
Subject: "Cheapest Losers" Mercs Hall of Fame - your candidates please

Posted by [wwor2002](#) on Sun, 30 May 2010 12:54:27 GMT

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Alright, I am gonna start a new v 1.13 game after a near decade hiatus.

In this new game, I am only gonna hire the cheapest mercs there are including the rebels/locals regardless of how much their stats stink.

In fact, I am gonna hire those mercs whose stats do stink just for the challenge factor and more often than not, those "loser" mercs often have the funniest lines.

Who would you recommend for the "Cheapest Losers" Hall of Fame?

Hammond, Biff, Flo, Razor and Haywire comes to mind.

Next up will be Shank and Dynamo.

I wanna try training Hammond, Shank, Dynamo, Dimitri, Biff and Flo up and making them a team of bad-ass killers. That will be funny as hell.

Subject: Re: "Cheapest Losers" Mercs Hall of Fame - your candidates please

Posted by [Logisteric](#) on Sun, 30 May 2010 12:56:41 GMT

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who's hammond?

welcome to the pit

Subject: Re: "Cheapest Losers" Mercs Hall of Fame - your candidates please

Posted by [cdudau](#) on Sun, 30 May 2010 14:11:49 GMT

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Logistericwho's hammond?

welcome to the pit More than likely.....almost absolutely sure.....that is can undeniably be.....Hamous.

Subject: Re: "Cheapest Losers" Mercs Hall of Fame - your candidates please

Posted by [lockie](#) on Sun, 30 May 2010 15:06:42 GMT

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Quote:I wanna try training Hammond, Shank, Dynamo, Dimitri, Biff and Flo up and making them a team of bad-ass killers. That will be funny as hell.

Better wait a few months before attempting Drassen , cause that crew'll fold like an Origami swan !

Subject: Re: "Cheapest Losers" Mercs Hall of Fame - your candidates please

Posted by [wwor2002](#) on Sun, 30 May 2010 16:30:25 GMT

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lockieQuote:I wanna try training Hammond, Shank, Dynamo, Dimitri, Biff and Flo up and making them a team of bad-ass killers. That will be funny as hell.

Better wait a few months before attempting Drassen , cause that crew'll fold like an Origami swan !

But u gotta admit .. taking down multiple platoons of elites with a bunch of cheapo losers .. that will give u sense of satisfaction and superiority which you can't get with a team of Gus, Magic, Reaper, Scully and Conrad..

How would you feel if you get into a fight with a blind old man and yet he still manages to knock you down? I bet Deiderra will tear her hair out.. Better yet, let Flo be the one who unloads a shotgun burst into her head.. hahaha..

oh yeah it is hamous not hammond, my bad..

Subject: Re: "Cheapest Losers" Mercs Hall of Fame - your candidates please

Posted by [profound](#) on Sun, 30 May 2010 18:06:37 GMT

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About Hamous. "Dog!" In these days I have playing Stracciatella (800x600v.), on Expert, Tons of guns.

I haven't played JA/JA:DG, so I am not sure about "earlier Hamous." In JA2 he is single-minded, doesn't talk much - and if he does, in beautifully "trimmed" English. Hamous is more relaxed than nervous, usually surprised than frightened. Maybe because of his low wisdom - 35. His face reminds me of a primitive hunter and his marksmanship(78) is a proof for my own character interpretation

Hamous and Shadow is my recon team: scouting area, laying ambushes and running away. He is stealthy and has small need for sleep(even lower than his teammate), so he and Shadow make a scout-sniper team just fine. No big talk, I like it. Though he has 0 medical and you can't train zero stats in Stracciatella, so it's bit of a hindrance when team consists of two people. But it's fine. Oh, and 0 medical is also a disadvantage for my "hunter" interpretation

Just as I've recruited Hamous, I put SKS - very trustworthy, and at the time rare, rifle - to his hands, and it will be preserved so until the end of game. Hamous with his beloved SKS.

Take a look at his stats, especially kills/assists ratio and outstanding accuracy.(no, it's not v1.13 with all-possible-aiming-modules-and-scopes-and-lasers-and...)

Subject: Re: "Cheapest Losers" Mercs Hall of Fame - your candidates please
Posted by [Sampzon](#) on Mon, 31 May 2010 05:14:20 GMT

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Quote:I wanna try training Hammond, Shank, Dynamo, Dimitri, Biff and Flo up and making them a team of bad-ass killers. That will be funny as hell.(wwor2002)
I think Dimitri excellent MERC.
Flo was hired only because his wife is the peasant lad.

Subject: Re: "Cheapest Losers" Mercs Hall of Fame - your candidates please
Posted by [P.Val](#) on Mon, 31 May 2010 09:08:43 GMT

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Actually, Ira can be very useful. Her stats are much better than of Flo, she is available for free from the start, can be used for quite a lot of things even in the early game (medic, corner defender, scout) and has a lot of interesting speech lines
Actually, all those "weak" mercs play an important role in my strategy: Instead of having all my mercs a little bit above average, I prefer mixing weak and strong ones. I give them some scrappy SMGs with cheap ammo and high ammo capacity (so even the tommygun can be useful in the early game) and use them to lay suppression fire until the elites can get to the side or rear of the enemy force.

As a side note: it will be extremely funny to make a small mod which alters the queen's lines a little bit if your best merc (or the average of all your mercs) is below a certain level.

Subject: Re: "Cheapest Losers" Mercs Hall of Fame - your candidates please
Posted by [cdudau](#) on Tue, 01 Jun 2010 20:40:33 GMT

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SampzonQuote:I wanna try training Hammond, Shank, Dynamo, Dimitri, Biff and Flo up and making them a team of bad-ass killers. That will be funny as hell.(wwor2002)
I think Dimitri excellent MERC.
Flo was hired only because his wife is the peasant lad. ?

Subject: Re: "Cheapest Losers" Mercs Hall of Fame - your candidates please
Posted by [Logisteric](#) on Tue, 01 Jun 2010 20:45:14 GMT
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probably married off to the hicks - one more guy who doesn't understand flo's solemn role as a merchandise-mam

Subject: Re: "Cheapest Losers" Mercs Hall of Fame - your candidates please
Posted by [Beka](#) on Tue, 01 Jun 2010 20:53:41 GMT
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Although the game is definitely much easier with the top-mercs, other factors are more important (e.g. gear, your tactics...). And what's also important is that your mercs will become better and better.

I'd definitely take Hamous in the "cheapest losers" squad. Together with Shank and Biff. These three are IMO not worth a damn (unless you favor their personality).

Subject: Re: "Cheapest Losers" Mercs Hall of Fame - your candidates please
Posted by [Gorro der Grüne](#) on Tue, 01 Jun 2010 20:53:45 GMT
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the bride (if I decide to go pervert) HAS TO BE Buns (since they don't accept Shadow)

Subject: Re: "Cheapest Losers" Mercs Hall of Fame - your candidates please
Posted by [Beka](#) on Tue, 01 Jun 2010 20:59:51 GMT
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Most females perform well for the hicks... Meltdown :junkyarddog:, Buzz :bomb:
hehehe

Subject: Re: "Cheapest Losers" Mercs Hall of Fame - your candidates please
Posted by [cdudau](#) on Tue, 01 Jun 2010 21:06:51 GMT
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Logistericprobably married off to the hicks - one more guy who doesn't understand flo's solemn role as a merchandise-mam Is that what the old "thief" trait did? I understand what Flo's specialty is, but what allows her to get such great rates on merchandise?

Subject: Re: "Cheapest Losers" Mercs Hall of Fame - your candidates please

Posted by [Gorro der Grüne](#) on Tue, 01 Jun 2010 21:06:57 GMT

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BekaMost females perform well for the hicks... Meltdown :junkyarddog:, Buzz :bomb:
hehehe

Beka You are pervert (two of the lovliest funniest merc available sold to the Hicks

Subject: Re: "Cheapest Losers" Mercs Hall of Fame - your candidates please

Posted by [cdudau](#) on Tue, 01 Jun 2010 21:08:00 GMT

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Gorro der Gr

Subject: Re: "Cheapest Losers" Mercs Hall of Fame - your candidates please

Posted by [Gorro der Grüne](#) on Tue, 01 Jun 2010 21:09:42 GMT

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@ ttk

"she took the job as the bookkeeper to a major gun dealer"

has nothing to do with thief (tested!!!), appears to be scripted or hardcoded

Subject: Re: "Cheapest Losers" Mercs Hall of Fame - your candidates please

Posted by [cdudau](#) on Tue, 01 Jun 2010 21:11:17 GMT

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What did the thief trait do? I assume it was a scrapped idea due to deadlines?

Subject: Re: "Cheapest Losers" Mercs Hall of Fame - your candidates please

Posted by [Logisteric](#) on Tue, 01 Jun 2010 21:25:28 GMT

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taotechingThe hill billy's would probably give Meltdown back.

they would not live long enough to give anything back

taotechingWhat did the thief trait do? I assume it was a scrapped idea due to deadlines?

better steeling changes (iirc that didn't work) - remember there was no 'drop-all' then

Subject: Re: "Cheapest Losers" Mercs Hall of Fame - your candidates please
Posted by [P.Val](#) on Thu, 03 Jun 2010 18:58:44 GMT
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Gorro der Gr

Subject: Re: "Cheapest Losers" Mercs Hall of Fame - your candidates please
Posted by [DepressivesBrot](#) on Thu, 03 Jun 2010 19:12:50 GMT
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It's just a quote from her biography to explain her discount at shops.

Subject: Re: "Cheapest Losers" Mercs Hall of Fame - your candidates please
Posted by [Logisteric](#) on Thu, 03 Jun 2010 19:23:02 GMT
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she just gets better prices (hardcoded) - you see that also in mods where she was replaced

Subject: Re: "Cheapest Losers" Mercs Hall of Fame - your candidates please
Posted by [cdudau](#) on Thu, 03 Jun 2010 22:44:56 GMT
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Logisteric she just gets better prices (hardcoded) - you see that also in mods where she was replaced Urban Chaos....Flo was replaced by her cousin. Which was kind of.....weird if you ask me.

Subject: Re: "Cheapest Losers" Mercs Hall of Fame - your candidates please
Posted by [Logisteric](#) on Fri, 04 Jun 2010 07:24:00 GMT
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yep and in vengeance by miss bornell - they both had that hard-coded discount/surplus

you are shure she is her cousin? a friend maybe (with exactly the same voice)

Subject: Re: "Cheapest Losers" Mercs Hall of Fame - your candidates please
Posted by [fallschirmjager](#) on Fri, 04 Jun 2010 13:32:32 GMT
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Anya was Flo's friend whom she recommended to the organisation shortly before she was "married to some Red Neck in Arulco."

So everyone just has Flo at Tony's in San Mona?

Subject: Re: "Cheapest Losers" Mercs Hall of Fame - your candidates please
Posted by [Beka](#) on Fri, 04 Jun 2010 14:53:38 GMT

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I usually don't hire many mercs and also I don't hire the expensive top-mercs. Furthermore I'm not taking my game to the extreme like... Logisterics.

=> Money is never an issue and since items can be sold directly in the strategic interface I don't care about bringing everything to Tony. And I *really* don't care who sells off the junk to Tony.

If I ever hire Flo at all she will only do some militia training.

-Beka

Subject: Re: "Cheapest Losers" Mercs Hall of Fame - your candidates please
Posted by [FelixDrake](#) on Sun, 25 Jul 2010 20:03:12 GMT

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I avoid Flo religiously, and 'marry' the hicks to my friend P90.

Why avoid flo? She reacts VERY badly to ANYONE fleeing combat within a very large radius of her. As such, she hobbles my team more than she helps it.

A word on Razor: Since his physicals are incredibly high, and he has psycho to help patch up the marksmanship issue, and since marksmanship goes up pretty fast with an accurate enough gun with fixins.. I find Razor to be one of the better inexpensive mercs (along with Barry "bomb guy" Unger + MUCH repair practice, Grunty, and Igor).

On the other hand,

Haywire... I find fairly irredeemable other than as a mule who can die to bloodcats without one caring (and his quotes)

Biff ... generally substandard, perfect for a reject crew.

Gumpy ... a regular. Cheap, able to recruit militia, learns leadership pretty fast due to wisdom through the roof.

So from MERC, Haywire, Biff, flo if you can stand her.

Other honorable mentions from AIM: Bull, maybe MD, Grizzly, Steroid

MD is a passable doctor, and learns fast.

I have tried, oh how I have tried, to make him a serviceable merc, but his stats are just too low to get those max APs up, so the best he tends to get to (without COMPLETELY excessive stat spamming, which can max out anyone) is a low grade sniper with the same medical skill that half

a dozen much more functional 'doctors without marksmanship' can muster in their sleep.

Barry... if you use him on a squad and repair with him almost constantly while not fighting ... by end game outshines Colby.

As for Igor (the other cheap AIM merc I didn't select for drek), cheap, good physicals (for a row 1 merc), Stealth, and oh ya, Night Ops, now?

Hamous ... is passable from the start, but is, in classic reject style, allergic to excellence. The guys from Tixa prison iirc are unimpressive, and thus on the list.

Gumpy and Gasket, while they can be used to GREAT effect as support, as front line mercs, make the reject list.

Maybe maddog as your lockpicker (though he's also serviceable in a razor kinda way)

One of the things I like about JA2 is the selection of mercenaries that you can really use...

... though now that Igor has the coveted stealth + Night ops, spider and her low stats have become a lot less useful... though... night ops is night ops.

Subject: Re: "Cheapest Losers" Mercs Hall of Fame - your candidates please
Posted by [Sovereign](#) on Sun, 29 Aug 2010 07:37:52 GMT
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I always hire Flo - she is so cheap it is a sin not to.

In my current game I have a Dregs squad (formerly the "Cambria Dregs" due to their garrison location):

Dynamo, Flo, Biff, Gasket, Gumpy, Vince

Flo is at level six at the moment (I recently took Grumm, and gearing up for the Meduna assault, I have 32 mercs in total recruited, including Gus) and she has around 84 MRK. If not for her low-as-heck agility, she'd be a killing machine. As it stands, this Dregs squad is decent enough to fight with, and is dirt cheap to maintain (I think Ivan alone is more expensive than the whole bunch at this point, heck he is more expensive than Gus now at 75k/14d vs. 70k/14d). They are all equipped with suppressed Abakans with scopes to help offset accuracy issues. Pretty good guns for both day and night use (loudness under 20 when suppressed). Everyone who can carry a grenade launcher in that squad (strength wise) also carries one as well (usually XM-25s, since I have no other use for those - the more serious squads use either Russian GLs or the Milkor). With GLs accuracy is less of an issue.

Subject: Re: "Cheapest Losers" Mercs Hall of Fame - your candidates please
Posted by [HeroForHire](#) on Wed, 27 Apr 2011 01:24:02 GMT
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FelixDrakeHaywire... I find fairly irredeemable other than as a mule who can die to bloodcats without one caring (and his quotes)

Sorry for the bump but I feel offended by this. Of all the M.E.R.C. personnel, Haywire and Razor have the most potential especially Haywire.

My main squad usually consists of 6 mercs wich are:
Razor, Haywire, Fidel, Numb, Steroid and Buzz and those guys absolutley wreak havoc.

Back to Haywire and why he`s so great: Let him do some stealth operations with throwing knives and/or punch some bloodcats or crepitus and he`ll be boss in no time. Since he`s got the automatic weapons trait he even outclasses Razor in terms of accuracy. This guy hits burstfires from 20 tiles away into black shirts heads when he goes psycho and that at a price of 1050 bucks at experience level 10. Only Razor comes cheaper with 850.

Here a screenshot of my current playthrough of 1.13 2085:

On top of that Haywire/Razor/Fidel are fucking hilarious.

Subject: Re: "Cheapest Losers" Mercs Hall of Fame - your candidates please
Posted by [Blue_Fox](#) on Wed, 27 Apr 2011 06:21:34 GMT
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I love Fldel, Razor & Haywire too.
"Razor Guy, Number One"
But they still stupid
Check the Wisdom(learning ability)

Subject: Re: "Cheapest Losers" Mercs Hall of Fame - your candidates please
Posted by [PasHancock](#) on Fri, 29 Apr 2011 18:28:35 GMT
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HeroForHireFelixDrakeHaywire... I find fairly irredeemable other than as a mule who can die to bloodcats without one caring (and his quotes)

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automatic weapons trait he even outclasses Razor in terms of accuracy. This guy hits burstfires from 20 tiles away into black shirts heads when he goes psycho and that at a price of 1050 bucks at experience level 10. Only Razor comes cheaper with 850.

Here a screenshot of my current playthrough of 1.13 2085:

On top of that Haywire/Razor/Fidel are fucking hilarious.

Kills - 569 and 0 time wounded

Is that possible??You have to be a pro.

My best squad of Nubs are: Dinamo,Shank,Maddog,Hamous,Ira and Dimitri
I dont use Mercs from A.I.M or M.E.R.C,only Arulcan people(Hamous too)

It would be very funny if Biff had a Speechfile if he sees that Flo is taken away by those hicks.

Subject: Re: "Cheapest Losers" Mercs Hall of Fame - your candidates please
Posted by [DepressivesBrot](#) on Fri, 29 Apr 2011 18:32:46 GMT
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PasHancockKills - 569 and 0 time wounded

Is that possible??You have to be a pro.

It only requires liberal application of the Chronology Distortion Device, aka ALT+S/ALT+L

Subject: Re: "Cheapest Losers" Mercs Hall of Fame - your candidates please
Posted by [Buns](#) on Sat, 30 Apr 2011 14:33:18 GMT
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PasHancockKills - 569 and 0 time wounded

Is that possible??You have to be a pro.569 kills in 45 battles with a hit percentage of 87% would be possible when using some kind of high-end sniper rifle. The fact that he only has 17 assists with that high number of kills also suggests a "one shot - one kill" weapon to be in use. In this case you would indeed usually not run into the danger of getting wounded, simply because you shoot enemies from far beyond the range they can see you.

What is rather strange with that pic: It is day 62 but Haywire only has 45 battles on his account.

This would mean he either had just joined the team or was sitting around for some 50 days only to be thrown into fray rather recently. Giving his improvements in the other stats, he cannot have done anything else than training physical stats for most of the campaign.

What would rather be questionable are the stats of the others: Ira, supposingly in the team since day 1, neither had improved in marksmanship, nor strength, nor leadership. This means she neither was marching, running, or climbing roofs, nor shooting all the time - i.e. was not part of the combar team. On the other hand she also doesn't seemed to have been done much militia training, because still Fox has the highest LDR with 24. So, what did she do all those days?

Subject: Re: "Cheapest Losers" Mercs Hall of Fame - your candidates please
Posted by [HeroForHire](#) on Tue, 03 May 2011 07:11:41 GMT

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To clarify. Yes Haywire just recently joined the team. The difficulty is Insane, not Iron Man.

I don't really load that often, the way I got his stats so high and those of other mercenaries is by letting them wipe out whole enemy teams by themselves.

Ira doesn't do anything but repairing stuff, same for Dimitri and the Mercs that I already brought up to 100 dexterity and exp level 10.

I put a Merc equipped with a silenced sidearm (FN P90, HK MP7A1 are my guns of choice but if ammo is low even a MAC10 will do), 8 Shuriken (or Throwing Knives/Heavy Throwing Knives), Brass Knuckles, NVGs and a Kife (any will do but I prefer those with low AP costs) and drop them onto every patrol on the map via Icecream Truck or Skyriders.

First I thin those groups out with throwing knives, if I don't get an instant kill I finish them with the MP. If I find stray soldiers I sneak up on the and punch them down or stab them depending on the situation. That's where the high accuracy comes from. Throwing knives almost never miss even from ridiculous distances but I get some misses on burst fires and in city sectors wich are attacked at daylight.

I got no militia in any towns and defend every sector with a single mercenary. Easiest spots are the 2 Alma sectors with buttons to push as well as the Cambria sam, as enemy soldiers kinda run blindly to them to push them. So I just set the merc right next to the door and interrupt them to death until I run low on ap and shoot them in the leg. Any room with only one entrance and no windows will do though. Just shoot a few times on the ground and they come running in like idiots.

On top of that I have bug boxing matches every 4 days when the bug population is up again. Just go into the mines with the elixir on and punch them a few times then move 2 tiles away. Rinse and repeat. Eventually they get exhausted and you can just keep knocking them down.

Basically I abuse the stupidity of the AI to the maximum. I also had legit runs through the game on Insane/Iron Man but often times bugs ruined that experience for me and this time I want to have real wrecking crew to deal with Deidranna.

But yeah if you go insane difficulty with Iron Man activated you won't have any other choice but relying on people like Razor/Haywire/Locals/Igor/Hitman and cheap mercenaries like that, because you're playing incredibly defensively and most expensive mercs hit a very high exp level fast making them just impossible to finance.

Subject: Re: "Cheapest Losers" Mercs Hall of Fame - your candidates please

Posted by [Buns](#) on Tue, 03 May 2011 14:15:45 GMT

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HeroForHireBasically I abuse the stupidity of the AI to the maximum. Yes, ok.

In my games I only have high-end snipers, such as Scope, with similar statistics like some ten kills per battle, very few "assists", high hit percentage, and close to none times wounded. But these in return never advance in agility because they usually don't sneak around within enemy vision range.

In general I meanwhile got away from deliberately boosting skills or excessive training. I have limited improvement by learning to 40 points and try to abstain from doing strange things only to improve the merc's stats, such as needless moving around within enemy vision only to improve agility, punching enemies I also can shoot for no other reason than to improve strength, or give and cancel march orders to boost strength (I still do make training-marches with overloaded mercs, but then the march really has to be preformed).

The reason is that I otherwise always ended up with "clone-mercs" that all have top stats in all disciplines (they anyways all end up with 90+ marksmanship), what makes hiring specialists pointless.

Subject: Re: "Cheapest Losers" Mercs Hall of Fame - your candidates please

Posted by [Gopan](#) on Sat, 27 Aug 2022 07:54:56 GMT

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The MERC losers, with all of their shortcomings, can eventually become pretty good fighters, Gumpy with wisdom in the 90's can learn very fast. Biff and Flo are good for training militia, Flo is smarter too, she can become a competent fighter. Gasket is good/cheap mechanic. Bubba, marksmanship 77 to begin with. Low wisdom, can't learn quick enough but he's the best shot in MERC, until Cougar, Stogie, Biggins, Numb and Gastone come along. Hell, even the 2 psychos, Razor and Haywire can learn over time. But it's a bad idea to start a game with them. All that being said, the worst merc for me are :

Meltdown : mouthy, butch dyke trying to sound like a tough guy or something. I can't stand bully

personalities, had to uppercut 2 of them at high school, never use her, only use for her would be to marry her to the hicks but hiring her it's a waste of money and time to get her to the Hicks. Therefore, no reason to bother with her at all.

Larry : Junkie,thief = useless piece of excrement, no human qualities at all, never use him, end of story.
