
Subject: DH's 10 spoiler free things you should know when starting this game

Posted by [dinglehopper](#) on Tue, 21 Feb 2012 04:26:42 GMT

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So, I wish someone had informed me of a few things before starting this game so I decided to tell the rest of you.

First, do not take any quests from the hospital until much later in the game, like when you control over half the map. The quests you get here are timed and require going to places you are nowhere near ready to go when you take the hospital.

Second, don't hire mercs you don't want to keep (Like pretty much pick a few for the beginning, then hold off until you can afford the top tier guys). You only have to pay for mercs once, and have absolutely no mandatory expenses in this game, so feel free to spend all your starting funds. Similarly, do not take freebies you do not want. In order to tell, always save right before asking one to join you, that way you can take a good look and just reload if you don't want them.

Third, don't worry about money. You will quickly be flush with it.

Fourth, read my militia guide on this forum.

Fifth, scopes do add accuracy but they also make it take a lot longer to take shots. Further, your stance also affects accuracy and shot time. Prone with a sniper scope can take a loooooong time to take shots, it is the worst combo for time to shoot but also the best for accuracy. The run stance or from the hip negates scopes and adds no accuracy or shooting time. Standing while looking down the sight adds a little shot time and accuracy, and kneeling is the median between standing looking down sights and prone.

Sixth, at least as of version 1.06 if it shoots something that explodes it needs a missile as ammo. Laws, grenade launchers, and automatic rocket launchers all fit this category.

Seventh, there are no mines you can enter and loot, so don't bother trying.

Eighth, some items have a skill level to use, they conveniently tell you the skill level in the item description. Took me a while to figure out why I couldn't blow up walls with my 48 explosives merc.

Ninth, mercs won't die unless you let them lay dying for a while, even if they are shot, blown up, and shot again. But when the time is up, it doesn't matter if you are working on healing them or not, they are dead.

Tenth, this is not JA2, and it is certainly not 1.13. If you think of it as a distraction from JA2 that is a completely separate game, you will enjoy it more.

Subject: Re: DH's 10 spoiler free things you should know when starting this game

Posted by [dinglehopper](#) on Tue, 21 Feb 2012 05:02:34 GMT

Few things I forgot to add:

Silencers are great. Not for using as an attachment, they are useless for that. But they sell for good money.

Merchants get all their funds plus a tiny bit more the next day after you sell to them. They also never get new inventory or clean out the stuff you sell them. So if you sell something you didn't mean to, it will be there forever.

If an item has someone's name in it, sooner or later someone will want it, and they may be mad if you sold it.

Injured or overloaded mercs will slow the squad down in overland travel, a lot.

Food raises your current max stamina until it matches your true max stamina. The only other way to raise it is to let a squad sit idle as time passes on the map screen. This is also how you can raise current max health.

Where you enter a place is relative to how you entered on the map screen. Knocking on the back door is often a good ideal in this game.

Marksmanship means less than the weapon used in this game, give Ira a m14 and she will do just fine.

Subject: Re: DH's 10 spoiler free things you should know when starting this game
Posted by [Sam Hotte](#) on Tue, 21 Feb 2012 14:35:30 GMT

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A few additions if you don't mind:

Character planning: If you want to rely on low level mercs and keep them alive to level them up to become the mercs you want them to be, be aware that you achieve 7 free distributable skill points for each rise in level. But you cannot rise beyond level 10! So a merc who started being lvl 1 can never spent more than $9 \times 7 = 63$ skill points to advance his/her stats.

Being in tactical the ingame time does not progress. So take your time to explore each map to your liking; no need to hurry.

Militia needs not to be supplied with ammo by you. So if you do not use certain types of ammo yourself, don't hord them for militia but trade them for anything you could use yourself.

Subject: Re: DH's 10 spoiler free things you should know when starting this game
Posted by [delray](#) on Tue, 21 Feb 2012 22:15:53 GMT

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Grenades are surprisingly good at all stages of the game, especially stun and frag ones, they are also very cheap at the store. Everyone can throw them and they can blow up even elite troops of Deidranna, so it's wise to not ignore them like in JA2 and other games. Stuns are good in rooms, you throw one in and then run in with guns at your hip killing fainted enemies. Frags are good everywhere, and heavier armored enemies almost demand you to start using them.

The same applies to LAWs, they use very cheap ammo (rockets, \$250 a pop), you don't have to throw them away after using anymore. And mercenaries use their Dexterity and Marksmanship to fire them, so literally anyone can be your bazooka person (but pick high Strength guy because he has to carry all the junk without tiring regardless).

I always order a few grenades on every shipment so I always have some on all my mercs. A real life-saver!

Subject: Re: DH's 10 spoiler free things you should know when starting this game
Posted by [DepressivesBrot](#) on Tue, 21 Feb 2012 22:22:24 GMT

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Agreed, especially room to room combat just calls for grenades, I think I just used more than a dozen in the Orta facility alone ... need to restock.

Subject: Re: DH's 10 spoiler free things you should know when starting this game
Posted by [delray](#) on Tue, 21 Feb 2012 22:30:41 GMT

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Room to room combat calls for Wolfie and a shotgun at his hip... Gunslinger and Shotgun Expert on one person, what were they thinking. He's god, and not a merciful one while at that.

Subject: Re: DH's 10 spoiler free things you should know when starting this game
Posted by [Nater](#) on Tue, 28 Feb 2012 04:47:28 GMT

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Wolf IS badass. I hope they never change that. Too bad they didnt put in more shotguns. AA12 actually made production unlike the CAWS. M1014 would have been cool too.

Good tips DH, appreciate the time so I dont have to waste mine.

Subject: Re: DH's 10 spoiler free things you should know when starting this game

Posted by [viracicha](#) on Wed, 07 Mar 2012 21:43:22 GMT

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i think, i will equip militia with law

Subject: Re: DH's 10 spoiler free things you should know when starting this game

Posted by [swatman89](#) on Fri, 16 Mar 2012 08:31:51 GMT

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Hire Shadow and after that magic and all the game mechanic change,
from now you can make silnce attack with Silencer , and clean the stage from patrols

Subject: Re: DH's 10 spoiler free things you should know when starting this game

Posted by [Kapnah](#) on Sat, 17 Mar 2012 19:54:15 GMT

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Fox with the right camo for the place you attack and the silenced mp5 clear most of wandering patrols in early game as well just have about 5 times 75 clips and hit target at spot where it hurt the most, usually the head but if they got helmets then go for body or legs.

Subject: Re: DH's 10 spoiler free things you should know when starting this game

Posted by [rsljetgold](#) on Mon, 07 May 2012 07:14:33 GMT

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Behind every successful man there's a lot u unsuccessful years.

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Subject: Re: DH's 10 spoiler free things you should know when starting this game

Posted by [RickMcMaster](#) on Wed, 21 Nov 2012 21:05:12 GMT

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Few other things,with benefit of months going by....

1) do not play vanilla game. too easy. Especially like dingle says; your mercs never experience instant death. You can always save them. It's ridiculous that you can be bursted with a SAW and just fall down and be saved, but them's the rules. Also, even after a wound, merc's heal way to fast. But that was the case in the original JA2 as well. You could be down to under 15 health and then next day after regen boost and Q working on him overnight, all better! Wish I healed like that. Find mod Combat Evolved, play that. Lots more guns, much harder on hard, much more engaging, MERC is back, more fun.

2) Militia suck. Don't bother with them. Sell gun to get more mercs. Locations not really that important to defend, so if a location falls, just get it back at leisure.

3) No merc limit, at least not in CE. Always thought this was real stupid in original game. What, all of Arulco can only hold 18 mercs? Yeah, well in CE at least there is no 18 man limit. Can hire 40 mercs if you want. So this goes to the opposite of dingle's point 2; take all freebies, even if you just want them as errand boy and moving stuff around.

4) Scully with knife in close quarters = wraith of death. Try it. Fun stuff.

5) Civilians cannot die (even if they fall and receive no medical attention!) so feel free to toss grenade at enemy with group of children standing around him. They'll be fine! This is good to know if a quest-required civvie runs into line of fire and buys it. Don't risk your ass to save him. Unfortunately, this also means you can't just waste dealers to take their stuff.

6) In CE, everyone in the roster starts at LVL 1, even Gus, but the prices for the top tier guys are still very expensive. This adds to character development though, because you can elect to make Magic even more deadly by maxing out his attributes, or you can elect to improve a skill like medical, which he does not start out too well. Going from level 1 to 2 is only 500 experience, so that is nothing. Level one to four breeze by, giving you 21 points to allot, so that is why the top tier guys are still expensive, because their skills start out high in the first place.

7) whether vanilla or CE, hire mercs that can do everything. Level is the one statistic that makes everything better, so you are best to improve mercs levels. Well, it is much easier to improve the level of someone who can A) defuse mines (50 explosives skill), heal (50 medical), and repair stuff (50 mechanical). If you hire a newbie explosives guy and he is level 1 (like Maddog) and then you use him to clear 6 mines, then Viola, he is level two, and you didn't even kill an enemy! The more things a merc can do for experience, the better.

Do not be turned off by "unfit" attribute. Just stock that merc with more food items to replenish lost breath. With all of Gus' other bonuses, his unfit rating in CE is no reason to dump him. Same with Bull. Bull is a fury in close combat, can take out three guys as he is dealing 30% more damage and taking half damage, and there is not much need to run indoors. "Unfit" is one of the least impactful traits, unless you run out of food items, but that is very hard. It would be more impactful if it actually took time to drink or eat, but you can do this right in the middle of running in combat, so that really should be fixed, in order to be more realistic.
