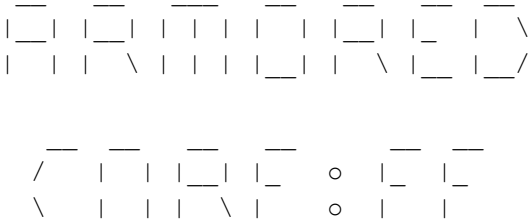


Armored Core: Formula Front 48 Chips List

by animesou

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Armored Core: Formula Front International
48 Chips List

From Software
Sony Playstation Portable (PSP)

Courtesy of animesou

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Date Completed: 12/31/05

1.Introduction

Below I've compiled a checklist of all 48 chips with their descriptions. Different chips give different abilities. Some give your core specific movement actions while others tell it what weapon to use. The chips often override your base character AI tuning. You gain chips after league battles, win or lose.

You can set the occurrence of specific actions during a match. Matches span for 3 minutes (180 seconds). For example, you may want to use the "Dead Inside" chip early in the 0 SEC slot so you can save the Inside part for later on in the match.

AI OPERATIONS

0 SEC	30	60	90	120	150

|CLEAR | <--- clears all current settings
|_____|

A typical chip looks like the following:

```
| 06| <--- this number denotes how many of those chips  
|   | you have available  
|MOD-1 |  
|_____|
```

When you highlight your chip, on the right side it tells you the number of chips you own total and how they are distributed among your five cores. There is also a 3x3 grid:

```
|_____| |_____| |_____| |
|BU   | |EO   | |INS  | |  
|_____| |_____| |_____|  
|AL   | |MOV  | |AR   | |  
|_____| |_____| |_____|  
|BST  | |OB   | |JMP  | |  
|_____| |_____| |_____|
```

Different portions are shaded denoting what the AI is programmed to emphasize.

Symbols:

- BU - back unit
- EO - exceed orbit (EO) function
- INS - use of Inside part
- AL - arm unit left
- MOV - basic movement
- AR - arm unit right
- BST - normal booster
- OB - overboost function
- JMP - jumping

=====
2. 48 Chips List
=====

Database

Chips 48/48

```
|_____| |_____| |_____| |_____| |_____| |_____|  
| ---- |MOD-1 |MOD-2 |MOB-1 |MOB-2 |MOB-3 |  
|_____| |_____| |_____| |_____| |_____| |_____|  
|MOZ-1 |MOZ-2 |MOZ-3 |MOZ-4 |MOS-1 |MOS-2 |  
|_____| |_____| |_____| |_____| |_____| |_____|  
|MOS-3 |MOS-4 |MOS-5 |ATW-1 |ATW-2 |ATA-1 |  
|_____| |_____| |_____| |_____| |_____| |_____|  
|ATA-2 |ATF-1 |ATF-2 |ATF-3 |ATF-4 |ATB-1 |  
|_____| |_____| |_____| |_____| |_____| |_____|  
|ATB-2 |ATB-3 |MAA-1 |MAA-2 |MAA-3 |MAO-1 |  
|_____| |_____| |_____| |_____| |_____| |_____|  
|MAM-1 |MAM-2 |MAB-1 |MAB-2 |DEF-1 |DEF-2 |  
|_____| |_____| |_____| |_____| |_____| |_____|  
|DEF-3 |DEM-1 |WEC-1 |WEH-1 |WEH-2 |WEP-1 |  
|_____| |_____| |_____| |_____| |_____| |_____|  
|WEP-2 |WEP-3 |WEP-4 |NMO-1 |NMO-2 |NAT-1 |  
|_____| |_____| |_____| |_____| |_____| |_____|  
|NAT-2 | ---- | ---- | ---- | ---- | ---- |  
|_____| |_____| |_____| |_____| |_____| |_____|
```

Different categories of chips are color coded.
Selecting no chip (----) will clear an equipped chip.

=====
Movement Chips (green and green-blue)
=====

MOD-1 Full Ahead (green)
=====

INFO: Maneuver to close range to opponent.

BU	EO	INS
_____	_____	_____
AL	MOV X	AR
_____	_____	_____
BST	OB	JMP
_____	_____	_____

=====
MOD-2 Full Back (green)
=====

INFO: Maneuver to extend range from enemy, but without going outside of weapon targeting range.

BU	EO	INS
_____	_____	_____
AL	MOV X	AR
_____	_____	_____
BST	OB	JMP
_____	_____	_____

=====
MOB-1 Full Slide (green)
=====

INFO: Booster or OB is always in use. Auxiliary boosters used frequently.

BU	EO	INS
_____	_____	_____
AL	MOV	AR
_____	_____	_____
BST X	OB X	JMP
_____	_____	_____

=====
MOB-2 Cross Over (green)
=====

INFO: Attempt to boost over opponent and take up a position behind them.

BU	EO	INS
_____	_____	_____
AL	MOV X	AR
_____	_____	_____
BST X	OB	JMP X
_____	_____	_____

=====

MOB-3 Rush Turn (green)

=====

INFO: Make use of OB in order to maneuver into position behind opponent.

BU	EO	INS
_____	_____	_____
AL	MOV X	AR
_____	_____	_____
BST	OB X	JMP
_____	_____	_____

=====

MOZ-1 Tight Strafe (green)

=====

INFO: Execute tight left and right zigzag movements.

BU	EO	INS
_____	_____	_____
AL	MOV X	AR
_____	_____	_____
BST	OB	JMP
_____	_____	_____

=====

MOZ-2 Wide Strafe (green)

=====

INFO: Execute wide left and right zigzag movements.

BU	EO	INS
_____	_____	_____
AL	MOV X	AR
_____	_____	_____
BST	OB	JMP
_____	_____	_____

=====

MOZ-3 Strafe Ahead (green)

=====

INFO: Execute tight left and right zigzag movements while closing range to opponent.

BU	EO	INS
_____	_____	_____
AL	MOV X	AR
_____	_____	_____
BST	OB	JMP
_____	_____	_____

=====

MOZ-4 Strafe Back (green-blue)

=====

INFO: Execute tight left and right zigzag movements while backing away, but staying in weapon targeting range.

BU	EO	INS
AL	MOV X	AR
BST	OB	JMP

=====

MOS-1 Jump (green)

=====

INFO: Move around by using repeated jumping motions.

BU	EO	INS
AL	MOV	AR
BST	OB	JMP X

=====

MOS-2 Jump Slide (green)

=====

INFO: Move around by using a combination of jumping and dash actions.

BU	EO	INS
AL	MOV	AR
BST X	OB	JMP X

=====

MOS-3 Jump Ahead (green)

=====

INFO: Close range to opponent using jumping actions.

BU	EO	INS
AL	MOV X	AR
BST	OB	JMP X

=====

MOS-4 Jump Back (green-blue)

=====

INFO: Back away from opponent using repeated jumping motions, but while still staying in targeting range.

BU	EO	INS
AL	MOV X	AR

BST	OB	JMP X
_____	_____	_____

=====

MOS-5 Jump Around (green)

=====

INFO: Execute repeated jumps and dashes in order to take up position behind an opponent.

BU	EO	INS
_____	_____	_____
AL	MOV X	AR
_____	_____	_____
BST X	OB	JMP X
_____	_____	_____

=====

Firing Chips (orange for arms and red for back unit)

=====

ATW-1 Double Fire (orange)

=====

INFO: Alternate fire between left and right arm weapons. Affects ability to use Inside parts.

BU	EO	INS X
_____	_____	_____
AL X	MOV	AR X
_____	_____	_____
BST	OB	JMP
_____	_____	_____

=====

ATW-2 Double Fire Plus (orange)

=====

INFO: Use a combination of left arm, right arm, and Inside parts to launch attacks.

BU	EO	INS X
_____	_____	_____
AL X	MOV	AR X
_____	_____	_____
BST	OB	JMP
_____	_____	_____

=====

ATA-1 Wild Shot (orange)

=====

INFO: Both left arm and Inside weapons are fired while using Back Unit R. Ext. missiles will also fire if equipped.

BU X	EO	INS X
_____	_____	_____
AL X	MOV	AR X
_____	_____	_____
BST	OB	JMP
_____	_____	_____

=====
ATA-2 Full-Scale Attack (orange)
=====

INFO: The launching of attacks takes top priority. Few, if any, defensive tactics will be used.

BU X	EO X	INS X
_____	_____	_____
AL X	MOV X	AR X
_____	_____	_____
BST	OB	JMP
_____	_____	_____

=====
ATF-1 Dual Back (red)
=====

INFO: Dual back weapon activated, right arm weapon use discontinued. Left arm and Inside remain in use.

BU X	EO	INS
_____	_____	_____
AL	MOV	AR X
_____	_____	_____
BST	OB	JMP
_____	_____	_____

=====
ATF-2 Right Back (red)
=====

INFO: Back right weapon used as main form of attack. Left arm and Inside weapons remain in use also.

BU X	EO	INS
_____	_____	_____
AL	MOV	AR X
_____	_____	_____
BST	OB	JMP
_____	_____	_____

=====
ATF-3 Left Back (red)
=====

INFO: Back left weapon used as main form of attack. Left arm and Inside weapons remain in use also.

BU X	EO	INS
_____	_____	_____
AL	MOV	AR X
_____	_____	_____
BST	OB	JMP
_____	_____	_____

=====
ATF-4 Inside (red)
=====

INFO: AC will strive to maintain targeting range to enemy, while also making active use of its Inside part.

BU	EO	INS X
AL	MOV X	AR
BST	OB	JMP

=====
ATB-1 Slash (orange)
=====

INFO: Prioritize blade attacks. If OB is available, it will be utilized to make approaches.

BU	EO	INS X
AL X	MOV X	AR
BST X	OB X	JMP

=====
ATB-2 Energy Wave (orange)
=====

INFO: AC will strive to maintain effective energy wave ATK range and actively use blade's energy wave ability.

BU	EO	INS
AL X	MOV X	AR
BST	OB	JMP

=====
ATB-3 Spike (orange)
=====

INFO: Actively launch attacks using parrying blade.

BU	EO	INS
AL	MOV X	AR X
BST	OB	JMP

=====
Approach and Fire Combination Chips (yellow)
=====

MAA-1 Drive In (yellow)
=====

INFO: Close distance with opponent and attack using heavy weapons. If available, OB will be utilized.

BU X	EO	INS X
_____	_____	_____
AL X	MOV X	AR X
_____	_____	_____
BST X	OB X	JMP
_____	_____	_____

=====
MAA-2 Ahead Plus (yellow)
=====

INFO: Close distance with opponent and attack with Inside weapon. OB will be utilized if available.

BU X	EO	INS X
_____	_____	_____
AL X	MOV X	AR X
_____	_____	_____
BST X	OB X	JMP
_____	_____	_____

=====
MAA-3 Drive In Plus (yellow)
=====

INFO: Approach opponent and launch attacks with Inside, and heavy weapons. OB will be used if available.

BU X	EO	INS X
_____	_____	_____
AL X	MOV X	AR X
_____	_____	_____
BST X	OB X	JMP
_____	_____	_____

=====
MAO-1 OB Double Fire (yellow)
=====

INFO: Fire both left and right arm weapons simultaneously while using over boost.

BU	EO	INS
_____	_____	_____
AL X	MOV	AR X
_____	_____	_____
BST	OB X	JMP
_____	_____	_____

=====
MAM-1 Missile Jump (yellow)
=====

INFO: Carry out missile attacks while performing jumping maneuvers.

BU X	EO	INS
_____	_____	_____

AL X	MOV X	AR X
_____	_____	_____
BST	OB	JMP X
_____	_____	_____

=====

MAM-2 Missile Slide (yellow)

=====

INFO: Use boosters after launching missiles to close in on opponent.

BU X	EO	INS
_____	_____	_____
AL X	MOV X	AR
_____	_____	_____
BST X	OB	JMP
_____	_____	_____

=====

MAB-1 Bomb Shower (yellow)

=====

INFO: Attack opponent from above with Inside equipped bombs. Auxiliary booster will be used if available.

BU X	EO X	INS X
_____	_____	_____
AL X	MOV X	AR X
_____	_____	_____
BST X	OB	JMP X
_____	_____	_____

=====

MAB-2 Bullet Rain (yellow)

=====

INFO: Launch shooting attack on opponent from above. If equipped, an aux. booster will be utilized.

BU X	EO X	INS X
_____	_____	_____
AL X	MOV X	AR X
_____	_____	_____
BST X	OB	JMP X
_____	_____	_____

=====

Defensive Chips (blue)

=====

DEF-1 Screen Out (blue)

=====

INFO: AC will attempt to seek cover behind obstacles as frequently as possible.

BU	EO	INS
_____	_____	_____
AL	MOV X	AR
_____	_____	_____

BST	OB	JMP	
_____	_____	_____	

=====

DEF-2 Border Runner (blue)

=====

INFO: AC will attempt to maintain a consistent range to its target as much as possible.

BU X	EO X	INS X	
_____	_____	_____	
AL X	MOV X	AR X	
_____	_____	_____	
BST	OB	JMP	
_____	_____	_____	

=====

DEF-3 Hard Defense (blue)

=====

INFO: AC's primary focus will be to evade enemy attacks. Unit will perform fewer offensive maneuvers.

BU X	EO X	INS X	
_____	_____	_____	
AL X	MOV X	AR X	
_____	_____	_____	
BST	OB	JMP	
_____	_____	_____	

=====

DEM-1 Slip Missile (blue)

=====

INFO: Evasion of missile attacks is given top priority.

BU	EO	INS	
_____	_____	_____	
AL	MOV X	AR	
_____	_____	_____	
BST	OB	JMP	
_____	_____	_____	

=====

Disarm Weapons (dark and light purple)

=====

WEC-1 Quick Change (dark purple)

=====

INFO: Unit will switch between using its right arm and back weapons often.

BU X	EO	INS	
_____	_____	_____	
AL	MOV	AR X	
_____	_____	_____	
BST	OB	JMP	
_____	_____	_____	

=====

WEH-1 Hanger R Shift (dark purple)

=====

INFO: Disarm right arm weapon and equip hanger unit R.

BU	EO	INS
AL	MOV	AR X
BST	OB	JMP

=====

WEH-2 Hanger L Shift (dark purple)

=====

INFO: Disarm left arm weapon and equip hanger unit L.

BU	EO	INS
AL X	MOV	AR
BST	OB	JMP

=====

WEP-1 All Off (light purple)

=====

INFO: Disarm all weapons including hanger units L and R.

BU X	EO	INS
AL X	MOV	AR X
BST	OB	JMP

=====

WEP-2 Fire Off (light purple)

=====

INFO: Disarm all weapons except for blade.

BU X	EO	INS
AL X	MOV	AR X
BST	OB	JMP

=====

WEP-3 Weapon Off (light purple)

=====

INFO: Disarm all parts that are capable of inflicting DMG.

BU X	EO	INS
------	----	-----

AL X	MOV	AR X
_____	_____	_____
BST	OB	JMP
_____	_____	_____

=====

WEP-3 Back Weapon Off (light purple)

=====

INFO: Disarm only those weapons equipped on the back.

BU X	EO	INS
_____	_____	_____
AL	MOV	AR
_____	_____	_____
BST	OB	JMP
_____	_____	_____

=====

Disable other (dark red)

=====

NMO-1 Dead Legs

=====

INFO: Cease all movement except for jumping and turning.

BU	EO	INS
_____	_____	_____
AL	MOV X	AR
_____	_____	_____
BST X	OB X	JMP X
_____	_____	_____

=====

NMO-2 Dead Booster (dark red)

=====

INFO: Booster movement is disabled. Unit can still jump.

BU	EO	INS
_____	_____	_____
AL	MOV	AR
_____	_____	_____
BST X	OB X	JMP
_____	_____	_____

=====

NAT-1 Dead Arms (dark red)

=====

INFO: All attack ability disabled. Parts with no attack power can still be used.

BU X	EO X	INS X
_____	_____	_____
AL X	MOV	AR X
_____	_____	_____
BST	OB	JMP
_____	_____	_____

=====
NAT-2 Dead Inside (dark red)
=====

INFO: Use of Inside parts disabled.

BU	EO	INS X
AL	MOV	AR
BST	OB	JMP

=====
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