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Subject: Secret Weapon Caches (M9 and such)  
Posted by [Harper](#) on Sat, 06 Oct 2007 17:46:26 GMT  
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Ok, I forgot :/ Where are they located?

edit:  
Can be closed (E11 - M9 - J12 - H10 - H5)

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Subject: Re: Secret Weapon Caches (M9 and such)  
Posted by [CrUsHeR](#) on Sun, 07 Oct 2007 23:08:41 GMT  
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Subject: Re: Secret Weapon Caches (M9 and such)  
Posted by [Mardec](#) on Sat, 19 Jan 2008 14:49:57 GMT  
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Are they always there or is it random? Or on what difficulty / version / location (dutch, german)..

I am playing 1,07 (english modded dutch version on novice (yeah I know), and non of them are there..)

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Subject: Re: Secret Weapon Caches (M9 and such)  
Posted by [moki](#) on Sat, 19 Jan 2008 16:05:57 GMT  
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They are always random in any of the five locations... could be that there is none in one game and five in another (though that's not very likely)  
With v1.13 you can set `ENABLE_ALL_WEAPON_CACHES = TRUE` in the `ja2_options.ini` to make all caches available in every game.

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Subject: Re: Secret Weapon Caches (M9 and such)  
Posted by [deknegt](#) on Sat, 19 Jan 2008 18:06:21 GMT  
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so what does a man find at those weapon caches?

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Subject: Re: Secret Weapon Caches (M9 and such)

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Posted by [Mardec](#) on Sat, 19 Jan 2008 18:19:21 GMT

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M9 should hold the P90, but it is empty so I started a new slot.

H5 yielded in a Fa-Mas & a C7 and some minor stuff like a M79 ..

The other ones I don't know..

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Subject: Re: Secret Weapon Caches (M9 and such)

Posted by [cougar](#) on Sat, 19 Jan 2008 18:25:37 GMT

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SVDs, C7s, Minimis, P90 in the M9, Regen boosters, spectra armor, ceramic plates.

But mostly enemies

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Subject: Re: Secret Weapon Caches (M9 and such)

Posted by [Mardec](#) on Sun, 20 Jan 2008 11:56:49 GMT

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I started playing a new game (expert this time, is not much harder than novice?!) E11 was empty again. There were enemy's, but no building?! So please god let M9 be there..

If the Cache is there, there are buildings, correct?

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Subject: Re: Secret Weapon Caches (M9 and such)

Posted by [cougar](#) on Sun, 20 Jan 2008 13:09:57 GMT

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Yes, there will be a building if the cache is there.

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Subject: Re: Secret Weapon Caches (M9 and such)

Posted by [Mardec](#) on Sun, 20 Jan 2008 16:12:18 GMT

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J\*ZUS T\*TTY F\*CKING M9 is empty again..

But not anymore, no no, this time I have downloaded the M9 savefile

You just start on expert/tonsofweapons/realistic with 30k and can begin, nice. And Chitzena mine run's out. Very nice save if it is true .

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Subject: Re: Secret Weapon Caches (M9 and such)  
Posted by [Velsku](#) on Sun, 20 Jan 2008 18:38:58 GMT  
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If you're playing v1.13, I can't think of a reason why not, use the ini editor.  
Data-1.13\Ja2\_Options.INI, JA2 Gameplay Settings, ENABLE\_ALL\_WEAPON\_CACHES. This determines whether all the warehouses/weapons caches are available, or whether they're chosen at random (default). This option requires a new game in order to work!

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Subject: Re: Secret Weapon Caches (M9 and such)  
Posted by [Mardec](#) on Sun, 20 Jan 2008 19:01:39 GMT  
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I have 1,07 since I don't have JA2gold.. to bad

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Subject: Re: Secret Weapon Caches (M9 and such)  
Posted by [Velsku](#) on Sun, 20 Jan 2008 21:49:49 GMT  
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Well... That shouldn't be a problem? Quoting this thread. I recommend getting the svn version, the 1080 build on the wiki page is said to be rather buggy.  
KaidenQuote:3. What JA2 versions does this mod work with?

The mod will work with any JA2 CD version (NOT Unfinished Business or WildFire) however you might consider upgrading to version 1.12 just incase. And upgrading to at least 1.07 will remove the requirement of having the CD-ROM in the drive when you play.

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Subject: Re: Secret Weapon Caches (M9 and such)  
Posted by [foij](#) on Mon, 21 Jan 2008 16:30:44 GMT  
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Yup, you can play 1.13 using any original version. My original JA2 version is 1.03, and 1.13 works perfectly fine on top of it. Don't even bother with rev 1080 on the wiki. It's incredibly buggy. Go with SVN, or barring that, get the version posted in the link below.

<http://www.ja-galaxy-forum.com/board/ubbthreads.php?ubb=showflat&Number=135069&page=1#Post135069>

Speaking of the caches, I've only ever gotten a P90 in one of my games at sector M9 (if the cache even shows up). However, with 1.13 this is not an issue, since regular enemies will carry the P90 and you can just loot them from corpses.

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