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Subject: Heavy-Weapons

Posted by [adspon](#) on Thu, 29 Nov 2007 17:20:59 GMT

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I play Jagged Alliance 2 Wildfire, and i'm interested how to get Heavy-Weapons specialist on my guy?

actually i want to play whit big guy who shoot whit one hand whit big guns... i think that i can done that by the heavy weapons and hand to hand combat specialist.

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Subject: Re: Heavy-Weapons

Posted by [Muerte](#) on Fri, 30 Nov 2007 05:21:07 GMT

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I'm not sure if you can get Heavy Weapons expert going through the standard IMP question process. You might need to use an editor. As for one-handed shooting of two-handed weapons, you definitely need to use an editor to pull that one off. It's not too tough in v1.13, but I'm not sure how you'd go about it in Wildfire.

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Subject: Re: Heavy-Weapons

Posted by [cougar](#) on Fri, 30 Nov 2007 09:41:37 GMT

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It is done by having the trait "badass" or something like that (the one handed shooting), not sure if you can get it by answering the questions though.

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Subject: Re: Heavy-Weapons

Posted by [Andris](#) on Fri, 30 Nov 2007 10:00:48 GMT

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Hope Im not wrong!

You need BADASS+ 85+ STRENGHT

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Subject: Re: Heavy-Weapons

Posted by [cougar](#) on Fri, 30 Nov 2007 10:06:37 GMT

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Yeah that

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Subject: Re: Heavy-Weapons

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Posted by [Andris](#) on Fri, 30 Nov 2007 10:10:02 GMT

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I love that animation even if its crazy

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Subject: Re: Heavy-Weapons

Posted by [the scorpion](#) on Fri, 30 Nov 2007 10:38:03 GMT

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i think you can't get a badass through the IMP process.

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Subject: Re: Heavy-Weapons

Posted by [cougar](#) on Fri, 30 Nov 2007 10:43:16 GMT

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Yeah I think that

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Subject: Re: Heavy-Weapons

Posted by [adspon](#) on Fri, 30 Nov 2007 12:24:50 GMT

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Damon bodyguard of Kingpin and stogie i think, hold weapon like this...

it can be done by answering the questions but i don't know can i get heavy weapons at all in WF.

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Subject: Re: Heavy-Weapons

Posted by [JA fan](#) on Sat, 01 Dec 2007 15:48:40 GMT

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Grizzly is the model of guy you want.HW + H2H + one-handed rifles.Try looking at his info at Proedit.The questions in WF 6.0 are different,although I followed the same order from Ja2 and got to make my IMP merc the way I've planned.

You can follow Patusco guide for the answers.

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Subject: Re: Heavy-Weapons

Posted by [adspon](#) on Sat, 01 Dec 2007 22:50:50 GMT

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YESSS Grizzly is the guy i just checked. He shoot with one hand... Now, i follow Patusco's guide but i don't have or i don't know how to do it, - heavy weapons - That is my real question here

im realy bad with english, but u can understand me!

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Subject: Re: Heavy-Weapons

Posted by [DNA from the Lowlands](#) on Sun, 02 Dec 2007 12:43:04 GMT

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I think that the animation, depends on bodytype.

And a mercs bodytype depends on: face / strength.

- Portraits 1, 7 and 8 / strenght above 75

(irrelevant, if you have one of these portraits and sufficient strenght the merc cannot become a martial arts expert, but will get H2H)

In 1.13 (free download) you can just tag a box, for the skills you want.

Dunno how/if it was possible with the quiz.

I've found a q&a-list in German, here, probably same as Patusco's guide, it doesn't have AutoWeapons.

It did have the info about portrait and strength.

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Subject: Re: Heavy-Weapons

Posted by [JA fan](#) on Mon, 03 Dec 2007 14:00:15 GMT

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adsponYESSS Grizzly is the guy i just checked. He shoot with one hand... Now, i follow Patusco's guide but i don't have or i don't know how to do it, - heavy weapons - That is my real question here

im realy bad with english, but u can understand me!

"It can't be done.At least I can't do it." - Grizzly

Well,if it can't be done by the quiz,try Proedit then.....

Jape doesn't work with WF,if I remember.So Proedit is the only way I think.

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Subject: Re: Heavy-Weapons

Posted by [adspon](#) on Wed, 05 Dec 2007 14:04:20 GMT

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OK tnx ppl

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Subject: Re: Heavy-Weapons  
Posted by [Kaerar](#) on Fri, 11 Jan 2008 15:00:03 GMT  
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It can be done but you have to edit the IMP.dat file. Use IMPed if you can (ie not getting errors or crashes) and then select badass. Someone found the hex coords too but can't remember where.

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Subject: Re: Heavy-Weapons  
Posted by [JA fan](#) on Fri, 11 Jan 2008 16:20:43 GMT  
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Sry,I forgot about IMP editor.....never used it.

That's a good solution.

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Subject: Re: Heavy-Weapons  
Posted by [viracicha](#) on Thu, 07 Feb 2008 14:28:41 GMT  
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hi  
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Subject: Re: Heavy-Weapons  
Posted by [Dzsono](#) on Mon, 18 Feb 2008 14:33:12 GMT  
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The determining factor as to whether a character shoots with one hand or two (while standing) is their size. Only 'large' men can shoot with one hand. When creating your IMP, make him 85 Strength. I don't think the value can be less in vanilla, but 1.13 seems to make big sprites from 75 and up.

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Subject: Re: Heavy-Weapons  
Posted by [JA fan](#) on Tue, 19 Feb 2008 01:33:45 GMT  
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Quote:Barry - The Hungarian with a name that doesn't exist in Hungarian.

Stumbled upon some hungarian names searching the net.Ferenc is not as complicated as Lazslo

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to write and say it. Could be a good alternative.

It's OT, but this signature is interesting.

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Subject: Re: Heavy-Weapons

Posted by [Andris](#) on Tue, 19 Feb 2008 08:56:32 GMT

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Its Laszl

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Subject: Re: Heavy-Weapons

Posted by [JA fan](#) on Tue, 19 Feb 2008 20:17:07 GMT

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AndrisIts Laszl

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Subject: Re: Heavy-Weapons

Posted by [shikaka](#) on Sat, 29 Mar 2008 11:27:05 GMT

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Andris

Anyway. As I stated in other threads, Barry is not a hungarian name, Unger surname is not hungarian either but I know what Sirtech meant it to be. They were searching for the word: Magyar ( it actually means hungarian, and its a common name around here :wrysmiley:), and people who emmigrated to germany changed this name to Unger, to fit in better to the german community...bla bla bla, thats history anyway, and OFF TOPIC. Sorry

Barry is not a hungarian name, but there are hungarians with 'Unger' as family name.

One of my colleagues is S

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Subject: Re: Heavy-Weapons

Posted by [DoomPig](#) on Tue, 01 Apr 2008 12:25:28 GMT

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I liked Barry Unger (The name sounded German to me, through. I learned he was Hungarian in these forums). He is rather memorable ("This silence is awkward?"). Not as much as Ivan Dolvich (I liked his JA-I incarnation better through, with the long ramblings in cyrilic. For some reason I found that funnier than broken English), or "Unusually Ruthless" Reuban, through.

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