



# JAGGED ALLIANCE

## BACK IN ACTION

MANUAL

MATURE 17+



CONTENT RATED BY  
ESRB

### **Epilepsy warning**

Certain individuals may be susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns. These individuals may suffer a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or any member of your family has ever had symptoms relating to epilepsy, please consult your doctor prior to playing. We also advise parents to monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movements or convulsions while playing, please stop immediately and consult your doctor.

### **Precautionary measures:**

- Please sit a reasonable distance away from the screen, as far away as the length of the cable allows.
- Play the game on as small a screen as possible.
- Do not play when you are tired.
- Please ensure you are playing in an environment that is well lit.
- Take a 10-15 minute break for every hour of gameplay.

# Contents

<b>1. Introduction</b> .....	4	Quickslots and equipped items.....	25
Your first job .....	4	Equipped weapon .....	25
Game intro .....	5	Ammunition .....	25
<b>2. First steps</b> .....	6	Equipped items .....	25
Tips on starting the game .....	6	Order buttons .....	26
The Tutorial .....	6	General buttons .....	26
<b>3. Game Controls</b> .....	11	Actions and orders .....	26
Keyboard layout .....	11	State orders .....	27
Load and save .....	12	Set stance .....	27
Options.....	12	<b>7. The characters</b> .....	29
Audio settings .....	12	The character detail view .....	29
Video settings .....	12	Change equipment.....	29
Gameplay settings and Autopause .....	13	Clothing and camouflage .....	30
<b>4. The World Map: Overview of Arulco</b> .....	14	Load weight.....	30
Move and manage squads .....	14	Drop items .....	30
Move squads.....	15	Exchange items.....	30
Arrive at locations and launch attacks .....	15	Morale .....	30
Control time .....	16	Character development:	
Split squads .....	16	Experience and leveling-up .....	31
Merge squads .....	16	Overview of the character	
Locations on the map .....	16	attributes and skills .....	31
Loyalty.....	17	Traits .....	32
Income.....	17	<b>8. Overview of all items</b> .....	33
Militia .....	17	Weapons .....	33
Recruit militia.....	17	Attachments.....	35
<b>5. The laptop</b> .....	18	Grenades.....	35
E-Mail.....	18	Armor .....	36
Hire mercenaries .....	18	Values required.....	36
Bobby Ray's Guns & Things shop .....	18	Healing.....	36
Notes on engagements.....	20	Repair .....	37
Bookkeeper Plus .....	20	Open doors.....	38
<b>6. In the deployment area</b> .....	21	Plant explosives.....	38
The user interface .....	21	Plant and defuse mines .....	39
Mercenary overview .....	22	<b>9. The Plan &amp; Go combat system</b> .....	40
Portrait.....	22	Die Action Timeline.....	40
State display.....	22	Cancel orders.....	40
State of the merc .....	23	Synchronize orders.....	41
Health .....	23	Guard mode .....	41
Stamina .....	24	<b>10. Credits</b> .....	42
Likelihood of being detected.....	24	<b>11. Technical Support</b> .....	44
Visibility .....	24	<b>12. License Terms</b> .....	45
Noise level.....	25		

**Primary Target: Eliminate without mercy**



Queen Deidranna Reitman

Entertains substantial armed forces for a country of this size. Has run a dictatorship under the guise of a monarchy for the past ten years. Try to secure backup from the local resistance! R.I.S. could obtain no further information on Deidranna Reitman as all records appear to have been destroyed.

# 1. Introduction

## Your first job

The world is unfair; it is ruled by money. Governments, laws and politics, whatever; anyone with enough money can achieve their objectives if they buy the support they need.

Most people think that being a mercenary is a dirty business, but that's only true if you abandon all sense of morality! And you're not at that stage yet.

But business is not going as well as it could. You have the required expertise and combat experience and, for the right amount of cash, the client can provide what you have been lacking up to now: a job that will allow you to demonstrate your skills. An assignment that will make your name and will prove, beyond any doubt, that you are the right person for this type of mission!

So this Enrico Chivaldori has turned up at just the right time. He has been betrayed by his scheming wife, who murdered his father, the King, pinned the murder on him, and has now seized power. And the country is sliding into chaos. He has bided his time to avenge himself. Nobody knows that Enrico is still alive, and that's his trump card! But time is now against him. The ruthless Deidranna is becoming increasingly crazy, and is taking tough action against the weak resistance forces that are trying to oppose her. If he waits any longer, his homeland will be reduced to rubble...

The job is by no means routine; he has paid you in diamonds. He is desperate, and has no choice but to trust you. The starting capital isn't huge, but it's enough, and if you manage to pull this assignment off you'll leave a lasting impression. And you will have succeeded!

If you fail, you'll find out if this was really all Enrico had to spare, or if he has enough left to put a bounty on your head...

## Game intro

In *Jagged Alliance: Back in Action* you hire mercenaries to free the fictitious island state of Arulco from the clutches of the dictator, Deidrana Reitman.

To do this, you must monitor your finances carefully and develop additional sources of income by freeing cities and reassuring the inhabitants that you are there to help them.

This manual will help you negotiate the first hurdles in the game and explain some basic information that even your combat-hardened mercs will find useful.



## 2. First steps

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### Tips on starting the game

This section will help you master the first challenges in the game. Advanced players who would rather explore the game for themselves may want to skip this section and learn from their own mistakes on the battlefield.

### The Tutorial

If you are playing the game for the first time, it's a good idea to start with the tutorial!

To start the tutorial, click the "Play Tutorial" option in the main menu.

In the tutorial you can make your first attempts at commanding your mercenary squads out of harm's way.

This basic training will explain step by step some of the essential game mechanics such as squad movement, shooting, healing, picking locks, using explosives and of course Command mode.

Once you have left the A.I.M. boot camp, you will know what you can demand from your mercenaries!

### Mission preparation: Hire the first mercenaries

When you start a new game you will open the mission preparation screen. Here you must hire at least one mercenary to begin your mission.

You can hire mercenaries by opening your laptop and selecting the Recruiting item. This will take you to the A.I.M. website, the Association of International Mercenaries.

#### - TIP -

Although you can start your mission with just one mercenary, we would recommend you hire at least two or three!

Make sure that one of your mercs has a MedKit, and has a value of 50 or above in the Medical skill. This is essential for treating wounds and stopping bleeding!

Jagged Alliance - Back in Action

Total Balance \$ 40,000 Day 1 Time C 00:00

Open your laptop and hire mercenaries!  
Check E-Mails and Quest Notes for more detailed

Rec/Resources

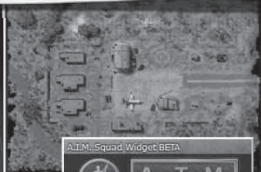
Country is rich in natural ores.  
Mining operations have been established for more than eleven years.  
Reports indicate 4 operational mines.  
Rate of ore extraction and exportation has been astronomical.



Primary Target: Eliminate without mercy



Queen Deidrana Raitman  
Entertains substantial armed forces for a country of this size.  
Has run a dictatorship under the guise of a monarchy for the past ten years. Try to secure backup from the local resistance!  
R.I.S. could obtain no further information on Deidrana Raitman as all records appear to have been destroyed.

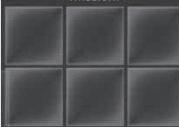


A.I.M. Squad Widget BETA



A. I. M.

You need to hire at least one mercenary to start the mission.



Start Mission

Jagged Alliance - Back in Action

Total Balance \$ 40,000  
Daily Income \$ -



A. I. M.

- E-Mail
- Recruiting
- Online Shop
- Quest Notes
- Financial



Home

Member

Policies

History

## Obtain supplies: Secure Drassen Airport

At the start of the mission, the mercs you have hired parachute down over Arulco.

You can use the airport north of Drassen as a base throughout your entire mission. Weapons you order via the laptop and more mercs you hire through A.I.M. will arrive here.

**NOTE:** Your mission has failed if all the mercs you have hired die, and you no longer control an airport! So make sure that your airport is always well defended!

To capture the airport, you must defeat all Deidranna's hostile forces that are guarding the airport.

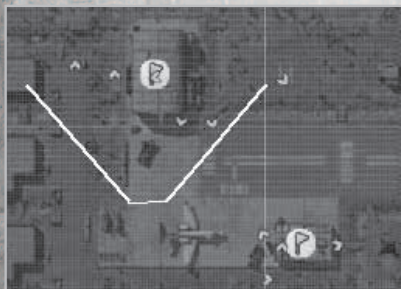
You can do this either by seeking out and eliminating each enemy on the map, or you can focus on the **strategic targets**, marked by small flags on your mini-map: Deidranna's forces will defend these targets when you attack them.

When you move toward a target, you will see that the flag changes color: it will turn yellow, which means that the enemies defending it will advance toward it. When you have eliminated all the defending forces, the flag will

turn dark green. Once you have captured all the flags around the airport, you will have total control of the airport!

### TIP:

**The inhabitants of Arulco are living under terrible fear of the threat from their ruthless dictator! NPCs such as Pablo at Drassen Airport will refuse to speak to you until you have brought the deployment area under your control!**



Flags on the minimap mark strategic targets

To complete the quest "**Secure Drassen Airport**", you must talk to Pablo, who you can find in the hangar west of the runway.

## On to Drassen

Once you have gained control of Drassen Airport, you are basically free to do what you want.

Leave the airport by pressing the arrow symbol on the top right of

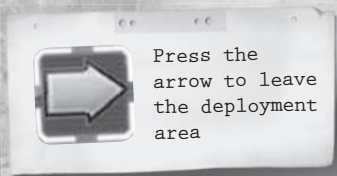


the interface. You can do this to leave a deployment area at any time and return to the World Map.

However, you should first talk to Pablo to complete the "Secure Drassen Airport" quest and, if necessary, see Waldo to stock up on ammo. Waldo will trade with you after you have spoken to Pablo.

You can send merc squads to more deployment areas on the World Map.

A unit can comprise up to 6 mercs. You can also split your mercs up into several squads. You find more details about this in the section "The World Map".



## Find the rebels

There are various ways of achieving your final objective; to kill Deidranna in her palace. We recommend that at least on your first visit to Arulco to refer to the quests that are marked in your laptop in Quest Notes.

One of your initial quests will point you to the rebels, who have been trying to topple Deidranna for years. To complete the quest "Find the rebel leader", you must find Miguel Cordona. The priest in Drassen can help you:

Father Walker will give you the name of someone who knows where the rebels are hiding. Complete this quest and those that follow, and you will also find the rebel camp!

Return to Pablo when you have liberated the airport



Now select the Alpha Squad you used to secure the airport, and right-click it to send it south to liberate Drassen City itself.



Move your mercs on the map from the airport to Drassen

TIP: You will receive various rewards when you accept quests from the inhabitants of Arulco. Many employers will even ask to join you! The people you recruit in this way may not be trained mercs, but nor will they incur any running costs!

Find Father Walker in the church in Drassen



**- TIP -**

When accepting quests, always listen carefully to what your interlocutors tell you! It may also sometimes help to go back to an employer and talk to him again for a hint on how to complete a quest.

# 3. Game Controls

## Keyboard layout

### In the deployment area

#### Shortcuts for order buttons

(see section 6: In the deployment area)

~	Hide/show roofs
T	Exchange items
G	Guard mode on/off
H	Immediate stop
C	Set shooting mode: Single shot
V	Set shooting mode: Burst of fire
F1	Set stance: Ready weapon
F2	Set stance: Run
F3	Set stance: Crouch
F4	Set stance: Go prone
Page Up	Next stance: Up
Page Down	Next stance: Down

#### Shortcuts for Command mode

Spacebar	Command mode on/off
Backspace	Cancel last action of selected merc
H	Cancel all actions of selected merc
Delete	Reset entire Timeline (all actions of all mercs)

#### Shortcuts for other frequently used orders

R	Load weapon
E	Use item* <i>(Multiple selection is disabled, the first merc in the selection will be chosen)</i>
F	Fire weapon, manual aim* <i>(Multiple selection is disabled, the first merc in the selection will be chosen)</i>
TAB	Open character detail view and display inventory
N	Select next squad
B	Select previous squad
L / F11	Open laptop
F10	Open options menu
ESC	Cancel selection Close laptop or options menu

#### Camera settings in the 3D view

X	Reset camera angle Camera will point North
CTRL + mouse	Zoom camera in/out
ALT + mouse	Rotate camera

**\*Note:** This order disables the selection of several mercs. The order will only be carried out by the first merc in the selection.

## On the World Map

ALT	Toggle movement mode: Quickest route/Direct route
F1 to F4	Set speed of passage of time
]	Speed up passage of time
/	Slow down passage of time
Spacebar	Pause game

## Load and save

The game saves automatically when a squad enters a deployment area.

Furthermore, you can also create savegames manually when you are on the World Map. You can only save in deployment areas if you are not engaged in combat

and the “Back to World Map” button is enabled.

To load savegames, open the “Load game” menu in the Options menu or in the Main menu, and select a savegame there. Then click on the “Load” button.

## Options

You can adjust the following settings in the Options menu:

### Audio settings

Here you can configure the volume of individual audio sources in the game separately:

- Sound effects in the game world (e.g. shots, ambient sound)
- Music
- Language
- Sound effects in the UI (e.g. button feedback)

### Video settings

Here you can adjust the settings that will influence the game’s visual quality and performance:

- Shader quality
- Terrain texture quality
- In-game texture resolution

Use high settings if your PC has enough computing power.

Adjust the settings to normal to improve game performance.

You can also improve the game performance by reducing the screen resolution, multisampling and anisotropic filtering in the launcher before starting the game.

## Gameplay settings and Autopause

Here you can configure different events that automatically switch the game from Real Time mode to Command mode.

You are free to use these Autopause options to suit your idea of how the game should progress.

As a newbie, it may be helpful to set some events as Autopause events that you may often forget in the heat of battle.

As a more experienced player, you will probably prefer to retain total control of the game, and will disable all Autopause events.

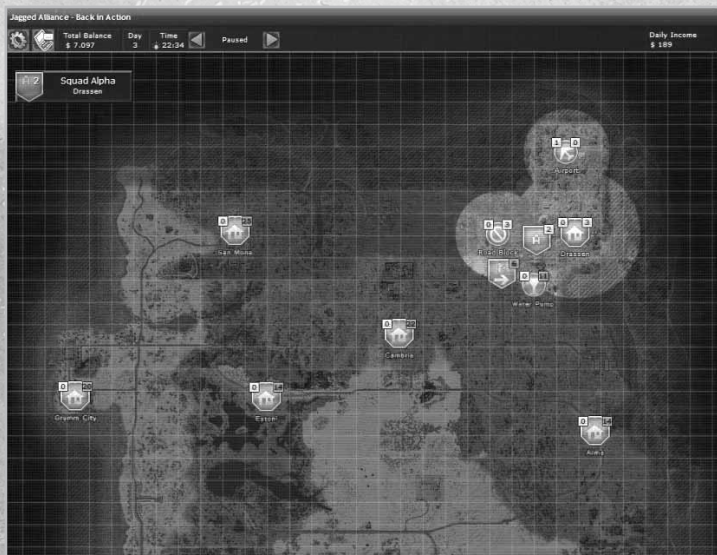
### - TIP -

You can use the Killcam option to prevent the game from using a special Killcam to show the hit when you receive a critical hit.



## 4. The World Map: Overview of Arulco

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The World Map provides an overview of Arulco, and you can also send your squads to their next deployment location here.

To begin with, you will only see the cities you can find information on before starting your assignment. When your squads move across the map, they will come across other places that you can also bring under your control.

You can also monitor enemy troop movements within your squads' field of vision and the locations you have freed from Deidranna's control.

### Move and manage squads

Your mercs are grouped in squads on the map. When you select a squad, you can see the various mercs assigned to it.

You can either select squads using the squad list on the left, or click on a squad direct on the map.

Once you have selected a squad, you will also learn, among other things, on which terrain it is currently located, how quickly it can get there, and how well camouflaged it is currently.

## Move squads

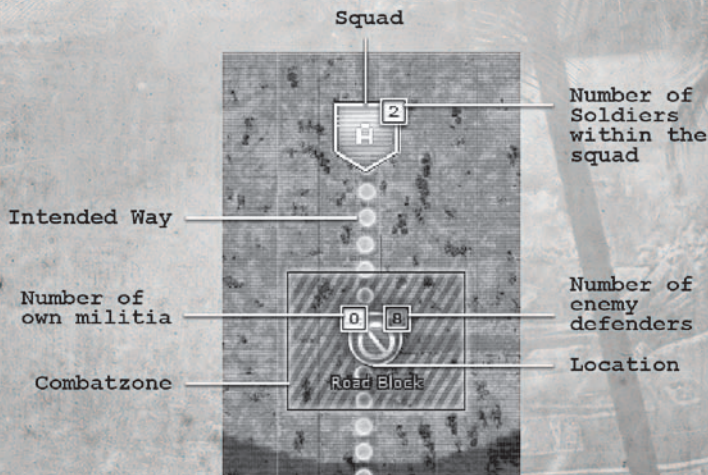
You can right-click on the squad to issue a march order to the squad you have selected.

Bear in mind that the movement of your squads over the map will cost stamina, so monitor the red bars of your mercs closely. When you enter a deployment area, your mercs will have the same maximum amount of stamina available as they had when they arrived there! It is therefore advisable, if possible, to have a short rest before launching an attack!

TIP: You can march using either the direct or the quickest route. Use ALT to switch between both movement modes!

## Arrive at locations and launch attacks

You can order squads to attack enemy troops and at locations that are held by the hostile forces. You issue an attack order in the same way as a movement order, i.e. by right-clicking.



If you order a squad to attack an enemy location, the game will switch to the tactical view when your squad reaches the area shaded red on the map.

## Control time

You can speed up, slow down and stop the passage of time on the map. This is helpful if you want to send a squad to a place some way across the map, and are waiting for it to arrive.

**Tip: Time only passes on the World Map, and not during a combat operation. So when you want to enter a deployment area at nighttime, you will enter it between 11.00pm and 6.00am.**

## Split squads

To remove a merc from a squad, select him in the list, and then click the "Leave squad" icon. A new squad will then be created with the merc at his current position.

### - TIP -

Your mercs will automatically recuperate on the map, and any lost health will be replenished.

## Merge squads

A squad can comprise a maximum of 6 mercs. To combine smaller squads, select one of the squads you would like to merge, and issue it with a movement order to the other squad.

## Locations on the map

There are two types of location: cities and smaller localities.

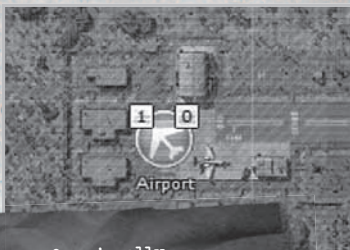
Cities may comprise several smaller localities; for example, in Drassen you will find a factory, a mine, a bar and a church.

You can click any place on the map to obtain more information on it.

### - TIP -

In the tactical view, your squad will be placed in the same position it was on the map. So you can travel direct to any place in cities that you control. To do this, position your squad in front of the church in Drassen, for example, and only then order it to enter the city.





**TIP:** Occasionally, houses or huts may not be displayed on the World Map. If you find one, you'd better exercise extreme caution and investigate it more carefully!

## Loyalty

When you liberate a city or another locality, the inhabitants will still view you with suspicion at first. Their trust will only gradually grow if you keep the location free over a longer period and are able to prevent Deidranna from snatching it back.

The loyalty level increases more quickly if you liberate more locations in the surrounding area.

## Income

In most localities and all cities there are inhabitants who want to join the struggle against Deidranna, so you will receive financial support from each of these places on the map,

provided you ensure they remain free. The amount of this income will depend on the extent of the level of loyalty you already have in that location.

## Militia

As the level of loyalty increases, many people will also declare themselves willing to take up arms and fight for their freedom. You can recruit these inhabitants as militia if you kit them out with weapons and armor.

## Recruit militia

Inhabitants that you can recruit as militia will be marked with this symbol. Talk to a merc to open an exchange screen where you can equip a citizen with a weapon from your merc's inventory.

Once the citizen has received a weapon, he will defend his homeland against any attack!

**Tip:** You can change the equipment of any member of your local militia at any time later by talking to them again!

## 5. The laptop

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You can use the laptop to access the various functions in the game. Click the icon at the top left of the screen, or press the L button to open the laptop.

The functions of the individual programs on your laptop will be described in more detail below.

To close the laptop again, click the "Close" button on the top right of the laptop, or press Esc.

### E-Mail

Here you can call up and read your mails.

### Hire mercenaries

You can hire mercs on the A.I.M. website and also view information on the "Association of International Mercenaries".

To hire a mercenary, select one of the mercs in the "Members" area, and contact them. A satellite connection will then be established via which you can discuss a job offer with the merc personally.

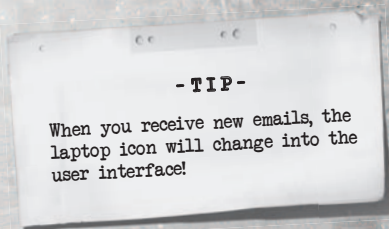
Mercenaries you have hired cannot arrive in Arulco until you have secured the airport.

**TIP:** Mercenaries may sometimes refuse to work with you. One of the reasons could be that you have another merc under contract who this merc does not want to work with.

### Bobby Ray's Guns and Things shop

Once you have secured Drassen Airport, you can also have weapons and equipment delivered direct to Arulco from "Bobby Ray's Guns and Things".

Select the relevant category using the tabs depending on whether you are looking for weapons, weapon attachments, ammunition, armor or other items of equipment.





Then select an item from the range on offer. Details of the item you have chosen will now appear at the bottom of the screen. Use the + and - symbols to choose the quantity of the item that you would like to add to your cart.

When you have finished, you can use the "Review order form" button to have an overview of all the items in your cart.

You must then select standard delivery or an expensive express delivery to complete your order.

Depending on the dispatch method, the time taken for your order to arrive in Drassen and when you can pick it up from Pablo will vary. You will find your order in the storage box in the warehouse.



The range of goods at Bobby Ray's changes regularly, so it is advisable to keep an eye on the goods he has available!

## Notes on engagements

If you have accepted an assignment, this will be noted in your laptop. The quest status will also be indicated: the status of engagements can be open, solved, completed or failed, and will be sorted in this order.

When you have accepted an engagement, it will be listed as open. Once you have carried out the engagement, it is considered as solved, and you must now go to the relevant employer to complete it.

In some rare cases you may fail assignments, and one reason for this could be that the time limit has elapsed. If a time limit is applied, the notes will indicate how many days you have left to carry out that particular mission.

## Bookkeeper Plus

Bookkeeper Plus lists all the income and expenses that will accrue during your mission.

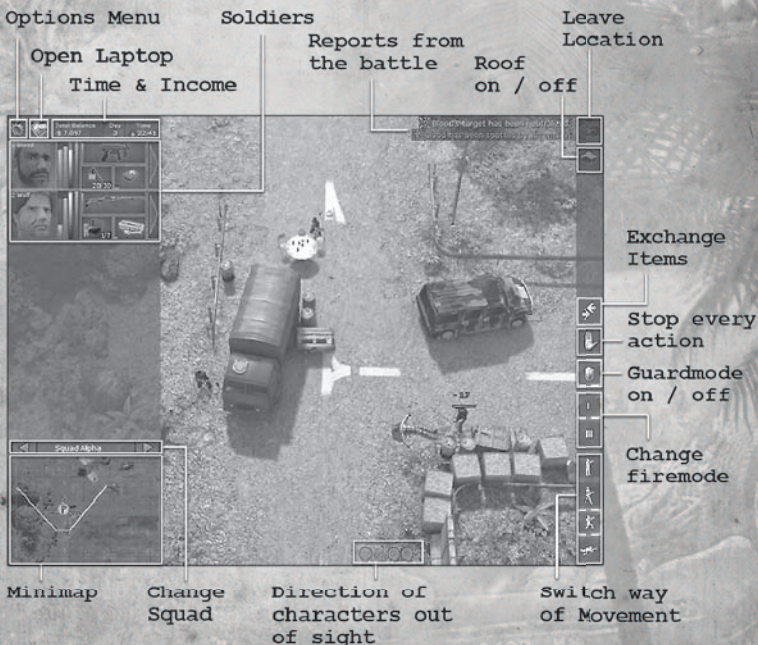
Here you can view detailed information on your ongoing costs.

## 6. In the deployment area

When one of your squads enters the area held by an enemy position on the map, or when one of your squads encounters an enemy unit, the relevant deployment area will be loaded and the game will switch to the 3D tactical view.

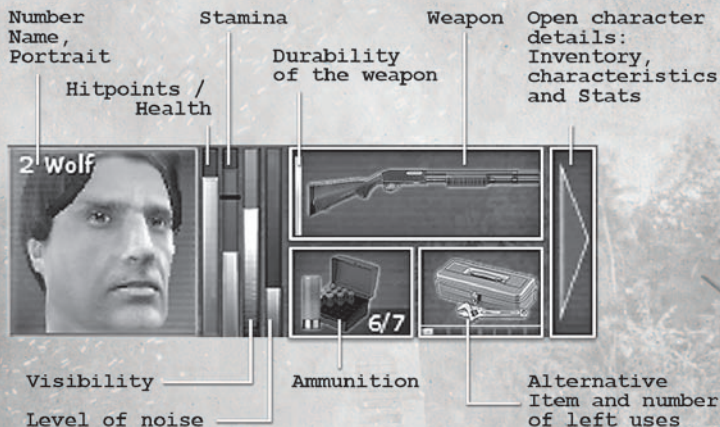
### The user interface

The following screenshot provides a brief overview of the control elements in the 3D view:



## Mercenary overview

You will find the most important information about your merc in the mercenary overview:



## Portrait


When you press the relevant number on the keyboard, you will select the corresponding merc. If you press the number key twice in quick succession, the view will jump to that merc. You can also use the left mouse button to click once or twice on the portrait.






## State display

States that effect the status of a merc will be shown on the portrait.

All these conditions are negative, so you should always try to take appropriate action!

Overview of all the available states:

	<b>Is dying</b>
	This merc is near to death. Heal him before he actually dies!

	<p><b>Stunned</b></p> <p>This merc cannot receive any orders temporarily.</p>
	<p><b>Is bleeding</b></p> <p>This merc is losing blood and his health is slowly ebbing away. Bandage him to stop the bleeding.</p>
	<p><b>Is wounded</b></p> <p>This merc has sustained an injury and the wound is affecting one of his attributes. You must treat him with a MedKit to heal it!</p>
	<p><b>Overloaded</b></p> <p>This merc has exceeded his maximum load weight. As long as he is overloaded he will replenish stamina more slowly, depending on how long he has exceeded his load weight. Remove items from his inventory to reduce the load.</p>
	<p><b>Level-up / Available training points</b></p> <p>This merc has earned enough experience to advance to the next level. Open the character view to increase his attributes and skills.</p>

## State of the merc

Health and stamina relative to the absolute maximum shown: maximum could be a value of 100, and the higher the individual maximum of a merc, the bigger the bar. You can therefore see at a glance how resistant the mercs are compared to each other.

The bar will decrease when health and stamina decrease.

### Health

The health of a merc is determined by his Strength value. Health is reduced by damage dealt. You can heal a merc to restore his health, and to do this you will need specific items of equipment (see page 37).

If health drops to 0, then your merc is near to death and if you don't stabilize his condition with an item that will heal him, the merc will die! Death is permanent.

## Stamina

The merc's stamina is determined by his Agility.

Stamina will reduce when a merc moves, and how quickly the stamina reduces will depend on the type of movement. You can read more about this on page 27 in the overview of the various stances.

Stamina will regenerate automatically if your merc stands still for a while and has time to get his breath back.

If stamina drops to 0, a merc will only be able to move slowly, and will complain that you are not allowing him a rest.

## Likelihood of being detected

Visibility and noise levels influence how quickly you may be discovered by unsuspecting enemies. If an enemy detects you, he will be alarmed and will attack, run for cover or alert other enemies.

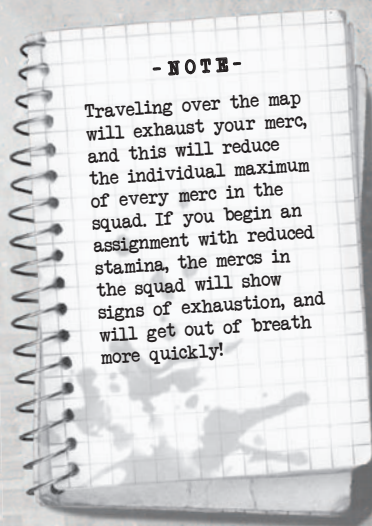
If you want to remain undetected for as long as possible, these two bars will help you assess how good your chances are of approaching an enemy unnoticed.

## Visibility

The higher the level of this bar, the more likely your merc will be detected in his current environment.

How visible your merc is depends on the environment he is operating in, the extent of camouflage his clothing is providing in this environment, and whether he can use the shadows and dark places in the environment to hide in.

There are four camouflage patterns in Jagged Alliance: Back in Action: woods, desert, urban and night camouflage.





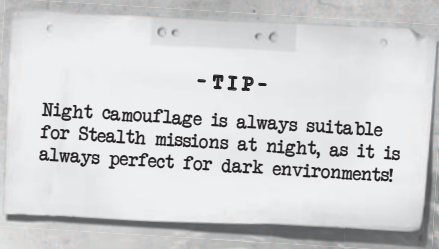
## Noise level

The higher the level of this bar, the more likely an enemy will be able to hear your merc.

How much sound your merc makes depends firstly on his skill at Stealth, and also in which stance he is moving.

The rule of thumb applies here: the quicker your merc moves, the more noise he will make!

You will learn more about this on page 27 in the overview of the various stances.



## Quickslots and equipped items

The quickslots display the items your merc can equip in the character view:

### Equipped weapon

The weapon slot shows the weapon your merc can use to attack.

You can click with the left mouse button on the weapon slot to change the cursor to a cross-hair and fire at any target. To attack an enemy, simply point the mouse at him when you have equipped a weapon.

### Ammunition

The ammunition slot shows how many bullets are left in the magazine of the weapon you have equipped.

The first number indicates how many bullets you can fire before you have to reload. The second number shows how many bullets the magazine can hold when fully loaded. The ammunition slot is automatically refilled when you equip your merc with a weapon.

To reload manually, click the ammo slot at any time to order your merc to reload.

### Equipped items

The item slot displays items that enable you to carry out specific actions. You will generally have to activate the item by left-clicking the slot, and you can then select the target for the action in the 3D view.

Many actions, i.e. unlocking a door with a lock pick you have equipped, happen automatically without the need to activate the item beforehand.

## Order buttons

### General buttons



**Leave the deployment area and return to the World Map.**

You can only leave the deployment area if...

...you have captured all the strategic targets and the area is now under your control

...there are no enemies in the immediate vicinity of your units.



**Show/hide roofs (Keyboard: `)**

If any of your units are in a building, you can turn the roof display on/off.

This can be helpful if you have positioned units in and on the building at the same time, and you want to avoid issuing movement orders to a unit that will move it to the wrong level.

### Actions and orders

To issue orders, select the merc you want to carry out the order, click the button and then use the right mouse button to click the target of the action.



**Exchange items (Keyboard: T)**


You can use this order to request a merc to swap items from your inventory with another merc.





**Immediate stop (keyboard: H)**


All selected mercs stop their current actions and stand still.


## State orders

	<b>Guard mode on/off (Keyboard: G)</b>
	<b>On:</b> Your merc will automatically attack any enemy that enters his sight cone.
	<b>Off:</b> Your merc will not react to enemies, and will wait until you give him orders to fire.

	<b>Set the shooting mode: single shot (Keyboard: C) and burst mode (Keyboard: V)</b>
	Not every weapon is capable of firing bursts.
	The number of bullets a weapon can fire in a burst depends on the type of weapon.

## Set stance

	<b>Ready weapon (Keyboard: F1)</b>
	Your merc moves as quickly as possible.
	He fires his weapon from the hip without wasting much time to take aim, but reduces his chance of hitting the target.
	He is most likely to be heard.

	<b>Run (Keyboard: F2)</b>
	Your merc moves as quickly as possible.
	He fires his weapon from the hip without wasting much time to take aim, but reduces his chance of hitting the target.
	He is most likely to be heard.



### **Crouch (Key: F3)**

Your merc crouches and can make more effective use of items as cover.

Your merc focuses on aiming and needs a little more time to fire his weapon, but has a greater chance of hitting his target.

Your merc can only move very slowly in this stance, but he hardly makes any noise.



### **Go prone (Key: F4)**

Your merc lies flat on the ground and can only crawl forward.

He tries to remain as undetected as possible and makes hardly any sound when moving.

He concentrates on aiming and takes a long time to aim before firing his weapon, so he has a greater chance of hitting his target.

Sniper rifles are particularly effective when fired from a prone position.

**Quicker movement / Less time to aim**



**Quieter movement / Shots are more accurate**

# 7. The characters

## The character detail view

In the detail view you can customize the equipment of each merc, view his inventory and gain an overview of his character values. Some interesting statistics are also displayed in a separate tab.

You can toggle between your mercs at any time in the character view to compare equipment and values.

**Character Details Wolf**

**Character Details**

- Health 85
- Stamina 82 (90)
- Morale good
- Level 4
- Experience 2544 (4300)
- 0 Training Points available!

**Attributes**

- Agility 90
- Decency 86
- Strength 85
- Intelligence 74
- Perception 71

**Skills**

- Medical 48
- Explosives 40
- Marksmanship 79
- Stealth 56
- Mechanical 65

**Traits**

- Shotsque (Expert)
- Outslinger

**Large Medkit**

- Weight 2,40 kg
- Efficiency 60
- Charges 8
- Required 60 Medical

Packed with standard first aid supplies, this kit allows you to restore health, stop bleeding and heal wounds.

## Change equipment

You can take an item from the inventory either by holding the left mouse button down and dragging it to the relevant equipment slot, or simply right-click to equip the item direct. It will then automatically be placed in the relevant slot.



## Clothing and camouflage

In the camouflage display you can see how well your merc is camouflaged in different environments and at night. The display will automatically alter when you make any changes to your merc's clothing.

## Load weight

If your merc is carrying so much that the total weight exceeds his carrying load, he will only be able to move slowly and will generate no more stamina.

You can view the merc's current load in the load weight display. The maximum load weight is shown in brackets. The maximum load weight depends on the merc's Strength.

## Drop items



To remove an item from the inventory, hold the left mouse button down and drag it to the relevant slot.

If you are in a deployment area, the item will be dropped on the ground where your merc is located.

If you are on the World Map, the item will be destroyed! So never drop any items onto the World Map that you may need again!

## Exchange items

If you want to take an item out of a merc's inventory and transfer it to another merc, you can do this via the exchange action (Keyboard T).

## Morale

The state of morale indicates how content or unhappy a merc is. Unhappy mercs will complain about your style of leadership, and will show less commitment on the battlefield than content mercs.

Many factors influence morale, the most important of which are character traits and the relationship with the other mercs in the same squad.

Don't place mercs that hate each other in the same squad, and bear the traits of every merc in mind to avoid losses.

Conversely, you can raise morale if you involve mercs in battle who get on well together and appoint mercs according to their character traits!

Each mercenary will express his likes and dislikes when you hire him.

## Character development: Experience and leveling-up

When a merc has gained enough experience, he will advance a level. You can allocate training points after each level-up to increase a merc's attributes and skills.

Use the + and - symbols to increase/decrease a value.

When you are happy with how you have allocated the points, use the relevant button to validate your changes.

You don't have to allocate all the points at once; you can save points and allocate them at any time.

**TIP:** The higher the merc's level, the more experience he must gain to level-up! So you have more influence on the development of a low-level merc than on mercs at higher levels!

## Overview of the character attributes and skills

The attributes and skills of each merc are shown as values between 1 and 100.

The higher the value, the better your merc!

Agility	Determines maximum stamina and how fast a merc can move and react to orders issued to him.
Dexterity	Used for aiming, repairing weapons and use of explosives.
Strength	Determines maximum health, damage dealt with melee weapons and the likelihood a merc will force doors open.
Intelligence	Is used for medical checks, defusing, and determines how quickly your character gains experience.
Perception	Determines how far your character can hear and see. Extends the area in which guard mode is effective.

Medical	Determines what healing items a merc can use, and how successful he is at healing.
Explosives	Determines what explosives a merc can plant or disarm and how successful he is at handling explosives.
Stealth	Determines how much noise a character makes when moving.
Mechanical	Determines what tools a merc can use and how successful he is at restoring weapon durability.
Marksmanship	Determines how well a merc can aim and the likelihood of him hitting the target.

With many actions, for example if your merc wants to plant some explosives, the skills of your merc will be checked. A skill will then be combined with one of the attributes, depending on the action you want to carry out.

When disarming a mine, apart from knowledge of explosives, Intelligence is also required, and planting explosives will also demand Dexterity.

## Traits

Traits are specific characteristics that differentiate the mercs and which describe their essential being.

While you can influence a merc's attributes and skills in the game by leveling-up, traits always remain unchanged. Traits can have positive and negative effects, depending on the situation. There are two types of traits: a merc's specific skills and character traits.

Specific skills indicate how well or badly a merc can handle certain weapons or whether particular advantages or disadvantages arise in certain situations. For example, an untrained merc will lose stamina more quickly when running.

Character traits influence a merc's morale. A wimp will allow his morale to sink when he is injured. A macho will feel pretty good when he is deployed in a squad with women.

TIP: To learn more about a merc's character traits, simply move the mouse pointer over the name of the trait to view a description.



## 8. Overview of all items

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### Weapons

#### Melee combat

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At first glance it may seem a bad idea to choose a knife in a shootout.

But if you manage to sneak up to your enemy forcing him to engage in a melee fight, his rifle won't help him much! The reverse is also true of course; so make sure you eliminate the raging man with the ax before he gets near enough! Ideal deployment area: sneak attacks, melee combat!

#### Assault rifles

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Assault rifles are good all-round weapons that can make best use of their strengths, particularly at mid-range.

Most also have a burst mode which you can use to deal heavy damage in a short time.

#### Machine guns

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They have a high rate of fire and use large quantities of ammo. Their blowback makes them very inaccurate when shot from the hip.

You will achieve the highest level of marksmanship when in a prone position. They are effective at mid- to long range, and are particularly suited to fortifying a position.

#### Submachine guns

---



Effective at short range. They have a high rate of fire, and are still relatively accurate when shot from the hip.

All submachine guns can deliver bursts of fire and are sometimes equipped with silencers. This renders them extremely versatile, but they are particularly well suited to quick attacks.

## Handguns



At the start of your mission in particular, you will often have to resort to handguns. Deidranna's less well trained forces you encounter at the outset will also be equipped with handguns. Handguns have very different pros and cons, but they share a relatively low ammo capacity and frequent reloading. They also generally have a fairly short range. Most can be equipped with silencers for sneak attacks.

## Shotguns



Shotguns fire single shots. Shot dispersion already increases at mid-range, so they can only operate at maximum efficiency over short distances. Accurate aiming is hardly required owing to the shot dispersion factor, so you can confidently fire shotguns from the hip. Armor provides very effective protection against shot ammo, so you should deploy shotguns against unarmored enemies!

## Sniper rifles



Snipers are never happier than when positioned far from their target. A well-aimed shot from a sniper rifle can be lethal, provided the marksman can aim accurately. You should ideally fire sniper rifles from a prone position; shoot from the hip and you couldn't hit the broad side of a barn!

## Rocket launchers



When standard firearms are no longer enough, bring on the big guns. Without rocket launchers you will run in to problems, particularly against tanks. Rockets create an explosion where they strike, which causes damage over a wide area. So they can also be effective to a certain extent when used against normal enemies.

## Attachments



Weapons can sometimes be supplied with attachments.

Silencers reduce the noise of the shots fired from a weapon. Silencers can only be mounted on handguns and many rapid fire guns.

Telescopic sights or optical attachments increase a weapon's aim accuracy over long distances. However, the optimal area of the weapon range will change, and aiming at closer range will take slightly longer than it would without an attachment. You can only use these upgrades on guns.

## Grenades

You can equip grenades like other items and throw them using the quickslot in the merc overview. The distance and accuracy with which a merc can throw a grenade depends on his Strength and skill.

Different grenades perform different functions:

### Frag grenade



These explode shortly after you prime them before throwing. The explosion causes damage over a wide area and can hit multiple enemies at one strike.

### Smoke grenade



Creates a dense wall of smoke for a short period to provide cover from the enemy's sight. Handy if you want to get through an enemy position unscathed.

### Stun or flash grenade



Temporarily stuns anyone in the near vicinity, thus temporarily incapacitating not only enemies but your own mercs too!

### Gas grenade





Similar to the smoke grenade, but differs in that the smoke released is noxious, and incapacitates any enemies that have not run clear quickly enough.

## Armor

You can use vests and helmets to shield your mercs against enemy bullets.

Remember that the effectiveness of any armor to reduce damage depends on the ammo used! Point the mouse at a stack of ammo to see if it is capable of piercing armor.

Kevlar vests	Helmets
 <p data-bbox="329 409 505 498">Can be worn over normal clothing to protect the torso.</p>	 <p data-bbox="733 409 899 498">Can be worn on the head to protect the head.</p>

The longer an item of armor has been exposed to enemy attacks, the greater the likelihood that the next bullet will hit a weak spot in the armor and inflict damage.

So remember to renew armor when its durability is too compromised.

## Values required





Items you can use for healing, repairs or to pick locks, like explosives, will require a particular value in a relevant skill.

You can find out which skill a merc requires to use an item by pointing at the item in the inventory. The value required will then be shown in the Tooltip.

## Healing

All the items you can use for healing can restore lost health, so you can also use any of these items to stabilize the condition of a merc who is on the point of dying.

However, not all the items can be used to stop bleeding or to heal wounds. The overview below shows you at a glance which items are suitable for this:


	Restores health	Stops bleeding	Heals wounds
<b>Syringe</b> 	slightly	no	no
<b>Bandage</b> 	<b>moderately</b>	<b>yes</b>	no
<b>Small MedKit</b> 	<b>effectively</b>	<b>yes</b>	<b>yes</b>
<b>Large MedKit</b> 	<b>very effectively</b>	<b>yes</b>	<b>yes</b>



## Repair

Weapons gradually lose their durability and thus become less reliable and the risk of a weapon jamming becomes greater!

You can use the following items to restore weapon durability.

The items you can use to restore the durability of a weapon depend on how much durability the weapon has already lost: weapon oil is only suitable for the routine maintenance of new weapons, and only requires some basic knowledge of Mechanical. However, you will need a complete tool box, and an advanced understanding of Mechanical to restore a battered firearm to full durability.

	Requirement Mechanical	Max loss of durability that should be evident
<b>Weapon Oil</b> 	low	low

	Requirement Mechanical	Max loss of durability that should be evident
<b>Field Cleaning Kit</b> 	<b>medium</b>	<b>high</b>
<b>Tool Kit</b> 	<b>high</b>	<b>total</b>

## Open doors

Some doors in Arulco are locked; generally because there is something valuable concealed behind them.

There are various ways of opening doors that require different attributes and skills.

<b>Lock pick</b>	<b>Crowbar</b>	<b>Key</b>
		
*Dexterity & Mechanical	*Strength & Mechanical	*None

\*Skill required

The most elegant method of course, is to find the right key! Some doors will only open with the correct key!

## Plant explosives

You can use explosives to blast walls, which can open up more tactical possibilities or simply create a diversion; explosions are very loud indeed.

Explosives either have a timer that starts counting down once the explosives have been planted (you'd better get well clear quickly!) or a remote control that you can activate once you have set your explosives.

The places where you can plant explosives are marked in the tactical view.

### Explosives with timer



### Explosives with timer



## Plant and defuse mines

Mines are excellent for protecting tight spots from uninvited visitors.

You can place mines anywhere. Mines that you have set yourself cannot be triggered by your mercs.

The enemy has set mines in many deployment areas, and mercs can detect mines with sufficiently high Perception. These will then be marked and can be defused by a merc with defuse kit.

### - NOTE -

A mine may explode if a merc is unable to disarm it! So we therefore recommend you send a merc who knows how to handle explosives!

### Mine



### Defuse Kit



## 9. The Plan & Go combat system

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**Jagged Alliance: Back in Action** runs in real time, but you can stop the game at any time to allow you calmly assess the situation. Simply press the spacebar to switch from Real Time mode to Command mode.

In Command mode, your own mercs, neutral units such as citizens, and enemies are shown in a color. Moreover, the orders that your mercs are just carrying out are visualized.

In Command mode, you can retract orders and issue new orders. Press the spacebar again to return to Real Time mode and your orders will be carried out.

Remember that in Command mode you can only select one merc and issue orders to him!

### The Action Timeline

Once you have switched to Command mode, the Action Timeline will appear at the bottom of the screen.

All the orders that your mercs currently have and are carrying out will be listed on the Action Timeline

If you issue more orders in Command mode, these will automatically be added to the Action Timeline. You can issue up to 8 orders to any merc that he will carry out consecutively. Bear in mind the sequence of orders! New orders will always be carried out after orders that have already been issued!

### Cancel orders

You can cancel orders in three different ways. To do so, please use the corresponding buttons in the action timeline:

- Cancel individual orders by removing the last order from a merc in each case
- Cancel all the orders to a merc in one go
- Cancel all the orders to all mercs in one go, and reset the entire Action Timeline.





Experiment with synchronizing orders and, with a little practice, you can stage complex chains of events by synchronizing commands!

## Synchronize orders

You can synchronize orders on the Action Timeline; synchronized orders will be carried out simultaneously.

This is particularly helpful for example, if you want to launch orders to attack simultaneously to surprise the enemy with an assault from several directions at once!

To synchronize commands, you can simply use Drag & Drop to drag an order icon from the bar of a merc to another order icon in the bar of another merc. Both orders will then be shown in a color and placed on the same level.

## Guard mode

Guard mode is a state in which you can move each merc to guard a post.

In Command mode, a sight cone is displayed for each merc who has guard mode activated. The moment an enemy enters this sight cone, the merc will open fire at will.

Use guard mode to provide support in one direction while you place a merc at the rear to provide covering fire to the rest of the squad that is moving forward.

**Tip:** The area a mercenary can cover in guard mode depends firstly on his Perception, and is also limited by the range of the weapon he is using! So choose the correct merc for each particular situation!

### - TIP -

It is therefore a good idea to place the merc you want to secure an area in a stance which enables him to fire more effectively. Since in guard mode your merc is strictly on the lookout for attacks coming from a particular direction, the time he requires to take aim will be reduced, so any delays in aiming that are caused by many stances will be modified to some extent.

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Our customer service is available 24 hours a day, seven days per week via email. If you have any questions or problems with one of our products, we offer you answers and solutions to the frequently asked questions at our forum or you can drop us an email under the following address:

**support@kalypsomedia.com**  
**forum.kalypsomedia.com**

## Therefore, we need the following information:

- The complete product name.
  - If available, the exact error message and a description of the problem.
- Both services are free of charge. Please note, that we are not able to answer requests concerning tips and tricks via email.

## However, before you contact our support team:

- Please make sure that your PC fulfills the system requirements.
- When you are placing the call, please make sure that your PC is switched on. Additionally, please start the DxDiag program before your call, as the information of this Microsoft software will help us to find the problem.

## How to start the DirectX diagnostic program ("DxDiag"):

Windows XP: Please click on the "Start"-Button on the taskbar and afterwards „Run“. Please enter "dxdiag" (without quotation marks) and click on „OK“.

Windows Vista / 7: Please click on the "Start"-Button. Under "Start search" please enter "dxdiag" and push the „Enter“-Button.

## Exchange of serial codes (serial number / CD-Key)

NOTE: serial codes cannot be replaced! Please make sure, that you don't lose your serial code. In case of loss, you have to buy a new game. Therefore, please avoid requests in this vein.

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