

Armored Core Mission FAQ Part 1

by Lucius Maximus

Updated to v1.0 on Jul 30, 1997

Date: Thu, 07 Aug 1997 11:11:41 -0400
From: Henry Jerng <Henry.Jerng@mail.tju.edu>
Reply-To: Henry.Jerng@mail.tju.edu

ARMORED CORE MISSION FAQ
Part 1, Ver. 1.0

Produced on 07/30/97 and updated by Henry H. Jerng
at jerng1@jeflin.tju.edu

NOTES FROM THE TRANSLATOR: To follow up on the translation of Armored Core user manual, I have translated the mission descriptions and electronic mail messages that one experiences during the game. The order in which I have encountered them may possibly differ from yours due to the mission choices made, and this is certainly one of the most enjoyable part of the game: variability in the order of missions.

For the players who do not understand Japanese, this FAQ will offer you the most literal understanding of what is going in the game. The exact nature and requirement of the missions are explained, and the story becomes clearer as you read the mission descriptions and the electronic mails from various parties.

This is only the first of a series of translations on the missions. I am aware that there are at least 30 missions in the game, and I have only described only 21 of them here. The others missions will be described in a later missions FAQ, so that this information can get out to everyone as soon as I can produce it.

Well, let's get back to the games. And if there are any additional questions or comments, you can e-mail me at the above address. HJ

ARMORED CORE
SCPS 45060
Copyright 1997, From Software, Inc.
Published by Sony Computer Entertainment Inc.
"PS" and "PlayStation" are trademarks of Sony Computer Entertainment Inc.
WARNING: All rights reserved. Unauthorized duplication is a violation of applicable laws.

Thank you for purchasing PlayStation "ARMORED CORE"
licensed by FROM SOFTWARE
Please read the attached instruction thoroughly before starting the game.
Please keep this instruction manual for future reference.

1 or 2 Players
Memory Card. 1-3 blocks
Link Cable. 2 Consoles

START GAME: Entrance Test

Anyone seeking to become a Raven is asked to take a test. In this test, you will do battle in a machine provided to you and survive. You will become a Raven from that moment one. Well then, do your best.

(After you have successfully defeated the two robots...) A new message is received.

(Checking your mail...)

To the new Raven--- Welcome to Raven's Nest. We here at Raven's Nest provide various support through a network to people who have become Ravens. Mails for mission requests are distributed here, of course, but the main contents here are the repairs on machines, the tender of ammunitions, and the purchase/sales of newest parts.

Again, individual Ravens will receive mission request information through electronic mail. The Nest does not at all interfere with the transactions between the requester or the individual Ravens. We will not be concerned even when troubles develop between you and your requester. Please be aware.

I am slow in saying this, but I am called "R". I am in charge of you. How long or short you stay associated with Raven's Nest depends completely on your abilities. Well, later.

MISSION START

(The mission I chose is indicated by "<<<".)

- -----
(1) Termination of Unlawful Occupation- 14,000 C <<<
(2) Elimination of Resistance Organization- 13,000 C

- (1) Termination of Unlawful Occupation

Requester: Zamu City Guard
Advance Payment/Reward: 0 C
Reward for Successful Mission: 14,000 C

We want to request the removal of a party unlawfully occupying an abandoned factory in the eastern area of our city.

Briefly. The party describes itself as extremists against the area's development. The city and the affected residents have already reached a compromise on the redevelopment project, and so it seems these guys are just outlaws looking for some notoriety. Still, they are citizens of our city, and we cannot see from our point of view how the use of force will be interpreted by other citizens. And yet, if we let them be, we fear that they will negatively affect the project's progress.

No need to exercise any restraint: teach them rightly the rules of our society.

Territory of Military Operation: Zamu City, eastern area. The old, #3 factory facility.
Enemy Strength: 4 remodeled work machines; 2 secondhand MT's.
Conditions for Successful Mission: Complete elimination of unlawful occupiers.

- (2) Elimination of Resistance Group

Requester: Chrome
Advance Payment/Reward: 0 C
Reward for Successful Mission: 13,000 C

The workers from the Avalon Valley reclamation region are occupying the Dorn Bridge to appeal for improved working conditions. A barricade is built on the bridge, and the road is completely blocked.

There is no indication that they will comply with our Guard's persuasions. Their only persistent demand is "call headquarters". Although they say that they are concerned with what we are up against, they just do not understand our situation. Anyway, if we left this situation alone, what would the interpretations be. If this becomes a prolonged fight, the related casualties will become a problem.

There appears to be a number of construction MT's on the bridge. We expect they will be no problem for a Raven. Our armored squad is also stationed at the scene. It is pleasant work; take care of it with ease.

Territory of Military Operation: Avalon Valley. Dorn Bridge
Enemy Strength: 3 construction MT's; 2 modified work machines
Conditions for Successful Mission: Complete elimination of the bridge occupiers.

- (3) Destruction of Unknown Affiliation MT's- 12,000 C <<<
- (2) Elimination of Resistance Group- 13,000 C
- (4) Recapture Mining Facility- 18,000 C

- (3) Destruction of Unknown Affiliation MT's

Requester: Isaac City Guard
Advance Payment/Reward: 0 C
Reward for Successful Mission: 12,000 C

A number of unknown affiliation MT's was found inside the sewers of Isaac City. The Guards sent to investigate them were unilaterally attacked, and now the party is on the run. Although we do not consider them to be much of a threat, we would lose face if we allowed this situation as it is. Conduct a thorough search of the sewers and corner them off.

We want you to ambush and attack them.

Territory of Military Operation: Isaac City, Sewers.
Enemy Strength: 8 bipedal MT's.
Conditions for Successful Mission: Destruction of all enemies.

- (4) Recapture Mining Facility

Requester: Chrome
Advance Payment/Reward: 0 C
Reward for Successful Mission: 18,000 C

A terrorist organization called Struggle is occupying an oil rig of ours, the "Tide". This facility is completely useless right now, but our company has plans to reuse it. The terrorists' goal is nothing but to obstruct our plans so that we will have no choice but to postpone all our work schedules. If we allow this to happen, these guys will just take advantage of us.

We have left behind some tanks containing oil on the Tide. If they are shot, there is a possibility they may explode. Proceed with caution.

Territory of Military Operation: Petroleum mining facility, The Tide.
Enemy Strength: 5 hover machines, 2 flying weapons.
Conditions for Successful Mission: Removal of the terrorist party.

- (2) Elimination of Resistance Organization- 13,000 C
- (5) Elimination of Security Mechas- 17,000 C <<<
- (4) Recapture Mining Facility- 18,000 C

- (5) Elimination of Security Mechas

Requester: Fort Garden Guard
Advance Payment/Reward: 0 C
Reward for Successful Mission: 17,000 C

The security system of our city was destroyed by someone, and the security mechas of all areas began to run wildly. The identity of the criminal is unknown at the moment. All Guard members is out to get the situation under control, but we cannot completely deal with this because the extent of damage has become too extensive.

Therefore, we want to ask Ravens for reinforcement. Destroy all the security mechas in the city's office district. The evacuation of the local residents is already complete. No need for any restraint. We're counting on you.

Territory of Military Operation: Fort Garden. Office district.
Enemy Strength: 12 security mechas.
Conditions for Successful Mission: Complete destruction of all security mechas.

(6) Recovery of Delivery Truck- 20,000 C <<<
(4) Recapture Mining Facility- 18,000 C

(6) Recovery of Delivery Truck

Requester: Chrome
Advance Payment/Reward: 0 C
Reward for Successful Mission: 20,000 C

A delivery truck from our company was heading for Avalon Valley when we lost communication with it around the vicinity of the Nasso Tunnel.

There are all sort of conjectures, but there is a strong possibility that it is the criminal work of a terrorist organization. The truck's cargo is a new type of poisonous gas weapon, and it may be the target for a terrorist organization. If that is true, this is not the kind of job we can entrust to the city Guards. Head quickly to the scene and search for the truck.

Eliminate anything that interferes with your mission. The vehicle's safety is of utmost priority. Try not to forget that.

One more thing. There is the possibility that civilian vehicle, totally unaware of this situation, will transit pass the scene. If you destroy any of these vehicles, we will be forced to deduct money from your reward fee in proportion to all the damages. Now then, we are counting on you.

Territory of Military Operation: Inside the Nasso Tunnel.
Enemy Strength: Unknown.
Conditions for Successful Mission: Discovery of the delivery truck and its guaranteed safety.

(A new message is received... Check your mail.)

From: R
Subject: Struggle

Struggle, an armed group opposed to the Chrome corporation, as a small operational structure but possesses substantial armament. And it is said to be even more powerful than the group "Imminent Storm" because of its infamous militarized nature.

There must be a powerful supporter behind them, of course. At present, if we talk about powers trying to oppose the Chrome corporation, there is no other than the Murakumo Millenium. They will provide organization assistance to diminish Chrome's power. It is a

perfect situation for them. Well then, later.

(4) Recapture Mining Facility- 18,000 C <<<

(A new message is received... Check your mail.)

From: Chrome
Subject: Mining Facility Case

Thanks for your trouble. Hereafter, we hope we can count on this kind of effort on your part. It seems that you are quite capable. And yet, you survive just because of that capability. Just that. Remember that well.

(7) Destruction of Fort Facility- *****
(8) Re-removal of Unlawful Occupation- 19,000 C <<<

(7) Destruction of Fort Facility- *****

Requester: Murakumo Millenium
Advance Payment/Reward: 0 C
Reward for Successful Mission: AC Parts

We want to request the destruction of a Chrome fort facility. Since the proposal to build the fort was announced, we advised again and again the stoppage of the project because the proposed site is located in an area of the ocean right next to our territory. However, we were completely ignored.

Chrome is making the poor excuse that it is all for securing the safety of its own territory, but it is self-evident that they are aiming for a future military assault. Now that things have come to this, there is no other way than the use of military force. This time, we have reserved an AC parts as reward. The part is only in the trial production stage, and we will try to guarantee its quality. We will anticipate Raven's jump into action on this.

Territory of Military Operation: Chrome's artificial island. Fort facility
Enemy Strength: 4 forts, 7 flying weapons.
Conditions for Successful Mission: Destruction of all forts.

(8) Re-removal of Unlawful Occupation

Requester: Zamu City Guard
Advance Payment/Reward: 0 C
Reward for Successful Mission: 19,000 C

The remnants of the party you previously defeated at an abandoned factory in our city's eastern region has appeared. Out of no where, they are regrouping, bringing out almost 10 MT's, and again gathering inside the factory.

The party is on a rampage, looking for the guy who bullied them before. The situation cannot be helped with our armament. Anyone from Raven will be fine. Someone must do something.

Territory of Military Operation: Eastern region of Zamu City. Old, #3 factory facility.
Enemy Strength: 2 modified work machines, 10 old MT's.

Conditions for Successful Mission: Complete elimination of unlawful occupiers.

(A new message is received... Check your mail.)

From: R
Subject: Chrome and Murakumo

Zamu City was built in the very early days of underground city development, and redevelopment is going on now in every part of the city. At one time, the Chrome corporation had assumed the power in the territory, but in recent years the Murakumo corporation has reversed that. Many of the redevelopment projects are going forward under the leadership of Murakumo corporation. In this case, it is not difficult to imagine you getting caught up in that circumstance. Well, later.

From: Zamu City Guard
Subject: Terrorist's Shadow

Thanks for your trouble the other day. Because of your help, the redevelopment work can safely resume. As for the terrorists, they must have an armament supplier, and there's a high possibility that the troublesome terrorist organization "Imminent Storm" was involved. Naturally, we must conduct a regular investigation on them, and they will certainly be a difficult adversary. There is no reason for your involvement, except for emergency cases. Well, there are various reasons. After all, the Guard is a gear of the corporation. And we would not want you to steal our jobs, almost like strangling our own heads. It is regrettable, but that just has to be. Well, we ask for a continuance of your assistance.

(9) Annihilation of Terrorists- 22,000 C
(7) Destruction of Fort Facility- ***** <<<
(10) Elimination of Work MT- 17,000 C

(9) Annihilation of Terrorists

Requester: Isaac City Guard
Advance Payment/Reward: 0 C
Reward for Successful Mission: 17,000 C

We are successful in procuring important intelligence report on the terrorist organization "Imminent Storm". It appears that they are hiding inside the sewers of our city and scheming to develop branch groups. "Imminent Storm" has conducted many terrorist attacks in Isaac City in the past, and we the guards were made that much more anxious. We must stop their attempt to develop branch groups.

However, our armaments are unreliable. Therefore, we are requesting the cooperation of Raven. A number of guards have already gone ahead, but it is too dangerous with them alone.

The military operation has two objectives: the protection of guard units and the destruction of terrorist leader. Whenever a guard is killed, we will deduct 1,000 C from your reward. We will expect some activity from the Ravens.

Territory of Military Operation: Isaac City. Inside the Sewers.
Enemy Strength: MT's (number unknown)
Conditions for Successful Mission: Termination of enemy leader.

(10) Elimination of Work MT

Requester: Murakumo Millenium

Advance Payment/Reward: 0 C
Reward for Successful Mission: 10,000 C

Something unusual happened at Isaac City's #7 powerstation. Unmanned work machines became uncontrollable due to trouble with the security system. The majority was already destroyed without being captured, but a minority is invading the generator facility. Luckily, no big accidents is happening at this time, but that does not mean that we can allow the situation to continue as it is. And, you cannot deal with this in the usual manner just because of the place.

Here is the request: a careful destruction of all the unmanned machines inside the facility. If you accidentally shot a generator, there is a possibility you will cause a big explosion. In the case you destroy the generators, we will have to deduct the damages from your reward. The work machines have no attack capability. Please act cautiously.

Territory of Military Operation: Isaac City. Inside #7 powerstation generator facility.
Enemy Strength: 15 unmanned work machines.
Conditions for Successful Mission: Destruction of unmanned machines.

(A new message is received... Check your mail.)

From: Murakumo Millenium
Subject: Letter of Thanks

Thanks for your trouble. Thank you for taking care of the situation so quickly. The oppression by Chrome is only becoming more severe day by day. We must fight them and not submit to an unjust power such as theirs. Well, if something comes up again, we will ask for your continued help.

(9) Annihilation of Terrorists- 22,000 C <<<
(10) Elimination of Work MT- 17,000 C

(11) Rescue of Investigation Vehicles- 25,000 C
(10) Elimination of Work MT- 17,000 C <<<

(11) Rescue of Investigation Vehicles

Requester: Committee on the Rebirth of Earth's Environment
Advance Payment/Reward: 0 C
Reward for Successful Mission: 25,000 C

We want you to infiltrate a former military installation on the surface southwest of Isaac City. This facility has been completely abandoned for some time now, and from some intelligence we obtained, it was verified that it was used as an experimentation facility for weapon prototypes. If some corporation discover this, a battle around the facility is inevitable. To urgently assess the present situation inside the installation, we dispatched an investigation team. And some trouble occurred during their investigation.

The gate inside the facility suddenly closed, and at the same time the inactivated security mechas began to be active. It seems the group managed to return to the back of the first floor, but they will be stranded without the gate open. It seems like they are fighting off the security mechas, but we do not know for how much longer they can keep this up. We urgently want you to go and rescue them.

Territory of Military Operation: Southwest of Isaac City. The abandoned military facility.

Enemy Strength: Security mechas (number unknown).

Conditions for Successful Mission: Rescue the investigation team vehicles.

(11) Rescue of Investigation Vehicles- 25,000 C <<<

(A new message is received... Check your mail.)

From: R

Subject: Committee for Rebirth of Earth's Environment

In general, the Committee for Rebirth of Earth's Environment is what the name suggests. It is an extremely recent group. The Committee's goal is the rebirth of earth's surface world, and some of the world's most prominent scientists are members of the group. However, as for its real image, there is rumor that the Committee has many hidden parts and agendas. Well, later.

(12) Attack Terrorists- 23,000 C

Requester: Isaac City Guards

Advance Payment/Reward: 0 C

Reward for Successful Mission: 23,000 C

First of all, a number of MT's possibly belonging to terrorists appeared in the city streets, made indiscriminate attacks on some surrounding buildings, and escaped. Guards rushed to the scene and cornered one of the terrorists in a garage. The garage has only one large entrance/exit, and so we cannot carelessly strike out.

The remaining members of the terrorist group are now on the run, and we cannot spare our own personnel for this. We want you to head urgently to the site and assist in eliminating the cornered terrorist.

Furthermore, many civilian vehicles remain in the garage. If they are destroyed, we will deduct the damage cost from your reward. There is no excuse, but we have a budgetary reason for this. We ask for your favor.

Territory of Military Operation: Isaac City. Garage (5 stories tall)

Enemy Strength: 1 MT.

Conditions for Successful Mission: Destruction of enemy MT.

(A new message is received... Check your mail.)

From: Raven's Nest

Subject: Addition of New Parts

This time, we are adding the following new parts to the shop. Well, for the details, you'll have to reference them individually in the Shop.

1. LN-3001- 52,200 C (Biped; carry heavy load; problem with speed.)
2. LN-D-8000R- 49,000 C (Designed for defense against energy attacks; lots of carrying capacity.)
3. LFH-X5X- 82,000 C (4-legged with largest of AP and carrying capacity.)
4. LC-MOS-4545- 59,000 C (Monster machine with amazing durability.)

(13) Attack on a Fuel Warehouse- 21,000 C <<<
(14) Attack on Town Area- calculated from result

(13) Attack on a Fuel Warehouse

Requester: Murakumo Millenium
Advance Payment/Reward: 0 C
Reward for Successful Mission: 21,000 C

We want you to conduct a top-secret investigation on Chemicaldyne's research laboratory in the Esto area. For the most part, the company is unknown, and there are many somewhat unsettled rumors about the details of the company's research. It looks the Chrome corporation is working behind the scenes to avoid publicity.

The request this time is the diversion operation to support our investigation unit in raiding the research lab. Attack the fuel warehouse next to the research lab and explode all the fuel tanks inside. By the taking advantage of the chaos, the investigation unit will plan its raid on the research lab.

After completing the explosions, promptly escape out of the warehouse. There will be little trouble if you are discovered by the Guards. We imagine there are considerable number of tanks in the fuel warehouse. You have better be very careful to avoid getting damaged by the explosions.

Territory of Military Operation: Chemicaldyne research lab. Fuel warehouse.
Enemy Strength: Unknown
Conditions for Successful Mission: Destruction of all tanks and escape.

(14) Attack on Town Area

Requester: Chrome
Advance Payment/Reward: 0 C
Reward for Successful Mission: Calculated from results

We are requesting an operation to attack Garu City. The content is simple. You should attack the town areas and timely destroy important things. You will be exposed to heavy fire, so you must have the strength to resist this crisis without counting on any help. We, the Chrome corporation, are looking for only for the strong.

The time for this military operation is 3 minutes. Staying over that is prohibited. It is not known if some kind of trouble will develop if the operation prolonged. The amount of reward is determined by the results of the mission. In short, the more you destroy, the more reward you will receive. Well, it is in your hands.

Territory of Military Operation: Garu City. Office District
Enemy Strength: Unknown.
Conditions for Successful Mission: Destroy important items in 3 minutes.
Reward: Calculated from destruction results.

(A new message is received... Check your mail.)

From: R
Subject: Chemicaldyne corporation

This is something unmentionable about the Chemicaldyne corporation, a enterprise with an undoubtedly good reputation. It is building a firm reputation as a maker of biochemicals, but there are persistant rumors that the corporation is involved in dangerous experiments and pharmaceuticals. It is a commonly acknowledged fact that Chrome has a cooperative

relations with Chemicaldyne, and Chrome has a deep background in the development of dangerous experiments and pharmaceuticals. Well, later.

(15) Escort of a Transport Train- 32,000 C <<<
(14) Attack on Town Area- Calculated from result

(15) Escort of a Transport Train

Requester: Murakumo Millenium
Advance Payment/Reward: 12,000 C
Reward for Successful Mission: 20,000 C

It is a crisis situation.

It has become clear that someone is planning on attack on the "Boulder", our company's long range transport train. We are still investigating the enemy's identity, but there is a high probability that he/she is after our company's secret, which is loaded in the first two cars of the train. The train's next stop is a supply station called "Heaven's Lock". Here, without hardly any shelter/cover, is a splendid attack point for the enemy.

We want you to proceed to the train with great urgency and head for the supply station. In spite of everything, the safety of the first 2 cars is top priority. The cars in the back do not really matter, but if the entire train is safe then 10,000 C will be added to your reward. We will be anticipating the Raven's action on this matter.

Territory of Military Operation: Heaven's Lock. #6 Supply station.
Enemy Strength: Unknown.
Conditions for Successful Mission: The escort of the first two cars within the territory.

(A new message is received... Check your mail.)

From: Murakumo Millenium
Subject: Red AC

Impossible! That man appeared. The owner of that red AC, originally an able Raven, was a man whose name you might have heard of. Nevertheless, he failed a job some time ago and become missing. A number of years ago, that AC suddenly returned. Since then, he has repeatedly appeared in battle fields and attack indiscriminately like a mad dog. But now, we will never know the reasons for his actions. One may say that man was looking for a place for his own death.

(16) Testing the Ability of a New Mecha- 28,000 C <<<
(14) Attack on Town Area- Calculated from results

(16) Testing the Ability of a New Mecha

Requester: Chrome
Advance Payment/Reward: 0 C
Reward for Successful Mission: 28,000 C

Participate in a combat test with a new weapon now under development. It doesn't matter who participates in the fight. We just want battle data for the weapons's present stage of development.

"CHAOS", your opponent, is a completely unmanned type, and the place is inside our company's research facility. There is no need for any restraint. However, the reward money is given only if you win. We are not interested in anything less than a full effort. We know you people who profess to be Ravens do not have a shortage of good opponents, so you will receive some fee for this. We think this will be fun for you.

Territory of Military Operation: Chrome weapon research facility. #3 Testing ground.
Enemy Strength: CHAOS-0 (Prototype)
Conditions for Successful Mission: Destruction of CHAOS-0.

(A new message is received... Check your mail.)

From: R
Subject: Enriched People

Are you aware of the existence of "Enriched People"? Developed by the Murakumo corporation, the technology of enriching humans is a cutting edge technology that can provide body capabilities that far exceed that of the average humans. This is accomplished by replacing organs of every part of the human body with artificial, mechanical parts (mainly the nervous and the bone/muscular systems.)

People who have received this operation are called "Plus", and indeed one practical application of this technology is for soldiers and bodyguards. It is rumored that some of the top ranking Ravens are also Pluses. However, it is a mystery how the Murakumo corporation, primarily an industrial equipment maker, could have developed such a technology. Well, later.

(14) Attack on Town Area- Calculated from result <<<

(A new message is received... Check your mail.)

From: R
Subject: Rancor Raven

We at Raven's Nest are completely unconcerned with the contents of the requests, even though we arrange the receipt of the fixed rewards. That is the reason why, depending on the situation, it could happen that Ravens may face each other.

This time, the opponent you fought against is a Rancor Raven named "Los Vice". The highest ranked Raven. Even though you still have your life, you should consider yourself lucky. Well, later.

(17) Search for the Secret Factory Entrance- 32,000 C <<<
(18) Defend the Secret Factory Entrance- 32,000 C

(17) Search for the Secret Factory Entrance

Requester: Murakumo Millenium
Advance Payment/Reward: 0 C
Reward for Successful Mission: 32,000 C

>From the result of our information bureau's investigation, it has become evident that Chrome's underground factory is in the frozen wasteland known as "Whiteland". Our company is planning an operation to destroy this factory with a special detachment.

Therefore, toward executing the military operation, we are recruiting people who will conduct a search for the factory's entrance. Their mission is to confirm the location of the entrance and destroy the opening/closing system. It is unnecessary to make special effort to return enemy fire, but we shall pay 800 C of bonus for an enemy unit destroyed.

The main force will invade six minutes after the start of search. Consequently, accomplishing the mission within that time becomes an unconditional stipulation for the success of this surprise attack. Furthermore, due to its nature, this operation will be conducted at night.

Territory of Military Operation: The Whiteland area. Frozen wasteland.

Enemy Strength: Unknown.

Conditions for Successful Mission: Discovery of the underground factory entrance and destruction of the opening/closing system.

(18) Defend the Secret Factory Entrance

Requester: Chrome

Advance Payment/Reward: 0 C

Reward for Successful Mission: 32,000 C

We understand that a destructive operation is planned against an underground factory our company has in the Whiteland region. It appears to be backed by the Murakumo corporation. The concrete details are not clear, but the factory is underground. If the factory is invaded, everything will change for the worse. Therefore, we want people who can defend the factory's entrance. If the lock mechanism for the gate is destroyed, then the gate definitely cannot be opened from the outside.

The mission will last for a number of days, until a regular defense system is installed. Even if an attack does not come during that time, we will still pay you the reward of course.

If you think about it, it is a very profitable job. You should join in.

Territory of Military Operation: The Whiteland region. Frozen wasteland.

Enemy Strength: Unknown.

Conditions for Successful Mission: Defense of lock mechanism.

(A new message is received... Check your mail.)

From: Murakumo Millenium

Subject: Factory Attack Report

Well, allow me to report to you the raid operation. Our company squad succeeded in infiltrating the factory and gave us great results. This result depended entirely on your active role.

It was an utterly splendid job. It is good that, because of this, the Chrome corporation will mend its way of doing things even by a little. The people there think that the attack was too forceful. Does it not seem so?

We need a righteous guide for humankind because one day we will all return to the surface. Those people at Chrome are unworthy for this job.

(19) Defense of Our Warehouse on the Pier- 32,000 C <<<

(20) Suppression of Wild-running Group- AC parts

(21) Destruction of Management Installation- 38,000 C

(19) Defense of Our Warehouse on the Pier

Requester: Murakumo Millenium

Advance Payment/Reward: 0 C
Reward for Successful Mission: 32,000 C

We want you to protect a new AC radar that our company developed. The prototype model is now stored at a warehouse on the pier, but for some reason the defense system is completely non-functional. There is a good probability that someone tampered with the system. Perhaps, it was someone associated with the Chrome corporation. The success of the request is dependent on the stubborn defense of the radar.

Since the enemy's exact goal is unknown, we cannot allow the radar to be captured or destroyed, of course. We do not want anyone to come near the warehouse until the security system is restored. We will expect some action from Ravens.

Territory of Military Operation: Isaac City Bay. Murakumo #5 warehouse.
Enemy Strength: Unknown.
Conditions for Successful Mission: Stubborn defense of the radar within the time period.

(20) Suppression of Wild-running Group

Requester: Murakumo Millenium
Advance Payment/Reward: 0 C
Reward for Successful Mission: AC parts

A wild-running group called "Dark Soul" invaded our territory at Heaven's Lock, plundered some battle tanks, and escaped. The plundered items are battle tanks, and therefore we cannot let this party get away with this.

With great urgency, we want you to head out to suppress the group. Judging from the direction they escaped, it would seem that the group has managed to lay dormant in the Zarm desert. In that area, many mines remain from past wars.

Well, the reward this time is not cash. You will be paid with an AC parts.

Territory of Military Operation: West of Heaven's Lock. Zarm desert.
Enemy Strength: 6 battle tanks
Conditions for Successful Mission: Destruction of all tanks.

(21) Destruction of Management Installation

Requester: Committee for Rebirth of Earth's Environment
Advance Payment/Reward: 0 C
Reward for Successful Mission: 38,000 C

We want you to look into a former military installation that our committee had dispatched an investigation team to before. Our investigation on the underground first floor has finished, but in the process the team discovered a passageway that connects it to the lower levels.

However, it is equipped with security that is far stronger than that of the first floor. We cannot overcome the security with our weapons.

The strange thing is that there is absolutely no sign that they arrived here from the passageway, and it seems as if they are protecting something. Anyhow, there are many mysteries that are still here at the installation.

We hope that the floor plan on the lower levels is the same as that of the first floor. We want you to destroy the security management installation.

Territory of Military Operation: Southwest of Isaac City. Old military installation.
Enemy Strength: Security mecha (number unknown).
Conditions for Successful Mission: Destruction of management installation.

TO BE CONTINUED.....

-----24117640588--

This document is copyright Lucius Maximus and hosted by VGM with permission.