Rebelstar: Tactical Command Weapons FAQ

by dask88

Updated to v1.0 on Sep 29, 2005

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                              RebelStar: Tactical Comando
                                      Weapons FAQ
                                 By DASK The Irons's King


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0.1 - Version History

      1.0 - 9/18/05 - First edition... EVERYTHING


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1.1 - Rifles

      Rifles are really accurated. They are good fighting enemys at any range.
      Downside: Aimed shoots are expensives in APs and they are not too
      powerful.


-------------------------------------------------------------------------------
Assault Rifle                   Weight: 4
Assault Rifle Ammo              Weight: 1
Ammo Per Clip: 25
Type: Ranged
Skill: Rifle Weapons
Weapon: Standar Rebel infantry rifle. Flexible and effective.
Ammo: Ammunition clip for the Assault Rifle.

+------------+---+---+------------+------------+------------+
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```
|Mode:       |Amo|Tak|Damage      |Accuracy    |AP Cost     |
+------------+---+---+------------+------------+------------+
|Snapshot    | 1 | 1 | 5+Skill*5% |20%+Skill*3 |33%-Skill*1 |
|Aimed       | 1 | 1 | 5+Skill*5% |40%+Skill*5 |50%-Skill*1 |
|Snap Burst  | 3 | 3 | 5+Skill*5% |17%+Skill*3 |40%-Skill*1 |
|Aimed Burst | 3 | 3 | 5+Skill*5% |36%+Skill*5 |60%-Skill*1 |
+------------+---+---+------------+------------+------------+
Notes: The standar rifle and my favorite weapon... acurated, good damage and
       cheep in APs.

--------------------------------------------------------------------------------
Sniper Rifle                    Weight: 4
Sniper Rifle Ammo               Weight: 1
Ammo Per Clip: 10
Type: Ranged
Skill: Rifle Weapons
Weapon: Higly accurate long rifle.
Ammo: Ammunition clip for the Sniper Rifle.

+------------+---+---+------------+------------+------------+
|Mode:       |Amo|Tak|Damage      |Accuracy    |AP Cost     |
+------------+---+---+------------+------------+------------+
|Snapshot    | 1 | 1 | 6+Skill*8% |35%+Skill*6 |45%-Skill*3 |
|Aimed       | 1 | 1 | 6+Skill*8% |80%+Skill*4 |85%-Skill*3 |
+------------+---+---+------------+------------+------------+
Notes: Snipe is FUN! =) very acurated, in highers level you can have 90%
       Accuracy Snapshots!!!

--------------------------------------------------------------------------------
Sub-Machine Gun                 Weight: 3
SMG AMMO                        Weight: 1
Ammo Per Clip: 35
Type: Ranged
Skill: Rifle Weapons
Weapon: Fully automatic, close range gun.
Ammo: Ammunition clip for the Sub-Machine Gun.

+------------+---+---+------------+------------+------------+
|Mode:       |Amo|Tak|Damage      |Accuracy    |AP Cost     |
+------------+---+---+------------+------------+------------+
|Snap Burst  | 5 | 5 | 4+Skill*0% |10%+Skill*2 |30%-Skill*2 |
|Aimed Burst | 5 | 5 | 4+Skill*0% |20%+Skill*3 |55%-Skill*2 |
|Spread Burst| 9 | 9 | 4+Skill*0% |12%+Skill*3 |60%-Skill*0 |
+------------+---+---+------------+------------+------------+
Notes: The SMG can shoot a good number of bullets, but the damage never rises...

--------------------------------------------------------------------------------
Warp Rifle                      Weight: 5
Ammo Per Clip: 4/6/8
Type: Ranged
Skill: Rifle Weapons
Weapon: Arelian energy beam rifle. Requires a Power Cell to function.

+------------+---+---+------------+------------+------------+
|Mode:       |Amo|Tak|Damage      |Accuracy    |AP Cost     |
+------------+---+---+------------+------------+------------+
|Snapshot    | 1 | 10|11+Skill*4% |20%+Skill*5 |35%-Skill*1 |
|Aimed Burst | 1 | 10|11+Skill*4% |40%+Skill*8 |75%-Skill*2 |
+------------+---+---+------------+------------+------------+
Notes: it has great power and accuracy... but it don't have auto!!!
```

```
-------------------------------------------------------------------------------
Laser Rifle                     Weight: 5
Ammo Per Clip: 13/20/26
Type: Ranged
Skill: Rifle Weapons
Weapon: Laser powered rifle weapon. Requires a Power Cell to function.

+------------+---+---+------------+------------+------------+
|Mode:       |Amo|Tak|Damage      |Accuracy    |AP Cost     |
+------------+---+---+------------+------------+------------+
|Snapshot    | 1 | 3 | 7+Skill*4% |18%+Skill*2 |33%-Skill*1 |
|Aimed       | 1 | 3 | 7+Skill*4% |35%+Skill*4 |50%-Skill*1 |
|Snap Burst  | 3 | 9 | 7+Skill*4% |12%+Skill*2 |45%-Skill*1 |
|Aimed Burst | 3 | 9 | 7+Skill*4% |32%+Skill*4 |70%-Skill*1 |
+------------+---+---+------------+------------+------------+
Notes: a litle bit inaccurated but its more powerful than the Assault Rifle


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1.2 - Heavy Weapons

      HEAVYS!! Good power, bad accurasiy, need lots of APs... enough?


-------------------------------------------------------------------------------
Flame Thrower                   Weight: 6
Flame Thrower Ammo              Weight: 3
Ammo Per Clip: 8
Type: Ranged
Skill: Heavy Weapons
Weapon: Shoots Flames and sets fire to flammable objets.
Ammo: Ammunition tank for the Flame Thrower.

+------------+---+---+------------+------------+------------+
|Mode:       |Amo|Tak|Damage      |Accuracy    |AP Cost     |
+------------+---+---+------------+------------+------------+
|Snapshot    | 1 | 1 | 6+Skill*1% |20%+Skill*2 |35%-Skill*2 |
|Aimed       | 1 | 1 | 6+Skill*1% |40%+Skill*3 |70%-Skill*2 |
+------------+---+---+------------+------------+------------+
Notes: Is more like a Flame Grenade's Trower, it shoot a flame that turn fire
       the closer objects.

-------------------------------------------------------------------------------
Chain Gun                       Weight: 8
Chain Gun Ammo                  Weight: 3
Ammo Per Clip: 30
Type: Ranged
Skill: Heavy Weapons
Weapon: Rapid firing heavy machine gun.
Ammo: Ammunition belt for the Chain Gun.

+------------+---+---+------------+------------+------------+
|Mode:       |Amo|Tak|Damage      |Accuracy    |AP Cost     |
+------------+---+---+------------+------------+------------+
|Snap Burst  | 8 | 8 | 5+Skill*5% |10%+Skill*2 |10%-Skill*2 |
|Spread Burst| 12| 12| 5+Skill*5% |70%+Skill*3 |90%-Skill*3 |
+------------+---+---+------------+------------+------------+
Notes: Putting the B back in Bullets! it can empity his (tiny) clip in seconds
```

```
--------------------------------------------------------------------------------
Laser Cannon                    Weight: 9
Ammo Per Clip: 10/15/20
Type: Ranged
Skill: Heavy Weapons
Weapon: Laser powered rifle weapon. Requires a Power Cell to function.

+------------+---+---+------------+------------+------------+
|Mode:       |Amo|Tak|Damage      |Accuracy    |AP Cost     |
+------------+---+---+------------+------------+------------+
|Snap Burst  | 6 |24!| 8+Skill*3% |14%+Skill*3 |70%-Skill*2 |
|Spread Burst| 10|40!| 8+Skill*3% |14%+Skill*3 |90%-Skill*2 |
+------------+---+---+------------+------------+------------+
Notes: Only effective with a Large Power Cell...

--------------------------------------------------------------------------------
Blaster Cannon                  Weight: 7
Blaster Ammo                    Weight: 2
Ammo Per Clip: 3
Type: Ranged
Skill: Heavy Weapons
Weapon: A heavy waepon that fire high explosives rounds.
Ammo: Ammunition clip for the Blaster Cannon.

+------------+---+---+------------+------------+------------+
|Mode:       |Amo|Tak|Damage      |Accuracy    |AP Cost     |
+------------+---+---+------------+------------+------------+
|Snapshot    | 1 | 1 |10+Skill*0% |10%+Skill*2 |40%-Skill*1 |
|Aimed       | 1 | 1 |10+Skill*0% |25%+Skill*2 |90%-Skill*2 |
+------------+---+---+------------+------------+------------+
Notes: A grande launcher, really effective.

--------------------------------------------------------------------------------
Warp Cannon                     Weight: 8
Ammo Per Clip: 2/4/5
Type: Ranged
Skill: Heavy Weapons
Weapon: Arelian energy beam heavy weapon. Requires a Power Cell to function.

+------------+---+---+------------+------------+------------+
|Mode:       |Amo|Tak|Damage      |Accuracy    |AP Cost     |
+------------+---+---+------------+------------+------------+
|Snapshot    | 1 | 15|16+Skill*3% |25%+Skill*5 |45%-Skill*1 |
|Aimed Burst | 1 | 15|16+Skill*3% |50%+Skill*6 |90%-Skill*2 |
+------------+---+---+------------+------------+------------+
Notes: woa... REALY powerful and accurated, but needs lots of Aps, no auto and 5
       bullets max!

--------------------------------------------------------------------------------
Rocket Launcher                 Weight: 6
Rocket                          Weight: 2
Ammo Per Clip: 1
Type: Ranged
Skill: Heavy Weapons
Weapon: Fires a single rocket with a high explosive warhead.
Ammo: Ammunition for the Rocket Launcher.

+------------+---+---+------------+------------+------------+
|Mode:       |Amo|Tak|Damage      |Accuracy    |AP Cost     |
```

```
+------------+---+---+------------+------------+------------+
|Snapshot    | 1 | 1 |18+Skill*0% |22%+Skill*4 |30%-Skill*1 |
|Aimed       | 1 | 1 |18+Skill*0% |40%+Skill*5 |50%-Skill*1 |
+------------+---+---+------------+------------+------------+
Notes: Like the name says, it shoot a POWERFUL Rocket...

--------------------------------------------------------------------------------
Psi Launcher                    Weight: 6
Psi Missile                     Weight: 2
Ammo Per Clip: 1
Type: Ranged
Skill: Heavy Weapons
Weapon: A powerful Arelian missile launcher.
Ammo: Ammunition for the Psi Launcher.

+------------+---+---+------------+------------+------------+
|Mode:       |Amo|Tak|Damage      |Accuracy    |AP Cost     |
+------------+---+---+------------+------------+------------+
|Snapshot    | 1 | 1 |24+Skill*0% |25%+Skill*5 |35%-Skill*1 |
|Aimed       | 1 | 1 |24+Skill*0% |46%+Skill*6 |60%-Skill*2 |
+------------+---+---+------------+------------+------------+
Notes:The final weapon... The strongest in the game, it works like the Rocket
      Launcher


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1.3 - Hand Guns

      If you want to shoot hundreds of inacurated, powerlles bullets? Here is
      your weapons!!! serius, those weapons make wonders at close ranges.

--------------------------------------------------------------------------------
Pistol                          Weight: 2
Pistol Ammo                     Weight: 1
Ammo Per Clip: 8
Type: Ranged
Skill: Hand Guns
Weapon: Standar hand gun.
Ammo: Ammunition clip for the Pistol.

+------------+---+---+------------+------------+------------+
|Mode:       |Amo|Tak|Damage      |Accuracy    |AP Cost     |
+------------+---+---+------------+------------+------------+
|Snapshot    | 1 | 1 | 6+Skill*4% |10%+Skill*4 |25%-Skill*1 |
|Aimed       | 1 | 1 | 6+Skill*4% |20%+Skill*6 |35%-Skill*1 |
+------------+---+---+------------+------------+------------+
Notes: Umm... you get short of everithing? look at that stats and pick a knife!!

--------------------------------------------------------------------------------
Stun Gun                        Weight: 2
Stun Gun Ammo                   Weight: 1
Ammo Per Clip: 10
Type: Ranged
Skill: Hand Guns
Weapon: A handgun that can knock out a character for a short time.
Ammo: Ammunition for the Stun Gun.

+------------+---+---+------------+------------+------------+
|Mode:       |Amo|Tak|Damage      |Accuracy    |AP Cost     |
```

```
+------------+---+---+------------+------------+------------+
|Snapshot    | 1 | 1 |10+Skill*3% |10%+Skill*4 |25%-Skill*1 |
|Aimed       | 1 | 1 |10+Skill*3% |30%+Skill*6 |35%-Skill*1 |
+------------+---+---+------------+------------+------------+
Notes: it's more accurated and powerful than a Pistol... but it only stuns the
       enemy...

--------------------------------------------------------------------------------
Machine Pistol                  Weight: 2
MP Ammo                         Weight: 1
Ammo Per Clip: 30
Type: Ranged
Skill: Hand Guns
Weapon: A rapid firing, automatic handgun. Not very acurated.
Ammo: Ammunition clip for the Machine Pistol.

+------------+---+---+------------+------------+------------+
|Mode:       |Amo|Tak|Damage      |Accuracy    |AP Cost     |
+------------+---+---+------------+------------+------------+
|Snapshot    | 5 | 5 | 4+Skill*5% |10%+Skill*1 |33%-Skill*1 |
|Aimed       | 12| 12| 4+Skill*5% |10%+Skill*1 |50%-Skill*2 |
+------------+---+---+------------+------------+------------+
Notes: This is one of the 2 greatest handweapons, it can shoot a good numbers of
       shoots. but it lacks in accurasy

--------------------------------------------------------------------------------
Laser Pistol                    Weight: 3
Ammo Per Clip: 20/30/40
Type: Ranged
Skill: Hand Guns
Weapon: Laser powered handgun. Requires a Power Cell to function.

+------------+---+---+------------+------------+------------+
|Mode:       |Amo|Tak|Damage      |Accuracy    |AP Cost     |
+------------+---+---+------------+------------+------------+
|Snapshot    | 1 | 2 | 6+Skill*4% |12%+Skill*2 |20%-Skill*1 |
|Aimed       | 1 | 2 | 6+Skill*4% |28%+Skill*3 |40%-Skill*1 |
|Snap Burst  | 3 | 6 | 6+Skill*4% | 9%+Skill*2 |30%-Skill*1 |
|Aimed Burst | 3 | 6 | 6+Skill*4% |20%+Skill*3 |60%-Skill*1 |
+------------+---+---+------------+------------+------------+
Notes: The greatest handgun.. good power and auto. But it's really inaccurated.

--------------------------------------------------------------------------------
Warp Blaster                    Weight: 3
Ammo Per Clip: 5/7/10
Type: Ranged
Skill: Hand Guns
Weapon: Arelian energy beam handgun. Requires a Power Cell to function.

+------------+---+---+------------+------------+------------+
|Mode:       |Amo|Tak|Damage      |Accuracy    |AP Cost     |
+------------+---+---+------------+------------+------------+
|Snapshot    | 1 | 8 | 9+Skill*5% |10%+Skill*5 |25%-Skill*1 |
|Aimed       | 1 | 8 | 9+Skill*5% |22%+Skill*6 |50%-Skill*2 |
+------------+---+---+------------+------------+------------+
Notes: This is another good weapon... but i don't like it. It dont have enough
       bullets or auto...


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1.4 - Close Combat

Useless, never touch one...

Combat Knife Weight: 2
Type: Close
Skill: Close Combat
Weapon: A higly effective close combat weapon, especially in skilled hands. Do not understimate it.

Mode:	Amo	Tak	Damage	Accuracy	AP Cost
Hit	-	-	5+Skill*10%	65%+Skill*4	25%-Skill*1

Notes: In some missions, you have to use it, a shame ;)

Stun Rod Weight: 2
Type: Close
Skill: Close Combat
Weapon: Electrical stun weapon. Can knockout a target for a short while.

Mode:	Amo	Tak	Damage	Accuracy	AP Cost
Hit	-	-	12+Skill*5%	50%+Skill*6	30%-Skill*1

Notes: I can't say anithing, i've never used it...

Light Sword Weight: 3
Ammo Per Clip: 8/12/16
Type: Close
Skill: Close Combat
Weapon: A devastating close combat weapon. Requires a Power Cell to function.

Mode:	Amo	Tak	Damage	Accuracy	AP Cost
Hit	1	?	20+Skill*2%	50%+Skill*5	50%-Skill*1

Notes: Nice power... But only do the job with the eggs in the hive mission...

****

1.5 - Grenades

The all propose high explosives... just pick one, and trow it. They can open holes in humans walls and can be trowed over trees or other things.

HE Grenade Weight: 2
Grenade Type: High Explosive
Power: 12

Weapon: High Explosive grenade. Explode on impact when thrown. Destroy weaker walls
Notes: Just a grenade. Chose where and boom!

Smoke Grenade Weight: 2
Grenade Type: Smoke
Power: -
Weapon: Explode on impact when thrown. Blocks vision, providing cover for advancing or retreting.
Notes: It mekes lot of smoke... I never used that grenade

Fire Grenade Weight: 2
Grenade Type: Incendiary
Power: 11
Weapon: Incendiary grenade. Explode on impact, setting fire to surrounding terrain.
Notes: Works like the Flame Trower, seting fires.

****

1.6 - Armors

What can I say? if you want to survive a mission... you are going to need it.

Heavy Armor Weight: 6
Type: Object
Weapon: Extremely thoug armor, but reduces speed, dexterity and accuracy.
Notes: none.

Power Suit Weight: 4
Type: Object
Weapon: Effective high technology armor. Requires a Power Cell to function.
Notes: It looks like a biosuit...

****

1.7 - Power-Ups

Really useful... but you never get enough Energy Shields....

Energy Shield Weight: 4
Type: Object
Weapon: Uses energy to absorb damage from weapons. Requires a Power Cell to function.
Notes: I prevents some damage, once Sapphire lost 3 HP from a Warp Rifle!

Anti-Grav Unit Weight: 4
Type: Object
Weapon: Allows a character to fly over obstacles. Requires a Power Cell to function
Notes: the unit can jump things, nice.

Cloacking Field Weight: 4
Type: Object
Weapon: Reduces visibility of a character by half. Requires a Power Cell to function.
Notes: the enemy can't see you so easely, but i've never found any use...

****

1.8 - Medical

Always carry one, you will usually get hurt...

Medikit Weight: 3
Ammo Per Clip: 5
Type: Object
Weapon: Healing and armor repair kit. Restore Hit Points and Morale. Can remove stun damage.
Notes: Like it sais... heal, boost morale and remove stun damage

---
Arelian Medikit Weight: 2
Ammo Per Clip: 5
Type: Object
Skill: Medic
Weapon: Arelian healing and armor repair kit. Restore Hit Points and Morale. Can remove stun damage.
Notes: More effective than the Medikit

****

1.9 - Power Cells

The energy you need for your daily activity...

Small Power Cell Weight: 2
Ammo Per Clip: 40
Type: Object
Weapon: Generetes and stores a small amount of energy. Required for advanced technology equipment to function.
Notes: For use with Warp and Laser weapons, and another devices.

Medium Power Cell Weight: 4
Ammo Per Clip: 60
Type: Object
Weapon: Generetes and stores a medium amount of energy. Required for advanced technology equipment to function.
Notes: More enrgy

Large Power Cell Weight: 6
Ammo Per Clip: 80
Type: Object
Weapon: Generetes and stores a large amount of energy. Required for advanced

technology equipment to function.
Notes: MORE energy

****

2.1 - Feedback

Autorised pages are:

www.gamefaqs.com
www.neoseeker.com

Do not ask me if you may post this file as a whole or in part, because you WILL be denied.

My mail is:

Das_k88@hotmail.com

But Revelstar in the subjet.

****

2.2 - Credits

Me. =)
Namco for make the game.
Nintendo for make the GBA.
And any future colaborator.

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2.3 - Other FAQs by DASK

- Revel Star Weapons - GBA
- Speed Devils - Mobile
- Gulo's Tales - Mibile (soon)

-End Of File-

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