Subject: The most complete Excel merc chart so far (or so I think) Posted by Ledtim on Sat, 21 Jul 2007 11:24:06 GMT

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Using Terminus Est's merc and weapon chart as a starting point, I created a more complete chart of characters available in JA2.

It contains info on all mercs and recruitable characters available in JA2. Mercs and traits added in 1.13 patch are listed in red.

Other than the basic data such as the characters' stats and wages, I added some analysis, such as the sum of their stats etc.

Then, I added more useful info using the formulae from the source codes, such as the APs, militia training rate, repair rate, doctoring rate, stealth value, lockpick, disarm ability, h2h fighting ability, throwing ability, throwing range, grenade launcher accuracy etc.

The effect of traits, such as martial art's effect on melee and teaching's effect on militia training is accounted for in the formulae of the appropriate headings.

Tips for Usage:

- **1. In Excel menu, go to view --> comments to see explanations for various headings etc. **
- 2. Click on the little down-arrow in each heading and select the appropriate option to sort the chart according to your needs. For example, you want to find the character with the highest repair rate, go to the repair heading and click on the down arrow and select "sort descending".
- 3. The chart is fully programmed so you can modify the characters' stats & traits and get immediate updates to their repair rate, stealth value etc. etc.
- 4. Similarly, you can check out calculated values for your IMP or characters from a MOD by adding a new row. Copy one of the rows in the chart, paste it in a new row and enter the new data such as the character's name, stats, wages.
- 5. Expert characters, such as Dimitri who is a throwing expert, have their traits highlighted in a bold font so you can pick them out quickly. The highlighting is done automatically. For example, so if you change a character's traits so he becomes a stealth expert, his traits will be highlighted in bold and italics automatically.
- 6. If you can't see the full heading, you can expand the heading size by dragging it or by clicking in the heading cell to see the value in the Excel status bar.

Who do you call if you've locked yourself out of your house? Trevor!

Download the Chart here

Subject: Re: The most complete Excel merc chart so far (or so I think) Posted by DNA from the Lowlands on Sat, 21 Jul 2007 12:08:02 GMT View Forum Message <> Reply to Message

Downloaded it, immediatly after reading:

I added more useful info using formulae from the source codes, such as the APs, militia training rate, repair rate, doctoring rate, stealth value, lockpick, disarm ability, h2h fighting ability, throwing ability, throwing range etc. etc.

That got me excited, stats & effects. Thanks.

ghehe ...I could be stuck planning for days...

Subject: Re: The most complete Excel merc chart so far (or so I think) Posted by themglman on Sat, 21 Jul 2007 17:53:28 GMT

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Very nice, thank you. :luckystrike:

Subject: Re: The most complete Excel merc chart so far (or so I think) Posted by Ledtim on Mon, 23 Jul 2007 15:02:25 GMT

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I've made some minor changes and additions since I first posted the chart, namely:

- * added mercs in UB
- * some formatting corrections
- * added how interrupt points is calculated in the 1.13 patch

Subject: Re: The most complete Excel merc chart so far (or so I think) Posted by Ledtim on Wed, 05 Sep 2007 08:18:02 GMT

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Some small changes

- * Added the fact that Flo, with her arms dealing experince, gets a 10% price discount/bonus to buying/selling guns and ammos.
- * Added various values for melee combat, such as knifing attack accuracy and knifing dodge etc.
- * Some layout clutter cleanup

Subject: Re: The most complete Excel merc chart so far (or so I think)
Posted by DNA from the Lowlands on Wed, 05 Sep 2007 12:51:26 GMT
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Oh now that you mention it.

Flo, Wolf and I thought there was another (?Didn't LucasSan post it somewhere?)

Subject: Re: The most complete Excel merc chart so far (or so I think)

Posted by Ledtim on Wed, 05 Sep 2007 21:28:04 GMT

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You are probably thinking of this thread.

The discussion at the end says hated nationalities of the merchants affect the selling/buying price and that Flo pays more at the shops. Which is completely wrong...

(Hmm, Isn't that post plagiarized from this handy site?

Subject: Re: The most complete Excel merc chart so far (or so I think)

Posted by Off_Topic on Tue, 07 Apr 2009 14:08:34 GMT

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Just came across this thread, it's a brilliant reference for anyone that wants to put together the perfect Merc team or just get to know the nitty gritty details of every Merc.

Subject: Re: The most complete Excel merc chart so far (or so I think)

Posted by Shanga on Tue, 07 Apr 2009 16:00:20 GMT

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Sniped and Saved:

http://www.esnips.com/doc/d9ad995c-5a71-43f7-9823-7e2ef4a478d5/Ledtim-Mercs-Chart

Subject: Re: The most complete Excel merc chart so far (or so I think)

Posted by Off_Topic on Tue, 07 Apr 2009 16:03:32 GMT

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That list is nearly worth putting in to 1.13 as a bonus folder or something. It's very handy for seeing who actually can do what with regards grenade throwing, disarming bombs etc...

Subject: Re: The most complete Excel merc chart so far (or so I think)

Posted by lockie on Tue, 07 Apr 2009 16:19:57 GMT

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Never mind the topic, what about the HAT!!!

Subject: Re: The most complete Excel merc chart so far (or so I think)

Posted by Off_Topic on Tue, 07 Apr 2009 16:44:51 GMT

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Yeah, i'm going for a communist dictator image :devilaugh:

Subject: Re: The most complete Excel merc chart so far (or so I think)

Posted by howareyou32 on Mon, 27 Apr 2009 19:57:31 GMT

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thanks man. great help

Subject: Re: The most complete Excel merc chart so far (or so I think)

Posted by MikeThePro on Sun, 17 May 2009 10:06:16 GMT

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Thanks for the work, that's one heck of a chart.

Subject: Re: The most complete Excel merc chart so far (or so I think)

Posted by Kordanor on Wed, 08 Jul 2009 16:58:31 GMT

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Links seem to be dead.

Subject: Re: The most complete Excel merc chart so far (or so I think)

Posted by amonk on Wed. 08 Jul 2009 17:35:01 GMT

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Thanks to Shanga it's still available on esnips. Go back and read the thread again.

Subject: Re: The most complete Excel merc chart so far (or so I think)

Posted by hal900x on Tue, 25 Aug 2009 00:15:20 GMT

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Quick question, for those of us who don't have the full version of Excel (I use the free reader, or OpenOffice). What does it mean when a regular, hirable non-UB merc has their second trait in red? Danny, Fidel, Igor and Nails are listed this way.

Subject: Re: The most complete Excel merc chart so far (or so I think)

Posted by goc man on Sun, 07 Feb 2010 22:42:59 GMT

@Ledtim:

Great work I've been using your table a lot. Can you please answer my PM? Sorry for offtopic, but it's been 5 days :whistle:

Subject: Re: The most complete Excel merc chart so far (or so I think) Posted by cdudau on Sun, 07 Feb 2010 22:44:45 GMT

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@goc man

I haven't seen ledtim for a LONG time here.

Subject: Re: The most complete Excel merc chart so far (or so I think)

Posted by goc_man on Mon, 08 Feb 2010 18:11:26 GMT

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Thanks craigmsandy, guess he's gone :bawling:

Subject: Re: The most complete Excel merc chart so far (or so I think) Posted by cdudau on Mon, 08 Feb 2010 18:20:45 GMT

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Thank you Goc man for all of the one click installers!

Subject: Re: The most complete Excel merc chart so far (or so I think) Posted by Ddass on Fri, 23 Apr 2010 06:03:56 GMT

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Dear god, what an awful chart full of wrong and worthless info. The ja-galaxy forum is among the noobiest I have ever seen. Dont get me wrong there are real experts here, but for every useful post there are 20 of pure BS and this thread easily tops it. The fact that it is stickied for several? years and nobody corrected it speaks for itself. Ivan has 22 AP??, Danny is a better doctor than Spider?? Len costs \$840?? Etc etc. And whichever info is not downright wrong(not much) deals with things depending on level and thus worthless. Buns is a better fighter than Gus, because she has more gunfighting stats?? Yeah lets count apples and oranges and whichever is numerically more is "Better". Apparently he doesnt know what a medical deposit is, and that it is a one time investment, some mercs have it and some dont, so his cost modifiers are all wrong too, as well as other things.

/rant

Really, what the hell. Game has source code published.

Subject: Re: The most complete Excel merc chart so far (or so I think)

Posted by Logisteric on Fri, 23 Apr 2010 10:31:16 GMT

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welcome to the pit - i'm sure you'll make a lot of friends here easily

so how many ap does ivan have? if you think it's crap why don't you update it - to be honest i never used it - there ain't no quality-gestapo here

Subject: Re: The most complete Excel merc chart so far (or so I think) Posted by Ddass on Fri, 23 Apr 2010 13:48:33 GMT

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Nah this whole spreadsheet is fundamentally wrong, being static while everything in game is dynamic. Danny heals better than Spider, but thats not because he is a better healer, but because he is lvl3 and Spider lvl1 and that certainly does not stay that way. Improving&checking that is a total rewrite, easier to do from scratch. (although i do have a program which calculates relevant values depending on input merc stats, perks and level.)

thanks for welcome, but im not here to make friends. (or enemies)

Subject: Re: The most complete Excel merc chart so far (or so I think) Posted by Kaerar on Sat, 24 Apr 2010 09:40:08 GMT

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Errm Ddass I do believe that is based on out of date data now. Also based on vanilla if my memory serves me correctly. Having said that this section hasn't been cleaned of topics for a long time

Thing is all the data can be viewed in ProEdit, and even then Headrock made Profex which moves it all into an external XML file for easier viewing and editing. I never used this because I was using proedit years ago!

Subject: Re: The most complete Excel merc chart so far (or so I think) Posted by Huberclim on Mon, 11 Aug 2014 19:48:31 GMT

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Ohh all file links down =(

Any re-uploads?

Thanks!

Edit by Scheinworld:

-re-uploaded Ledtim's Excel merc chart; fixed download link in first/release post!