe Scallion

Born to parents of Jamaican and Scottish ancestry, Dr. Raffitto Leevon has attempted to care for the casualties of war during countless conflicts. However, as of this moment, his standing within the medical profession remains sketchy.

Dr. Raffitto Leevon

Dangerous, desirable and devious, Cynthia Guzzman is the latest female addition to our organization. A former nurse from Newark with a doctor's attitude, the Fox is known for her field treatment of casualties, excellent agility and amazing dexterity.

Cynthia "The Fox" Guzzman

A quiet and reflective member in excellent standing, Sidney Nettleson entertains a certain fondness for putting things to sleep permanently. Sometimes referred to as the "Sandman," his low-key approach doesn't alter the fact that he's a harsh professional.

Sidney Nettleson

Little can be said about Mike, the "Mystery Mercenary," simply because little is known. Persistent rumors, however, do place him in Dallas on the day Kennedy was shot and at Stormin' Norman's pool party in Kuwait. A known fact - he only works for the extremely experienced!

Mike

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EXTRA: MERCENARY PROFILES

Hector Alvarez

A member in good standing, Hector Alvarez was born in Margarita, Venezuela and is therefore familiar with South American terrain and its sweltering temperature. Being a relatively new member, he is eager to take on with almost anyone who will give him the chance.

Johnny "Snake" Edwards

Agile and able, slippery and swift, Johnny Edwards has managed to slither into range unnoticed, sight up his unsuspecting target, then disappear before the smoke dissipates, time after time, mission after mission!

Ice Williams

A longtime member, Ice Williams has been primarily used as a sniper since joining the organization. Undaunted by the prospect of working for those of unknown reputation, he instead prides himself in helping those new to the mercenary game establish themselves.

Speck T. Kline

Speck T. Kline is one of the more able and less demanding mercenaries within the organization. Taking it apart and putting it back together, so that it's once again in working order, is a hobby and a living for this nervous mercenary from lower Manhattan.

Willy "Weasel" Augustin

"Mouthpiece" is a fitting title for wee Willy Augustin, a personality trait that he excels at like no other. Weasel has been with A.I.M. for over five years, and besides some serious fisticuffs with Ears Stockwell, his history within the organization remains uneventful.

Timothy "Leech" Jenkins

A two-time world champion trapshooter, Timothy Jenkins has turned in his clay pigeons for the chance to engage in some live action. Dedicated to duty, the cynical "Leech" has a tendency to be over enthusiastic, and a reputation for being slightly hard to shake.

Dr. Clifford Highball

The flexible Doctor Clifford Highball has honed his shooting skills with a needle and rifle, and is a devout member of A.I.M. for the past six years. Though more versatile than most doctors, he still maintains the medical hard-line about fees for service.

Frank "Hitman" Hennessey

Undisturbed by the scent of death, Frank Hennessy is a member in excellent standing. A private, yet personable individual, the Hitman has a proven track record and a no nonsense disposition. A note of caution: he suffers from buoyancy difficulties.

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EXTRA: MERCENARY PROFILES

Fresh meat to the mercenary game, Lance Fisher joined the organization after a short stint with the Indiana National Guard and an even shorter stint, a weekend, in Grenada. He's perfect brownnoser material eagerly awaiting his first assignment.

Lance Fisher

Doctor Margaret "Stella" Trammel was the first female to join the ranks of A.I.M.. As a non-specialist, she worked her way through med school as a soldier for hire during spring and summer breaks. She now practices mercenary medicine without the prevalent medical attitude.

Dr. Margaret Trammel

Doctor Eli Summers has been a devoted member of A.I.M. for over seven years. Though a poor shot, with no hope of improvement, he has hung in during some of the most devastating assignments, only to sign up for another with little hesitation.

Dr. Eli Summers

Elroy B. Tolken was one of the key men inside the Watergate hotel when Gordon and company were discovered. After serving his time, the longest of those sentenced, he joined A.I.M., and has since plied his trade without legal consequences.

Elroy B. Tolken

Appropriately known as "Wolf", Peter Sanderson has been tracking down the enemy and acquiring a well-rounded knowledge of all mercenary disciplines as a member of A.I.M. for the past four years. His reputation is that of a proven professional.

Peter "Wolf" Sanderson

Back on probation, Bruce Bonner has skirted the edge of reality and toyed with demonic fantasy since childhood. There exists a serious difference of opinion as to whether he should remain within the organization. However, qualified explosives experts remain hard to find.

Bruce "Skitz" Bonner

Under evaluation for possible eye problems, Walter Yuntz has been with A.I.M. long enough to show substantial improvement in his marksmanship, but it hasn't happened. For the time being, we suggest he'd be used for his competence in other fields.

Walter Yuntz

The laid-back Kirk Stevenson has been with A.I.M. long enough to acquire a respectable experience class and salary. A decent shot and a technical wizard, "Static" worked for years as the lead sound technician on the never-ending "Grateful Dead" tour.

Kirk "Static" Stevenson

EXTRA: MERCENARY PROFILES

Herman "Turtle" Regents

As his nickname, Turtle, suggests, Herman Regents is by no stretch of the imagination one of our most agile members. He is, however, one of the swiftest... He has seen plenty of action in North Africa, and was also a decorated officer on a major metropolitan police force.

Corp. Len Anderson

A member in excellent standing, Len Anderson has been fighting for truth and justice since his teens. A onetime member of the Green Berets and a longtime member of A.I.M., his salary may seem excessive, but his extraordinary abilities easily merit the price.

Marty "Kaboom" Moffat

Another member on probation, another explosives expert, Marty Moffat has stood too close to too many explosions and as a result requires a baby-sitter more than a commander. On a more positive note, he is definitely one of the least discriminating members on file.

Earl "Magic" Walker

Cautious, light-footed and extremely agile, Earl Walker is considered to be one of the best second story men in the business. And even when he's been fingered, his sharp eyes and deadly aim have eliminated the dilemma of witnesses!

Reverend Clyde Potter

As a supposed member of the clergy and as a member of A.I.M., the Reverend Clyde Potter has toted superior fire-power and carried the burden of sinners for nearly twelve years. If you can handle the "Voice of God" within shouting distance, then the price is a sin.

Megan "Sparky" Roachburn

The youngest child and only daughter of the legendary Colonel Leon Roachburn, Megan Roachburn has decided, like her brothers Gary and Larry, to join the family business and work for A.I.M.. Despite a strong desire and extensive training, "Sparky" is unable to swim.

Dr. Mitch Shudlem

Originally an obstetrician, Doctor Mitch Shudlem has come a long way in the treatment of battle casualties. Like most members on the medical staff, he's weary of financial risk, but committed to the well-being of fellow team members.

Robert James Sullivan

Robert James Sullivan is a distinguished member of A.I.M. and is known in the business as a fearless "finisher." When the chips are down and the enemy's jugular is exposed, there's no better man with a knife in his hand than "Scully."

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EXTRA: MERCENARY PROFILES

Though Howard Melfield has slowed with age, he continues to serve as an effective member of A.I.M.. Despite his obvious lack of specialization, he is devoted. Displaying no loyalty to his peers, he'll relay all the team scuttlebutt with the precision of a poet.

Howard "Carp" Melfield

A once-heralded professional wrestler, Carl Goodman is a recent addition to A.I.M.. He is often referred to by those who knew him during his ring days as "It," because of his size and manner. However, those who have seen him in water call him "Rock."

Carl "It" Goodman

Caught between the world of war and the world of wiseguys, Vincenzo Massimo has opted for the life of a soldier of fortune. Able to fix anything (including college basketball games), he is fast approaching his first anniversary within the A.I.M. organization.

Vincenzo Massimo

Captain Bob Adams retired from the Air Force at forty-one. He was a decorated F-18 pilot with extensive combat experience. Bored, and eager for action, he joined A.I.M. a year ago, and has made the transformation to field combat rather easily.

Captain Bob Adams

EXTRA: MERCENARY PROFILES AT A GLANCE

Name	Salary	Health	Agility	Dex.
Dr. Mark "Needle" Kranhium	1900	92	80	81
Gary Roachburn	315	83	68	59
Samuel Garver	2750	75	58	55
Glen "Boss" Hatchet	2950	80	76	84
Lesley " Smoke" Peterson	560	78	87	80
Jimmy Upton	800	84	82	73
Dr. Ahmad Koolhan	1750	74	77	61
Wink E. Dickerson	240	92	80	68
Mary Beth Wilkens	330	77	90	36
Rudy "Lynx-Eyed" Roberts	3300	81	79	86
Lt. Bud Hellar	1100	73	79	75
Victoria Waters	2850	79	85	72
Larry Roachburn	140	46	72	54
Edward "Ears" Stockwell	375	72	67	58
Murray "Moses" Ebstern	1900	49	39	29
Patrick "Screw" Phillips	1500	82	66	71
Helmut Grunther	490	82	79	76
Russell Hunter	1650	74	71	89
Ivan Dolvich	1500	94	90	95
Dr. Bernie Gloveless	2650	69	39	48
"Unusually Ruthless" Reuben	35	57	45	39
Murray "Pops" McGillicutty	2800	38	14	4
Col. Leo Kelly	4700	95	87	91
Tex R. Colburn	275	71	71	57
Fidel Dahan	1500	88	83	64
Hurl E. Cutter	400	100	81	71
Biff Apscott	95	73	74	71
Maj. Spike Scallion	6000	77	69	86
Dr. Raffitto Leevon	100	70	93	14
Cynthia "The Fox" Guzzman	515	77	85	100
Sidney Nettleson	4000	80	70	91
Mike	12000	97	95	94
Hector Alvarez	410	79	84	88
Johnny "Snake" Edwards	1150	65	89	86
Ice Williams	1300	90	88	87
Speck T. Kline	365	69	51	77
Willy "Weasel" Augustin	180	56	44	36
Timothy "Leech" Jenkins	1150	63	58	70
Dr. Clifford Highball	3000	73	60	53
Frank "Hitman" Hennessy	1800	80	81	40
Lance Fisher	230	76	69	61
Dr. Margaret Trammel	3500	85	24	75
Dr. Eli Summers	1400	81	73	58
Elroy B. Tolken	345	63	54	88
Peter "Wolf" Sanderson	1850	87	73	84
Bruce "Skitz" Bonner	90	48	60	51
Walter Yuntz	650	82	55	62
Kirk "Static" Stevenson	3100	79	66	95
Herman "Turtle" Regents	250	53	8	21
Corp. Len Anderson	6500	96	83	89
Marty "Kaboom" Moffat	210	71	93	91
Earl "Magic" Walker	5600	90	99	98
Rev. Clyde Potter	740	74	46	41
Megan "Sparky" Roachburn	205	52	68	88
Dr. Mitch Shudlem	3800	83	71	88
Robert James Sullivan	7500	90	90	96
Howard "Carp" Melfield	575	55	54	52
Carl "It" Goodman	155	95	55	74
Vincenzo Massimo	385	73	75	74
Capt. Bob Adams	1200	81	68	66

EXTRA: MERCENARY PROFILES AT A GLANCE

Wisdom	Medical	Explos.	Mech.	Marks.	Exp Class	Notes
88	98	6	34	62	2	
60	11	14	22	67	1	
91	11	22	65	86	4	
71	9	53	99	84	3	
44	7	90	20	69	1	
47	0	16	92	56	2	
83	83	0	3	66	2	
59	2	1	2	38	1	
80	44	0	22	55	1	
71	23	50	19	99	3	
69	19	8	18	78	2	
85	16	28	90	80	3	
58	49	82	7	50	1	
79	22	18	26	54	1	
89	29	31	88	84	5	
68	4	24	82	64	3	
72	14	25	40	69	1	
68	0	71	30	64	3	
83	5	40	10	91	2	
85	94	0	4	75	3	
28	0	1	0	32	1	
88	18	6	9	85	9	
81	13	0	67	94	4	
52	0	2	32	65	1	
71	3	97	6	85	2	
55	44	0	0	60	1	
58	0	0	0	47	1	
85	11	53	76	92	5	
29	4	2	2	44	1	
76	60	8	15	54	1	
78	39	14	0	91	4	
96	67	97	98	99	8	
72	6	17	38	61	1	
57	0	22	12	80	2	
71	0	0	35	86	2	
86	11	8	99	49	1	
60	0	40	5	54	1	
54	9	17	10	98	2	
87	79	10	0	83	3	
74	3	34	11	93	3	
56	21	0	0	44	1	
88	89	0	21	69	3	
77	70	0	65	49	2	
39	12	6	81	55	1	
74	44	32	48	74	2	
31	0	69	0	47	1	
83	24	48	95	24	2	
60	10	24	98	84	3	
85	2	5	12	75	2	
83	35	47	54	83	5	
13	0	84	27	58	1	
80	14	22	91	93	4	
54	15	41	15	64	2	
51	0	28	86	47	1	
97	96	24	13	56	3	
93	36	58	61	91	5	
77	2	5	15	67	2	
29	0	0	3	61	1	
65	0	4	87	65	1	
97	37	33	26	72	2	

EXTRA: CUSTOMER SUPPORT

In United States and Canada

*See inside front cover for support phone numbers
and hours of operation*

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P.O. Box 245
Ogdensburg, NY 13669

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Ogdensburg, NY 13669

When you call, fax or write, please have ready your computer make, amount of memory and extended or expanded memory. Additionally, please inform us if your computer has any special start-up programs or memory resident programs. For the fastest service, be at your computer and have your computer on.

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- $15.00 update fee plus $2.50 shipping handling fee and tax if applicable

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