The Mercenaries: Operation Mad Jackal Gauntlet Version 1.1 by Atma-Stand/Wandering Shadow



Foreword

These Jumpers have lost their edge. They have forgotten what fear and survival mean. It's time for them to remember. In accordance with this, I have implanted a bomb within your body which, upon activation will give you ***two minutes*** before detonation. Do not fret though, as there is a way out of this. You see, I placed you within Raccoon City during its infamous outbreak. Your task is simple, merely make your way from the Downtown Raccoon City cable car to a semi-secure Uptown warehouse where I can be found. Once there, the bomb will be removed, and the Gauntlet will end.

Before you think you can simply teleport to my location, know that the bomb will sap away all Non-Body Mod perks, powers, and items. With that being said, let's go over things in a bit more detail. Between you and me is a city infested with the living dead and mutated creatures. To compensate for this, I provided you with training and basic equipment from the Umbrella Biohazard Counter Services or UBCS. More training, abilities, equipment, and even allies can be purchased with **Mercenary Points or MP**. However, as this is a Gauntlet, you will begin with **+0 MP.**

Time Values and Compensation

The bomb inside you is a special one, Jumper. Outside of locking away your fantastical abilities, it allows you to extend its detonation time by performing certain actions. These actions and their extended time values can be found below. Please note that certain time extenders stack with each acquisition, so if you wish to get as much time added as possible, be sure to activate every instance. I will of course mark each one of these special extenders.

Dodge Values

- Performing a Dodge can add +1 Second to your timer. By performing a Shoulder Check immediately afterward, another +1 Second will be added.
    - A successful dodge followed by an attack that kills a zombie or mutated creature will reward you with double the amount of time rewarded.

Enemy Values and Compensation

- **Zombie –** Killing a zombie will reward you with +3 Seconds and 5 Dollars.
- **Zombie Dog –** Killing a zombie dog will reward you with +4 Seconds and 6 Dollars.
- **Crow –** Killing a zombie crow will reward you with +2 Seconds and 2 Dollars.
- **Hunter Beta –** Killing a Hunter Beta will reward you with +6 Seconds and 10 Dollars.
- **Hunter Gamma –** Killing a Hunter Gamma will reward you with +6 Seconds and 10 Dollars.
- **Drain Demos –** Killing a Drain Demos will reward you with +5 Seconds and 8 Dollars.
- **Brain Sucker –** Killing a Brain Sucker will reward you with +6 Seconds and 10 Dollars.
- **Giant Spider –** Killing a Giant Spider will reward you with +4 Seconds and 7 Dollars.
- **Baby Spider –** Killing a Giant Spider will reward you with +0 Seconds and 0 Dollars.
- **Sliding Worm –** Killing a Sliding Worm will reward you with +0 Seconds and 0 Dollars.
- **Nemesis T-Type –** Killing a Nemesis T-Type will reward you with 10–20 Seconds and 40 Dollars.
- **Nemesis T-Type (Mutated) –** Killing a Nemesis T-Type (Mutated) will reward you with 120 Seconds and 250 Dollars.
    - **SPECIAL NOTE:** Using the Knife on enemies will reward Jumpers with an 8x bonus to seconds awarded with each kill.

Combo Values

Should you kill a zombie or mutated creature while you are awarded extra time, you will enter a combo mode. This mode applies a multiplier to the time received from killing zombies and other mutated creatures up to five kills. The multipliers are as follows.

- **First Kill –** 1x Multiplier
- **Second Kill –** 1.5x Multiplier
- **Third Kill –** 2.5x Multiplier
- **Fourth Kill –** 3.5x Multiplier
- **Fifth Kill –** 4.0x Multiplier

Rescue Values and Compensation

There are six hostages scattered throughout your route to the Warehouse. Each of these hostages will reward you with +20 additional seconds and an item that will be beneficial to you. However, they each have a certain amount of time before the hordes of the undead take them. Can you reach them fast enough?

Rescue Time Limit

- **Dario Rossi –** 2 Minutes before he is killed by the horde and can be found in the Downtown Stagla Gas Station.
- **Brad Vickers –** 4 Minutes before he is killed by the horde and can be found in the flooded basement of the Downtown Grill 13 Restaurant.
- **Marvin Branagh –** 6 Minutes before he is killed by the horde and can be found in Raccoon City's Downtown Substation.
- **The Promo Girl –** 8 Minutes before she is killed by the horde and can be found in the Downtown Raccoon Press Office.
- **UBCS Operative #1 –** 10 Minutes before he is killed by the horde and can be found in the Uptown Umbrella Sales Office.
- **UBCS Operative #2 –** 12 Minutes before he is killed by the horde and can be found in the Uptown Black Jack's Bar.

Rescue Item Rewards

The following section contains the various Rescue Item Rewards that will be given to you should you rescue a surviving hostage during Operation Mad Jackal. Each surviving hostage will give you a single item drop based on the kit you have purchased. Should you manage to buy multiple kits, then you will receive multiple rewards per hostage based on the kits you've purchased.

- Dario Rossi
    - **Zinoviev Kit –** 60 Handgun Bullets

    - **Oliveira Kit –** 60 Handgun Bullets
    - **Viktor Kit –** 14 Shotgun Shells
    - **Valentine Kit –** 60 Handgun Bullets

- Brad Vickers
    - **Zinoviev Kit –** 60 Handgun Bullets
    - **Oliveira Kit –** 60 Handgun Bullets
    - **Viktor Kit –** 12 Magnum Rounds
    - **Valentine Kit –**12 Shotgun Shells

- Marvin Branagh
    - **Zinoviev Kit –** 60 Handgun Bullets
    - **Oliveira Kit –** 60 Handgun Bullets
    - **Viktor Kit –** First Aid Spray
    - **Valentine Kit –** 60 Enhanced Handgun Bullets

- Promo Girl
    - **Zinoviev Kit –** 60 Enhanced Handgun Bullets
    - **Oliveira Kit –** First Aid Spray
    - **Viktor Kit –** 14 Shotgun Shells
    - **Valentine Kit –** 12 Enhanced Shotgun Shells

- UBCS Operative #1
    - **Zinoviev Kit –** 60 Enhanced Handgun Bullets
    - **Oliveira Kit –** 60 Handgun Bullets
    - **Viktor Kit –** First Aid Spray
    - **Valentine Kit –** 12 Freeze Rounds

- UBCS Operative #2
    - **Zinoviev Kit –** 60 Handgun Bullets
    - **Oliveira Kit –** First Aid Spray
    - **Viktor Kit –** 14 Enhanced Shotgun Shells
    - **Valentine Kit –** First Aid Spray

Checkpoint Values

There are several checkpoints in the Downtown and Uptown districts that will award you extra time as you pass through them. These points WILL stack with each other, so if you miss one of the locations you will not get the full amount of extended time. For example, should you skip

Checkpoint 1, and reach Checkpoint 2, you will receive the time extension for Checkpoint 1 instead.

- **Checkpoint 1 –** In the Alleyway behind the Downtown Raccoon Press Office (+2 Seconds)
- **Checkpoint 2 –** In the Downtown Grill 13 Booth area (+4 Seconds)
- **Checkpoint 3 –** In the Low Voltage Room of the Downtown Substation (+8 Seconds)
- **Checkpoint 4 –** In the Uptown Alley where a Fire Hose can be attached (+16 Seconds)
- **Checkpoint 5 –** In the Uptown Residential Area with Fortified Barricade (+32 Seconds)
- **Checkpoint 6 –** In the Uptown Y Shaped Alleyway Basement (+64 Seconds)

Perks

- **Basic Training (FREE) –** Many operatives of the UBCS paramilitary group were either former military who were unwanted or incarcerated for various crimes or criminals who were offered a chance at a new life through Umbrella. Regardless of how you were recruited into the UBCS, you were put through rigorous training. This involved the use and operation of both NATO and Warsaw Pact weapons, aerial craft piloting, vehicle repair, CQC training with an emphasis on dodging attacks, and knife fighting. As a result of this, you are in peak physical condition, more than befitting a soldier of the UBCS. In addition, you have received a comprehensive understanding of three major languages from the nations that Umbrella has been primarily pulling recruits for the UBCS. These languages are English, Spanish, and Russian.

- **Rescue Operations (-100 MP) –** Throughout this operation, there are multiple surviving hostages trapped in various locations, and rescuing them will reward you with supplies such as ammunition and medicines. That is a given for this Gauntlet. Wouldn't it be nice to keep that effect? You'll find that when rescuing people in crisis situations, such as this or more natural variants, they will drop supplies that will be immediately useful to you.

- **Special Operations (-200 MP) –** As stated earlier, most if not all of the UBCS personnel were former military or criminals. Of these personnel, a few stood out from the pack. These individuals had been involved in their nation's special forces and with this said, so have you. As a result, not only do you have more experience in combat, but you will be trusted with more clandestine operations during your deployments than your peers. This may not be much on the surface, but information has a currency all its own.

- **Dodge Counter (-400 MP) –** A tactic that only really showed itself among members of the UBCS and S.T.A.R.S. When an enemy makes an attempt to attack you, you can dodge out of the way before delivering a shoulder that creates space…or you can choose

to attack. By making this critical choice, time slows, and you'll be able to strike at an enemy's body or weak points. Regardless of what you choose to hit, you will easily be doing more damage to them than you would have previously. The timing for this is pretty generous but overuse can lead to leaving yourself winded for several seconds.

- **Anti-Retroviral Symbiosis (-600 MP) –** A little-known fact of the UBCS is that each of its members was given experimental anti–retroviral drugs upon signing on with Umbrella. This was designed with the intent of preventing inter-unit outbreaks in the middle of field operations. The experimental drugs you were given have a more interesting effect than Umbrella would have first realized. Should you be exposed to the T-Virus or its derivatives, your body will assimilate and bond with the virus. This both creates antibodies and slowly manifests the beneficial mutations of the virus onto you in healthy mutations. Those who receive vaccines based on blood will exhibit similar abilities. Post-Gauntlet, this perk can be applied to any mutagenic virus or zombie virus.

Operational Kits

The following items are the various kits you can bring into Operation Mad Jackal. Each kit consists of six items, which will allow Jumpers to maintain two free inventory spaces for Rescue Item Rewards. Should a Jumper purchase multiple kits, then they will have to either manage those items within their inventory or wear the items found in each kit on their person. Any weapons purchased in this section may be imported into similar types of items to increase their capabilities, and they may either maintain their original appearance, blend their appearances, or have the new item's appearance take priority.

- **Basic Kit and Inventory (Variable: +100 MP, FREE, or -100 MP) –** For being a part of the UBCS, you have received the most basic of kits. This includes a UBCS combat uniform and vest of your preferred style, and two additional items. The first is a choice of one of the four pistol options found below and an inventory system.
    - A **Makarov** which Gives +100 MP upon purchase,
    - a **Sig P226** which is FREE,
    - a **Glock 18 (Semi-Auto)** which is FREE, or
    - a **M1911A1** which is -100 MP to purchase,
        - All options come stamped with the UBCS proof marks and the Umbrella Logo. They begin fully loaded with two additional magazines and can fire enhanced handgun bullets.
    - As stated earlier, you will receive a hammer-space inventory with eight spaces available. This inventory allows you to store weapons and ammunition, as well as allowing you to see an EKG monitor showing your current vital status and a timer for the bomb implanted in your body. In addition, the weight

    - Post-Gauntlet, the timer will be removed from your inventory screen.

- **The Zinoviev Kit (-100 MP) –** This kit has been offered at a rather cheap price all things considered. Consisting of a Sig Pro SP 2009 capable of firing Enhanced Handgun Bullets, a UBCS-issued combat knife, a blue herb, and three first aid sprays, this kit is for the far more experienced operatives who can handle such intensive operations.

- **The Oliveira Kit (-200 MP) –** Consisting of an M4 pattern rifle capable of firing in full-auto or three-round burst with an astonishing 300 bullets in its magazine, an STI Eagle 6.0, 90 Handgun bullets, and three mixed herbs, this is a kit that perfect for the basic UBCS operative during the events of the Raccoon City Outbreak.

- **The Viktor Kit (-400 MP) –** Consisting of a Benelli M3S, S&W M629 Classic Magnum, M66 Rocket Launcher with eight shots, 21 Shotgun Shells, 18 Magnum Bullets, and a single mixed herb, this is an expensive kit for those who have the experience or the cash to earn it. Perfect for decisively dealing with the monsters that walk the streets of Raccoon City.

- **The Valentine Kit (-600 MP) –** Consisting of a modified Beretta 92FS Samurai Edge with a complete black slide to match the frame and controls, a shortened slide stop, and light blue enameled S.T.A.R.S. medallions in the grips, a Western Custom M37 shotgun, a six-shot Grenade Launcher preloaded with Freeze rounds, 60 Handgun Bullets, 18 Shotgun Shells, and a Mixed Herb. Like the Sig Pro SP 2009 and the UBCS standard issue pistols, Jill's Samurai Edge can fire Enhanced Handgun Bullets.

Fellow Operatives

Do you feel as though you need some extra help? We can accommodate you. Below, will be several options for the various other UBCS operatives that took part in Operation Mad Jackal, as well as two other individuals. Upon completing this Gauntlet, you may choose to keep them as companions or dismiss them. These companions will receive HALF the MP you gain from drawbacks or additional Point Bonuses from sources like the Universal Drawback Supplement.

- **Friend from Recruitment (-100 MP) –** Have you've been jumping for a while? Have a friend or lover you'd like to blast away the undead and mutated horrors of Raccoon City with? Say no more! With this option, you may bring with you one of your previous companions into this Gauntlet. They will receive the basic perk and kit and can freely choose whichever additional perks or kit they want with the MP they'll receive.

- **Mikhail Viktor (-200 MP) –** The leader of the UBCS Delta Platoon, Mikhail Viktor became involved with various rebel groups opposing the Russian Federation after the collapse of the Soviet Union. After being captured and slated for execution, he was approached by Umbrella with an offer. In return for the services of himself and his men, they would be given amnesty. He will assist you with his dedicated kit.

- **Carlos Oliveira (-200 MP) –** A former communist guerilla fighter from an unknown Latin American country. He was picked up by Umbrella's paramilitary recruiters sometime before the Raccoon City Outbreak. Well trained in the use of various types of firearms, Carlos has also had training with heavy vehicles, vehicular repair, and the piloting of helicopters and Cessna general aviation crafts. He will assist with his dedicated kit.

- **Nicholai Zinoviev (-200 MP) –** Officially a Sergeant in the UBCS, this former Russian special forces operative has quite the shady past. Well trusted by his superiors, he is actually a part of Umbrella's secret police unit known as The Monitors. While normally he would rather be off completing his true objectives, the matter of the implanted bomb has shifted his priorities. He will assist you with his standard kit.

- **Jill Valentine (-400 MP) –** A former Delta Force operator and current member of the R.P.D. S.T.A.R.S., this survivor of the Spencer Mansion Incident had been in Raccoon City at the outset of the outbreak. While trying to escape the city, she's chosen to join you in your brief mission here. She will assist you with her standard kit.

- **The Nemesis (-600 MP) –** Umbrella has decided to run a unique form of combat testing during this operation. As such, they have decided to assign to you the Nemesis T-Type for the duration of your time here. This modified Tyrant will follow you and provide aid with its sheer physical might and rocket launcher. Interestingly, this Nemesis T-Type seems to be prone to shifting its physical attacks into those indicative of a classical boxer style.

Rewards

At the end of this operation, the bomb in your chest will be disarmed. While you are recovering, you will be given several rewards for your efforts. Three of these rewards are basic and standardized, but there are four rewards that are a bit more special. As such, you can only choose one of these. Please note that any weapon acquired will be made unbreakable and never require regular maintenance.

Standard Rewards

- **Basic Handgun –** For completing this Gauntlet your starting handgun and inventory will receive specialized upgrades. For the handguns, both options will receive a magazine containing an infinite amount of the Enhanced Handgun bullets.
    - If you choose the **Makarov**, your handgun will receive a specialized suppressor that can be quickly attached and detached. This silencer will not degrade no matter how much you use it and when used, it inflicts greatly increased damage to an enemy's weak spots. This stacks with the "Dodge Counter" perk.
    - If you choose the **P226**, your handgun will receive a laser sight attachment for greater accuracy. In addition, the ammunition has been altered with specialized steel cores that give these rounds armor-piercing capabilities. On normal un-armored BOWs, these rounds will penetrate two BOWs at once.
    - If you choose the **Glock 18**, the three-round burst feature will be enabled and a specialized compensator will be installed. This compensator drastically reduces the pistol's muzzle rise and recoil, allowing you to keep all three rounds on target every time the trigger is pulled.
    - If you choose the **M1911A1**, the ammunition for the handgun has been switched to an enhanced variant of .45 Super. This greatly increases this handgun's firepower with little to no changes to the weapon's operation.

- **Basic Inventory –** Your Inventory Space will be expanded to double its starting value, allowing you to carry sixteen items at any given time.

- **Monetary Compensation –** For every zombie or mutated creature you kill, you will receive a monetary reward. This and the base money you would have normally received in the game will be given to you in a steel briefcase. This amount will more than likely be several grand but can be used for any form of currency. It may be small compensation, but it is still something you have earned.

Special Rewards

- **Infinite Gatling Gun –** Firing 7.62x51 NATO rounds, this is a fast-firing and powerful weapon that enables you to scatter bullets with the press of the trigger. Because of this, it can mow down most enemies within a few seconds. As a bonus, it only takes up one inventory space of your inventory, when deposited there.

- **Infinite Rocket Launcher –** An old but still very useful M66 Rocket Launcher. This four-barreled, 66mm Rocket, firing weapon can kill damn near everything here in a

single shot! As an added bonus, it will only take up one inventory space of your inventory when deposited there.

- **Infinite Kit –** A unique variation to a reward from the original Operation Mad Jackal. This reward will appear as a briefcase containing magazines, shells, grenades, and rockets. The specific ammunition is wholly dependent on which kit you've chosen to purchase for the Gauntlet. When inserted into the corresponding weapon, they will never run out of ammunition.

- **Metaphysical Compensation –** So, maybe guns and ammo aren't enough for you? That's fair. I am willing to offer you additional compensation that is in a different form of currency. One more suited for your continued travels. This is a Permanent **+200 Points** for any and every Jump or Gauntlet you take in the future. Why +200? This is for the two minutes that you start this Gauntlet with.

Drawbacks

- **PlayStation View (+100 MP) –** Resident Evil 3: Nemesis, and by extension The Mercenaries: Operation Mad Jackal, originally came out in 1999. At the time, graphics really weren't the best, but they were good for what they had to represent. Unfortunately, I have decided that it would be interesting for you to experience these graphics. As such, you will view the world during this Gauntlet as though you were in the original PS1 Resident Evil 3: Nemesis.

- **The Old Standard (+100 MP) –** Going back to the previous drawback, the PlayStation era of Resident Evil relied on Tank controls to maneuver around the pre-rendered backgrounds. This was an effective system at the time. However, we've moved on from that. Well, by we, I mean everyone but you. As such, you are locked into moving like an early-era Resident Evil character.

- **Reduced Kit (+200 MP) –** The insertion of UBCS operatives into Raccoon City was a mixed bag to say the least. If I recall correctly, some units were inserted successfully into their Landing Zones while others were wiped out as soon as their feet touched the ground. How does this affect you? Well, due to the various issues of your insertion, your starting ammunition for your various kits has been reduced to half their original value.

- **Greater Population (+200 MP) –** Either the US Census Bureau didn't accurately get a handle of Raccoon City's population or there was a major event going on in the city that Umbrella didn't know about. As a result of this mistake, the number of zombies and basic mutated creatures is now double the amount that they would have been normally.

- **Rescue Services (+400 MP) –** The UBCS squads sent into Raccoon City were mostly given a pretty uniform and, dare I say, altruistic order. That being to rescue the various survivors within the city. It seems that despite the bomb implanted within you and the absolute breakdown of order and communications, that order still stands. In order to successfully complete this Gauntlet, every surviving hostage listed in their dedicated section must be rescued.

- **Half Time! (+400 MP) –** Excuse me for a moment. Yes? Oh… are you serious? How'd you screw that up? They won't be happy with that. Okay, Jumper. Bit of an issue with the bomb inside you. Don't worry, it's not going to detonate early. It's just that there is a bit of an issue with the activity monitor inside of it which relates to the time you're rewarded. Normally, the time you would be rewarded would be what I've listed in a prior section. Unfortunately, due to this error, you will only receive half the reward time from killing zombies or mutated creatures here.

- **The Clocktower (+600 MP) –** Another issue? Come on! Okay… okay. It seems that there's been a new issue with your insertion Jumper. The original Resident Evil 3: Nemesis had a location known as the Clocktower as a major location. This location was originally to be taken by Mikhail's platoon before the infected overran them. Now, you'll be starting here as opposed to the Cable Car. Move fast Jumper, because time is a wasting.

- **Superior Strains (+600 MP) –** In Operation Mad Jackal, aside from dealing with all of the enemy types from the main story mode, players would have to deal with at least Four versions of the Nemesis T-Type. In this situation, however, that's changed. Due to either rampart cloning, reproductive processes, or even just me being a heartless bastard, you will have to deal more boss-type enemies than you would have normally. This will include enemies like the Gravediggers, the heavily mutated version of the Nemesis T-Type, and even T-103 Models.

Afterward

Well, Jumper, the bomb has been safely removed from your body, and your compensation has been delivered to you successfully. I'd like to tell you what your options are going forward.

- **The Mission Stands –** Even though you've fought through all manners of undead and BOWs, you have found something you like about the universe and have chosen to stay. Your time here will begin just after Jill Valentine escapes her burning apartment.

- **Another Assignment –** Not satisfied here, looking for some more varied action. Well, I think it's time you moved on anyway. Grab your kit Jumper, another universe awaits.

- **Early Retirement –** You've seen some things, haven't you? I can't deny that it's been a hard road for you. Time to go home, your true home.

Changelog and Notes

- **6/1/2024 – Version .9 Created**
    - General
        - I'd just like to thank all the Anonymous users for their input. It was extremely helpful.
    - Operational Kits
        - Enhanced ammunition of any type is manufactured by the fictional company 'Black Taurus' and is rated for +P+. This rating grants this ammunition type far greater stopping power and allows it to inflict far greater damage against enemies shot with it.
        - For the Oliveira Kit, the M4 pattern rifle can appear as either the RE3: Nemesis M4A1 or the Colt 933 CQBR from REmake 3.
        - Jill's Kit is based on the weapons that are not available in The Mercenaries: Operation Mad Jackal.
    - Fellow Operatives
        - The inclusion of Jill and Nemesis into this Gauntlet was something that just sorta struck me while creating it and I thought it was a cool idea.
            - The part of Nemesis attacking enemies like a boxer is a reference to RE3 Manwha where it is shown that the individual who became the Nemesis was previously a competitive boxer.
    - Drawbacks
        - The T-103 Models in 'Superior Strains' is based off of the T-103 that the regenerating version Nemesis consumes just before the final boss fight.
- **6/2/2024 – Version 1.0 Created**
    - General
        - Thank you to all Anonymous users who provided their input for this Gauntlet. It was extremely helpful.
        - Minor grammatical fixes have been made.
        - Clarified which districts certain surviving hostages and checkpoints can be found in.
        - Added an 'Afterwards' section.
    - Perks

        - **Anti-Retroviral Symbiosis –** In terms of what this perk can do with your physical body, physical alterations will not manifest unless you desire them to.
            - **Progenitor based Viruses as a whole –** Increased strength, durability, and a variable regenerative ability.
            - **T-Virus –** Increased strength and durability with a slow regeneration factor. This factor will activate when falling unconscious after receiving damage.
            - **G-Virus –** You develop an amazingly fast and thorough regenerative factor allowing you to heal from an incredibly vast degree of grievous injuries over a short period of time.
            - **Veronica –** Your internal body temperature has been drastically increased, leading to better adaptations in extreme hot and cold environments and counters parasites, dissolving them in superheated blood.
            - **T+G Virus –** This allows you produce electrical discharges from your body at will.
            - **Abyss –** This provides you with adaptation to underwater environments and pressures.
    - Operational Kit
        - Added the provision allowing for the importation of weapons acquired here into other similar weapons in future Jumps.
    - Companions
        - Added MP bonuses for companions.
        - Added the Companion option “Friend From Recruitment.”
- **6/17/2024 –** Version 1.1 Created
    - Minor grammatical fixes.
    - Added two new handguns to the Basic Kit item.
    - Buffed Anti-Retro Viral Symbiosis slightly.