Armored Core FAQ/Walkthrough

by Vesperas

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| Why should you use this FAQ? |
| |
| +To beat missions your first time through |
| +To get ALL the hidden parts |
| +To see a checklist of all the parts |
| +To see ALL the parts |
| What isn't in this guide? |
| -Controls |
| -Over view of the game itself |
| -Advanced tactics section |
| -Perfect English, although I only speak it. |
| NOTE! This guide is no where next to done yet! |
| Armored Core 3 Silent Line |
| Table of Contents (Put a "~" in front of what ever you put in the find, |
| to Find hold in "control" and press F) Don't worry, there is sub tables |
| when you get there. |
| -Intro |
| -Walk Through |
| -Enemies |
| -Shop/Checklist |
| |
| -Parts |
| -Ending (<- Part on Plus) |
| -Credits |
| -Copyright |
| Version history |
| 4 I did all the missions, shop, parts, enemies, and a part on PLUS. |
| 1.1 I did 17 missions. |
| |
| 1.0 I did 9 missions, Set up the beginning of the shop, and put in a palette for the part list. |
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| ~Intro |
|--|
| This is a walkthrough for Armored Core 1. I will tell you how to beat missions, and find some parts (I'll try and find all of them) |
| I wrote this guide for mainly helping with the harder missions. |
| If you need to know controls, open that thing called an instruction manual. |
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| ~Walk Through (Put a "~" in front of what ever you put in the find, to Find hold in "control" and press F) Read the Intro and the beginning of this part. (These are in the order the game lists them after you beat the game.) |
| -Stop Terrorist Threat -Remove Gun Emplacement -Rescue Survey Team -Terrorist Pursuit -Worker Robot Removal -Secret Factory Recon -Exterminate Organisms -Guard Freight Train -Destroy Fuel Depot -Prototype MT Test -Guard Airplane -Stop Gas Exposure -Prototype MT Test (2) -Repulse Enemy Attack -Exterminate Organisms (2) -Guard Wharf Warehouse -Remove Base Occupants -Destroy Space Catapult -Destroy Base Generator -Mop Up Chrome Remnants -Destroy "Justice" -Chrome Uprisings -Destroy Plus Escapee |

-Destroy Intruders

- -Destroy Plane Computer
- -AC Battle
- -Attack Urban Center
- -Eliminate Squatters
- -Eliminate Squatters (2)
- -Destroy Unknown MTs
- -Rescue Transport Truck
- -Eliminate Strikers
- -Stop Security MTs
- -Stop Gang, "Dark Soul"
- -Reclaim Oil Facility
- -Recover Capsules
- -Guard Factory Entrance
- -Capture Space Station
- -Release Organisms
- -Retake Air Cleaner
- -Kill "Struggle" leader
- -Stop Security MT
- -Destroy Base Computer
- -Mop Up Chrome Remnants (2)
- -Destroy Floating Mines
- -AC battle (2)

In this part I will tell you several things. First off, the mission briefings and rewards. Then I will tell you strait forward how to beat it. If it is a hard mission I will give you a set up for it. Then I will list the hidden parts for that mission and a set if needed for it.

One more important thing. You may notice I use certain parts a lot. Those are just my choices most of the time. If you are better with Quads, go for it. Oh yeah, if you can't get some of the parts I mention, just use crappier ones. I mainly put together AC sets ups for hidden parts, as the game isn't too too hard. (Except for the final mission)

Want some tips?

- -Always save before every mission.
- -Use energy weapons at first so you can get a lot of credits.
- -Missiles & Grenades are a great way to run your money into a hole.
- -Read my guide and get lots of sleep.
- -Even with a perfect setup, you still need to have some talent.
- -If you have trouble with regular enemies, look at the enemy section.
- -USE a laser blade for ALL mission your first time through. I assume you have the heaviest blade you can carry and that you have one in the first place.

(Stars in dictate difficulty in levels and getting hidden parts. Parts that can be found by a pick up are rated as if you just looked blindly (FAQless) for them. $\{1-10\}$)

I will list here the list of missions I took in order. These will be the easy ones most likely.

This is the path I took. (Look at the walkthrough for that level)

First I did the training mission, have fun. If you cannot complete this training mission, PLEASE BREAK YOUR GAME DISK, THIS GAME IS NOT FOR

You should now check your mail and screw around with the painting options. Save too.

I would sell all your weapons and back radar. Buy the WG-XP1000 energy weapon for the arm and equip that. Do the mission "Eliminate Strikers" make sure you get the secret part.

After you get out the mission that you should of aced, sell that back weapon, it sucks for mission. Get the GBG-10000 Generator (Which is the best in the game.) and get either the B-T2 or the B-P351 (The T2{Green toaster boosters} will let you boost for the longest, The P351{Brown toaster boosters} will let you boost the fastest but not very long, it's your choice.) IF this is your first play through, take the B-T2

Take the mission "Eliminate Squatters." You should not lose more than 1000 Bucks.

Take the mission "Destroy Unknown MTs." You should lose about 2000 credits. Know here's what I did to my AC. I sold the pulse rifle, core, and arms. I bought the 500 shot machine gun (WG-MG500), HD-2002 (Head), and the XCL-01. Since at this stage of the game, armor isn't really needed too much. So I went light weight. You should try out a low cost type of any leg type however. Quads and tanks are different in a lot of ways from bipeds, you should try them out.

This new machine gun is for the next mission. You need to learn how to take out flying enemies. Take the mission "Reclaim Oil Facility." True you still don't have a blade, but at this stage of the game, the enemies are too easy and the missions aren't long enough for one to be needed in the first place. You should get at least 14000 Credits for this level.

I would switch back to that pulse rifle for the next level. Take the mission "Stop Security MTs" the other one has a change to fail it. If you are using the pulse rifle, you must actually conserve your ammo and not miss a lot. You should make at least over 15000 Credits.

I would do the mission "Remove Gun Emplacement." Because you get parts as the reward. This means you can sell the parts if you don't want them and make more money than most missions.

There, you should know the basics of the game by now, the path you choose is up to you from now on. You should buy a laser blade as well. Oh yeah, you should take the mission "Destroy Fuel Depot" in the future and get its secret part...

~Stop Terrorist Threat *****
Requester: Isaac City Guard

Advanced: 0

Upon Success: 22000

Briefing:

"We have managed to obtain vital information on the terrorist group "Imminent Storm". The scum plan to hide inside the city SEWERS and build their headquarters there."

""Imminent Storm" has perpetrated many terrorist acts on Isaac City in the past, and the Guard has suffered bitter defeats. We will never let them build their headquarters."

"Yet we hesitate to act with only our weaponry. This why we have asked the Ravens for help. Already several GUARDS have gone ahead, but it is too dangerous for them alone."

"Your operation has two objectives: protect the Guard detachment and destroy the terrorist leader. We will deduct 1000 C from your pay for each Guard killed."

"Ravens, we are counting on you."

Walkthrough:

This mission is kind of hard for your first time through (In fact, this is the FIRST mission I died on in my whole entire AC experience, about 5 to 6 years ago) If you know what you are doing, you can save yourself a lot of trouble.

First off, you should definitely take a lot of ammo or a blade. This mission takes place in a sewer, so no missiles either.

First start by going strait, kill the MT on the way and continue. Around the next bend, try and save the Blue MT. Shoot the enemy MT down the ramp. Now go left and open the door (resist all urges to kill that idiot MT that keeps walking into the door) quickly kill the MT on the other side. Go strait and turn right (You may need to go left first to stop the MT from shooting at your back.) Keep going strait and ignore the first door way (outlined in caution lining).

Keep going strait, don't take the right fork. You should be killing all the MTs on the way. Now go in the final door. Once inside take the left fork down the ramp. Then take a right and keep going until you reach the first room. The target is in there.

The red leader MT is just like the other Mts, except it has more AP and missiles.

Hidden Parts:

None

~Remove Gun Emplacement *

Requester: Murakumo Millennium

Advanced: 0

Upon Success: AC parts

Briefing:

"We want you to destroy a Chrome GUN EMPLACEMENT. The gun emplacement construction site is located in an ocean buffer zone just barely outside Murakumo territory."

"Our repeated warnings to halt construction have been completely ignored."

"Chrome offers only transparent excuses about maintaining security but their intentions are clearly a pre-emptive military attack." "We now have no choice but to use force. This time we have prepared an AC PART as your pay. It is a prototype of the highest quality. We are counting on the Ravens."

Walkthrough:

This level is played in a wide open area, full of low rise water. IGNORE all the flying MTs. Just snipe out the four guns in the middle, this mission is a joke.

Hidden Parts:

LN-SSVT (Legs) *

Beat the mission, they are the reward.

~Rescue Survey Team ***

Requester: Earth Environment Reclamation Committee

Advanced: 0

Upon Success: 25000

Briefing:

"We want you to break into an OLD MILITARY FACILITY remaining above ground to the southwest of Isaac City."

"This facility has been completely abandoned, but we have reason to believe it had been used as a testing ground for prototype weapons prior to the Great Destruction."

"If any of the Companies get wind of this, a fight for this facility is inevitable. We immediately sent a survey team to find out the truth but they ran into trouble."

"A gate within the facility suddenly closed and scrapped SECURITY MTS began operating. After barely making it back to the 1st floor, the team is stranded behind the locked gate."

"The security MTs have been repulsed for now, but we don't know how long this will last. We want you to rescue the team ASAP."

Walkthrough: This mission is pretty long, make sure you have lots of ammo.

You start by falling down a long shaft. Now you see these enemies? These are EVERYWHERE! Don't kill all of them, but they do give you extra money. Any ways, go strait and follow the path. (There should be about 6 gathered down the bottom). Once in a big room, turn left after you leave it. Once going strait, keep going down the ramp and then turn when you are forced to. You'll be in another big room. Out of this room you'll have to turn right. Keep following the path and go down two more large ramps. Once in this big room, keep on going strait. Where you see the different colored tan background is the end. Once you get there, shoot the lock. This will end the mission.

Hidden Parts:

None

~Terrorist Pursuit *

Requester: Isaac City Guard

Advanced: 0

Upon Success: 23000

Briefing:

"Just now, several MTS, thought to be terrorists, appeared in an urban district. Indiscriminately, they attacked the surrounding buildings and fled."

"Guards rushing to the scene cornered one terrorist in a nearby PARKING GARAGE, but the garage has only one large entrance, so it is not easy to get him."

"The rest of the gang is still fleeting and we cannot spare any more men. Go to the scene ASAP and cooperate in destroying the terrorist."

"Several CIVILIAN VEHICLES remain in the garage. Damage to the vehicles will be deducted from your pay. Sorry, but we've got budget problems too. Good luck."

Walkthrough:

This mission is easy if you know what to do. First off, ignore the MT and go in the next ramp area (right under from where you started.) This will block the MT when he goes down. Now hit Start+Square+Triangle, this will but you in first person mode. This will help you see when he comes in.

Now just make sure you just blade the hell out of him. This mission will end right when you kill him.

Hidden Parts:

None

~Worker Robot Removal *

Requester: Murakumo Millennium

Advanced: 7000 Upon Success: 10000

Briefing:

"A problem occurred in the No. 7 power plant of Isaac City. Due to security system trouble, the WORKER ROBOTS are out of control."

"Most of the robots have already been captured or destroyed, but some of them have entered the grounds of the POWER PLANT."

"Luckily, no major accident has occurred so far, but we cannot leave the situation as is. Because of the location, ordinary measures are useless."

"This is where we need your help. We want you to destroy all of the robots within the power plant, but do not damage the GENERATORS or you risk causing a major explosion."

"If you destroy a generator, we will deduct compensation for the damages from you pay. The worker robots have no attack capability at all, but you must move cautiously."

Walkthrough:

This can be the easiest mission ever made and one of the fastest

killing ones.

Step one: Equip an accurate energy weapon or a blade

Step two: Look at the workers

Step three: Do not shoot a generator.

If you hit a generator or its wires, kiss your ass good bye. If you don't die and complete the mission, you'll burn SOOO much money.

Remember, these robots can't attack.

Hidden Parts:

None

~Secret Factory Recon *

Requester: Murakumo Millennium

Advanced: 0

Upon Success: 32000

Briefing:

"Our intelligence has determined that Chrome has an underground factory in the SNOWY REGION of Whiteland. We plan to send our Special Forces to destroy the factory."

"We are looking for someone to scout out the entrance to the factory in advance of the attack. Your mission is to find the point of entry and destroy the door lock system."

"There is no particular need to engage the enemy, but we will pay an 800 C bonus per enemy MT destroyed."

"The main force will attack 6 minutes after you start, so your executing the mission within this time limit is absolutely necessary for the surprise attack to succeed."

"Due to its nature, this mission will be a night maneuver."

Walkthrough:

This mission is easy, you shouldn't need help finding the entrance, you also have 6 whole friggen minutes to find it. If you still need help fining it, use a head with map and place name, then hit select, when you are close to it, it will say "target" on the map.

The real fun of this mission is to just kill all the enemies, it's fun. There is gun batteries every where, but don't worry about the flamethrower MTs. I would kill everything, pretend you have to:)

Hidden Parts:

WM-S60/4 (Back unit missile launcher) *******

 ~Exterminate Organisms ****
Requester: Gal City Guard

Advanced: 0

Upon Success: 30000

Briefing:

"This is the Gal City Guard. Our city is now occupied by unknown GIANT organisms. I don't even know if "organism" is right, but I've never seen anything like 'em before."

"The things are extremely fierce and attack anything that moves. Our citizens have suffered many casualties from the animal horde. We have no way of fighting back."

"A biological analysis of their behavior patterns shows a social structure much like that of ants of bees. There must be a "QUEEN" somewhere that directs the swarm."

"Investigators found an unfamiliar HOLE in a wall in the office district, so this might be the beast's nest."

"Your mission is to find and destroy the "queen". If you can take out the leader, the swarm will become disorganized and we can take it from there. We are counting on you."

Walkthrough:

First off, take a head with a BIO sensor in it. Why? So you can lock on to the creatures. Each one you kill adds extra money to you tab too.

Start by killing the things right in front of you right from the start. Then go in the tunnel. When you come to a fork, go left. Go strait though it and ignore the other tunnel.

Now as you are going down, you should come across another fork. Go left, then take the next left tunnel. Now you should be in a hallway with TONS of those crawling things! Kill them all and them proceed. Keep going strait and you'll see a pipe in the wall, the next turn is the Queen's lair. WATCH OUT! You'll probably get hit by the queen's cheap shot. Other than that, don't stop moving. You should be able to kill the queen without any trouble.

Hidden Parts:

OX-AF (FCS) ******

Look in the Queen's lair for a hidden FCS. It is hard to find because it is laying down and is a grayish color. Look toward the back and watch out for the Queen.

~Guard Freight Train *****

Requester: Murakumo Millennium

Advanced: 12000 Upon Success: 20000

Briefing:

"We have an emergency!

We have been informed of a plan to attack our long-haul freight train, "BOULDER"."

"We are unsure of the enemy's exact target, but it is likely that they

are after the confidential cargo in the lead car."

"The train's next stop, Heavensrock's SUPPLY DEPOT, has very little cover. We feel that this would be an opportune location for the enemy to attack."

"Go ahead of the train ASAP and head for the supply depot. Give highest priority to ensuring the safety of at least the lead car."

"The cars further back are not particularly important at this time, but we will up your pay by 10000 C if all the cars are safe.

We're counting on your, Raven."

Walkthrough:

You start the mission with a bunch a planes. You should kill a couple of these.

These take a decent amount out of you... Any ways, once the train arrives you will have to fight the Red AC. He is a really weak ass AC, but may also be the first AC you fight in the game. He has a lot lower AP than you and will have to kneel to use his chain gun. If you have the KARASAWA for him, you'll laugh at how fast you'll kill him.

Don't forget about the train, one plane should be attacking it. After it leaves, don't hop on it, it will bring you out of the area.

Hidden Parts:

HD-X1487 (Head) ****

Before the train gets there, look in all the boxes. The head is in one of these boxes. From the train tracks, it is in the third row second box.

~Destroy Fuel Depot ****

Requester: Murakuma Millennium

Advanced: 0

Upon Success: 21000

Briefing:

"We want to perform a secret survey of a Chemical-Dyne Co. research lab located in the East region."

"We have heard many troubling rumors about a certain company's research. From the information that we've gathered so far, this seems to be Chrome's doing"

"Your mission is a diversionary action in support of the survey team entering the lab. Attack the FUAL DEPOT adjacent to the lab and blow up all of the FUEL TANKS inside."

"The survey team plans to enter the lab during the commotion. You must escape from the depot after blowing up all the tanks. If discovered by the guards, you'll have trouble."

"There is probably a large number of tanks in the fuel depot. Be careful to avoid damage from the explosions."

Walkthrough:

Before you even start this mission, make sure you have at least the 500

shot machine gun. I took the 1000 shot one.

You start in a little room, right off the bat, open the door and pan the room and kill ALL the enemies. Some cause a FCS error, so nothing is screwed up in your game. Kill the three large flying MTs and your lock on will be restored. Once you clear out all the ceiling guns, it's time to shoot and blow up EVERY tank in this room, DO NOT MISS ONE! Some are behind little boxes, so look everywhere. It shouldn't be too hard, since the room is just a rectangle.

Now in the next room, move slow. Shoot all the tanks on the ground level first. Now look at the four nooks in the wall and you'll see that each harbor 2 more tanks. Jump if you need to, but shoot and blow them all up. Now the last tanks are up the top. Shoot just one of them to start a chain reaction, them back up will be called.

From then all, if you destroyed all the tanks, your contact should tell you to go back. Call back to the beginning and the mission will be over.

Hidden Parts:

WG-1-KARASAWA (Right arm laser rifle) ***

This weapon is lodged in the farthest most left corner. It is behind the last barrel on top of the ledge. I would recommend getting this part after destroying all the other tanks, but don't shoot the ones up top. I WOULD HIGHLY RECOMMEND GETTING THIS PART. This is a cheap ass part, and will always be from this AC game to the next.

~Prototype MT Test **
Requester: Chrome

Advanced: 0

Upon Success: 28000

Briefing:

"Come participate in a combat test against a new weapon currently under development. Anyone is OK, as long as they can fight. We want combat data for the current prototype."

"Your opponent, "CHAOS" is a completely automated robot, and the location is inside our LAB. No need to be timid. Give it all you've got."

"However, you get paid only if you win. No slacking off. This may not be much of a challenge to you Ravens, but you can make a fast buck. Think of it as an easy job."

Walkthrough:

This mission is just a one on one versus an easy to kill MT. If you use a long-range energy weapon, you can ace this mission. Check the enemy section if you actually need help on him.

Hidden Parts:

None

~Guard Airplane ***

Requester: Murakumo Millennium

Advanced: 0

Upon Success: 34000

Briefing:

"We want you to guard DR. M. Okamura, an authority on genetic engineering. One of hi experiments was grossly misunderstood and he has received many death threats in the past."

"A terrorist group has also threatened to attack him during his next visit to Isaac City."

"Dr. Okamura is now at our lab, but he will leave for Isaac City in a couple days. He plans to travel by AIRPLANE. We want you to serve as a quard at the time of takeoff."

Walkthrough:

I hate this mission... Too boring for me...

Any ways, all you have to do is protect the plane. A bunch of MTs are now swarming all over the place once the transports drop. They are annoying, so just kill them as quick as possible.

Once you kill them, another 3 high speed MTs should appear there as well.

Once you kill them, the tower tells you that the Doctor has taken off at another airport. So they blow up the other plane any ways. This means to get the hell out of there.

Hidden Parts:

None

~Stop Gas Exposure ******

Requester: Raven's Nest

Advanced: 20000 Upon Success: 25000

Briefing:

"This mission is extremely dangerous. A problem has occurred at one of the ruins from the Old Generation. Namely, a MILITARY FACILITY."

"This facility was used to develop chemical weapons, and it seems that someone has secretly entered and tampered with the CONTROL PANELS. It is now full some kind of gas."

"The gas corrodes metal, no naturally your AC will take damage. Unluckily, all of the equipment within the base is resistant to the gas, so the DEFENSE MECHANISMS are operating."

"Of the five control panels, only one appears to be working. Even so, just destroy all of them. We will provide the detonation devices. Just plant them on all five panels."

"When you are finished, get out of the base immediately. If you dawdle within the facility, your AC will suffer a dangerous level of damage. Be careful!"

Walkthrough:

This mission is all about speed. This mission is also impossible to ace.

First off, use this set up.

Head: HD-ONE (For the auto mapping)

Core: XCL-01 (Light weight)

Arms: AN-25 (Light weight + Low drain)

Legs: LN-SSVT (Fastest boost is achieved with these)

Booster: B-T2 (Most Eff.)

FCS: ANY

Generator: GBG-10000 (Offers the fastest recharge)

Back Unit L: None
Back Unit R: None
Arm Unit L: None
Arm Unit R: WG-HG235

Optional Parts: SP-ABS, SP-CND-K, SP-S/SCR, SP-E/SCR

The idea of this mission is to find 5 control panels and plan a bomb on each one. Since this level is big and giving directions would be hard and if you get lost, it can mean the end, I'll draw a nice map. Remember, you can kill the enemies in two close shots with that gun, but SAVE two shoots for the breakable walls. You should start by going into the leftern hole.

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[] = Hallway

-- = Control Room

= Control Panel

PX = The order you such go to the panel

== = Glass that you can just see through

\$\$ = Start

FF = Finish

~~ = Breakable wall

Arrows = A ramp; the arrow points in the down ward direction.

(If you put you text smaller, the map is easier to read.)

This should help you, just leave once you are done and the mission will end. Killing the MTs also gives you extra money.

Hidden Parts:

None

~Prototype MT Test (2) ***

Requester: Chrome

Advanced: 0

Upon Success: AC parts

Briefing:

"We want to run tests on a new weapon. As in the last mission we want you to fight a new model "CHAOS" weapon. That is all."

"This time, we envision a street battle, fought at TEST TRACK NO. 6."

"WE have made improvements to this advanced MT based on the previous data. It might be a bit stronger. If you are defeated by the MT, you have no right to be called a Raven."

"This time we have prepared some SPECIAL PARTS as you pay. They are new products not yet out on the market."

"However, to make sure you give it your all, you get paid only if you win the fight."

Walkthrough:

This is just about the same as the last battle with CHAOS, only it's in the city and after you kill the first one, another will come along.

They are strong than a regular CHAOS, but they still aren't that hard for a one on one fight.

Hidden Parts:

SP-SAP (Optional part) *

Beat the mission and this will be yours.

~Repulse Enemy Attack *******
Requester: Murakumo Millennium

Advanced: 0

Upon Success: 32000

Briefing:

"Recently, our TRANSPORT BLIMPS have been attacked one after another. We don't know what they want, but the blimp is always shot down so the target is probably not the payload."

"Perhaps they are simply intending to interrupt our operations at someone's instigation. We could provide full-scale escorts, but this risks marring our reputation."

"These incidents have not gotten out to the public, so we want you to ride secretly in the blimp and repulse the attacking group."

"Note that we expect the battle to be fought on the blimp, so be careful not to fall."

Walkthrough:

Ok, this mission is about one of hardest protect mission. The blimp can take like no damage. So you have to watch out. Take a Wide & Shallow FCS and a Machine gun to kill the planes fast. There is also some support guns, but they also don't last long.

Hidden Parts:

None

~Exterminate Organisms (2) ****

Requester: Chemical-Dyne

Advanced: 0

Upon Success: 40000

Briefing:

"Someone has entered our LAB and destroyed a test vet. The lab is now overflowing with BIOLOGIACL WEAPONS. The most problem is the QUEEN organisms are able to reproduce."

"Upon leaving the test vat, the cell tissue becomes activated and begins reproducing in no time. If it has already begun reproducing, there may be an overwhelming number of them."

"If so, they are certain to try to break open the outside wall sooner of later and escape to the outside."

"We can deal with the small types later, so your target is only the four queen organisms. Be sure to bring down all of the beasts."

Walkthrough:

This is actually a mission were a tank AC will help. It isn't that hard though.

Once you start, head forward, killing the organism. Keep heading strait till you reach a intersection. Go strait. The first queen is in this room. Once you kill her head back out.

Now go either left or right to the bottom, then find the next hallway.

Keep going down until you reach the "blue" section. Now turn left once here. Now you'll be another intersection, so take a right. Your next queen is in this room.

Now go back to where you came from and when you see a ramp, go down it. Now has you are going down, you'll see a hallway to the left, go in it (it will make you turn around and go the opposite way) Follow it and you should get a radio message. Now once you get down to the doors, take the right door. Kill the queen.

Now keep going down that hallway and take the left door this time, this should be your fourth and final queen.

Hidden Parts:

None

~Guard Wharf Warehouse **

Requester: Murakumo Millennium

Advanced: 0

Upon Success: 32000

Briefing:

"We want you to guard a NEW TYPE OF RADAR FOR ACS that we have developed."

"A prototype model is new stored in a WAREHOUSE AT THE WHARF, but for some reason the security system does not function at all."

"There is a good chance that someone intentionally sabotaged the system. It is probably the work of Chrome agents."

"You must protect the radar for your mission to succeed. We do not know the enemy's target, but you must not let them steal of destroy the radar."

"Do not let anyone near the warehouse until the system is restored. We are counting on you, Raven."

Walkthrough:

Don't worry, there is nothing really to protect in this mission, as the enemies will never destroy the radar. Come to think of it, why would somebody want to steal this radar? There is better ones that are in the shop...

An ways, there is three waves of enemies.

The first wave is just 5 planes. If you have the KARASAWA and the E+optional part, you can kill these in one hit each.

The second wave is... 2 planes and a MT. The MT is easy and slow, shoot it or blade it.

The third wave is just 3 of the same MT again.

Hidden Parts:

RZT-333 (Back unit radar) ***

Right from the start, turn around and shoot open the door. Steal the Radar you were suppose to protect. Congratulations, you just beached

your contract :)

~Remove Base Occupants *****

Requester: Boss Savage

Advanced: 35000 Upon Success: 0

Briefing:

"Wadj say youse helps me out wid a li'l job I'd taken. I tink I'm over my head on dis one."

"Ya see, it's at the bottom a' da sea. Yeah, an abandoned UNDERSEA BASE northeast a' Agrea. I wuz supposed ta get rid a' all a' the guys who'd moved in."

"Dey sez it wuz an easy job, so I takes it. But deez guys are weird. Ya take 'em down but dey keep comin' back. Nuttin' to do but get outa dere, but I can't just leave it."

"Pay ya 35000 C for da job. Can't tell ya who I'm really workin' for. Look, I'm given' ya all I should a' been paid. All in advance."

"Dis time its not just fer da money. I gots me a reputation to keep. Anyone who can fight'll do.
I'll be waitin'."

Walkthrough:

This mission sucks. I'm just telling you that.

First off, you don't have to kill a single enemy, you'll find out why later.

Start by going through the door and door the hallway. Turn right and keep going. You should go through a glass section where you'll be able to see the ocean itself. Once past this part, take the first door you see. You'll get trapped in this room.

This is a set up from Boss Savage. Turn to the south wall and shoot it, this will break a secret wall. Keep going strait until you reach a dead end. This is another breakable wall. Break it and head left. Eventually you'll be in another big room, this time with Sphinx MTs. Kill these then head out through the other door in the room. Keep going strait, but ignore the door and head through the next hallway. After you go down the hill, ignore another door and turn again. Keep going strait and all the way through another ocean/glass part.

There should be a door at the end. Through it lies a room. Follow the red blinking light to exit.

Hidden Parts:

None

~Destroy Space Catapult ***

Requester: Chrome

Advanced: 0

Upon Success: 35000

Briefing:

"We want you to break into the Space Station "Kaede" owned by Murokumo. Your goal is to destroy their new CATAPULT."

"This space station has been unmanned since the Great Destruction and was left in orbit, but Murakumo has made secret modifications, turning it into a space base."

"We discovered that Murakumo has sent large amounts of materiel to the space station and the catapult appears to be used to send the material elsewhere."

"We still don't know what they are up to. But still, it is in space. It may be too late if we wait until the full story is known."

"Your space shuttle is ready. Go to the space station ASAP. We are counting on you."

Walkthrough:

This mission fails now matter what... either way, if you can't read the directions I give you, return to where you began after the timer starts.

First start by killing the two MTs in the first room. Then go left into the solid door. Walk in and kill the gun. Now go in the left side double door. Once inside, kill the security MT and head south. Now take the first side door. You should be in a LONG hallway.

Now a three minute timer starts. So head strait. Kill the gun or skip it, then head right. In this empty room head through the side door. From here on, just follow you way to the beginning of the level and exit.

Hidden Parts:

None

~Destroy Base Generator ******

Requester: Chrome Advanced: 20000 Upon Success: 28000

Briefing:

"Head for lunar base "ROA". Roa has been unmanned and abandoned for a long time, but Murakumo has already dispatched forces intending to revive the base facilities."

"There are now no other usable lunar bases, so Roa Is effectively the key to control of the entire Moon. But a full frontal attack would deal a severe blow to the base itself."

"So this is our request. We want you to infiltrate the base alone and destroy the GENERATOR. Our main force will then retake the base in the confusion."

"Do not bother unnecessarily with enemies, but remaining AC's will be troublesome in the future, so try to destroy them on sight. We will

reward you for each additional kill."

"The Murakumo are scheming to use the moon base as a base for a terrible plot. The full story is unclear, but desperate men will stop at nothing."

"This is a very dangerous job, but we have faith that you can do it. We are counting on you, Raven."

Walkthrough:

This is a long mission taken inside doors.

Start by moving forward and down the elevator. Please note that you get more money for killing things, but at this point of the game, you don't really need the money. Any ways, MAKE SURE YOU KEEP THIS ELEVATOR DOWN!

"Attention intruders!

This facility is Murakumo property.

Leave immediately.

Anyone disobeying will be shot.

I repeat. Leave immediately"

You should here that... So continue. There is two nice weak blue ACs in here, take them out. Now head into the west door. Fly up the elevator and leave it down. Now follow the door ways... Keep going strait, ignoring the fork. Kill the guns in the next area as you choose. Now fly up the next elevator, again leaving it down. Once up, you could skip this AC. Either way, head through the only door there.

Now down the last hallway lays the four generators that you have to destroy. Shoot them and head out. Ignore every enemy you left and fly up the last elevator. (You might need to hit the switch if your generator sucks.)

"Emergency, Emergency!

Trouble in generator room.

This facility will self-destruct

In 2 minutes to maintain secrecy.

All workers evacuate immediately."

By the way, you have 2 minutes.

Hidden Parts:

None

~Mop Up Chrome Remnants ******
Requester: Murakumo Millennium

Advanced: 0

Upon Success: 50000

Briefing:

"Special report for all Ravens! It has been decided to disband the Chrome group that planned a military coup d'etat using new robotic weapons."

"Now that the confrontation is over, there may be less and less for you Ravens to do. Hopefully this is a sign that mankind is moving towards a peaceful future."

"It's not over yet. We have a job for you. We need you to survey a CHROME MILITARY BASE. Some remnants of the group may still resist, but their strength is inconsequential."

"We want you to check the situation in the interior of the base and mop up any resistance you find there.

Your pay should be adequate."

Walkthrough:

When the mission begins, you'll start over a long shaft. Once you are in the shaft, you'll have to fight piss ass weak MTs. Make your way up to the top of this level, and take a deep breath once you see the light...

Once you are at the top, prepare to fight the biggest MT in this game. It with out a doubt, the tallest of any Mt ever. Any ways... He uses three main weapons. At mid range, a weak plasma cannon. At long range, dual multi missiles, these will sting. At close range he will use a rapid fire grenade launcher. He's not that durable, so here are some things that will work on him. Multi missiles (especially the dual ones.) Grenade launchers, Plasma cannons, chain gun. Almost any weapon arm will be good. Just keep shooting, you should be at high Ap, this mission isn't that hard to go through.

After this mission you should get a movie and some text.

Hidden Parts:

None

~Destroy "Justice" ******

Requester: Chrome

Advanced: 0

Upon Success: 50000

Briefing:

"Terrible new just came in. Murakumo has gotten hold of the most horrible fruit of mankind's madness still in space. The giant gun "JUSTICE" is now under the control of Murakumo."

"The weapon which drove all of humanity underground at the time of the Great Destruction, is certain to seal the fate of the world if it is fired at our planet now."

"This is no longer between us and Murakumo. The weapon's only weakness is the enormous amount of time and energy it takes to charge up. We may still be in time."

"The only way to stop it is to destroy the FIRING SYSTEM itself."

"Your best bet is to destroy the peripheral ENERGY CHARGERS to delay firing, and them blast through the multiple force fields to get close enough to destroy the firing system."

"The best space shuttle we have is ready and waiting.

Go into space ASAP,
We are counting on you."

Walkthrough:

This is a VERY fun mission. You have to destroy a huge cannon. Take rockets, grenades, bazookas... anything big.

First, DO NOT WORRY ABOUT ANY ENEMIES. Destroy the first big blue gate. Then fall down the hole. Rape the little blue thing in there too. This will buy you a minute or two.

Now repeat killing all the blue shields to get to the guns barrel. Once you get to the barrel, shoot the hell out of it. This will get very annoying if you are using something with low stability as there is a lot of stunning MTs.

Hidden Parts:

None

~Chrome Uprisings ****

Requester: Murakumo Millennium

Advanced: 20000 Upon Success: 28000

Briefing:

"The Chrome have finally started an armed uprising. Socially, they been in a cornered position, but it seems that they have finally made their move."

"We wish no unnecessary fighting, but their mere presence is a danger to all humanity. If we don't crush the bad seeds, the roots will again begin to spread. Justice is ours."

"Our elite troops have come under attack in various regions. The war situation is going just as we had expected."

"However, we miscalculated. We had to fight pitched battles against Chrome detachments appearing above-ground. Several military bases were attacked and suffered crippling blows."

"According to reports, the enemy is a small detachment of $5-6~\mathrm{MTs}$, but their capabilities cannot be taken lightly. They are probably Chrome's latest models."

"From the enemy's attack vectors, their next target is probably a military base in the Zahm Desert. We want you to head to the base ASAP and engage the enemy detachment."

Walkthrough:

Remember CHAOS? Well this mission is like all the others.

What's the catch? Well you have to fight 3 of them. This isn't hard nor can I really help you. IF you got this far, you shouldn't need help.

Hidden Parts:

None

~Destroy Plus Escapee ***

Requester: Murakumo Millennium

Advanced: 0

Upon Success: 5000

Briefing:

"A subject from the "Plus" next-generation experiments has escaped from the lab."

"We cannot divulge any details, but a certain experiment seems to have adversely affected the mind of the subject. An eye witness said that the subject is completely deranged."

"An ex-Raven, he ran amuck with his AC in the city, mowed down a Guard detachment and ran away above ground. We found him in an abandoned SKYSCRAPER in the old city."

"If we leave the situation as is, we don't know when he will start running amuck again. Go to the skyscraper now and destroy him and his AC."

"We regret having to resort to such measures, but there is nothing else we can do. The footing is very poor at the site, so if you enter into combat, be very careful not to fall."

"When he escaped, he took a prototype AC PART with him. You don't have to return the AC part. If you find it, it's yours. We are counting on you."

Walkthrough:

This mission is on a couple buildings, make sure you save before you try this mission. This mission is also pretty hard to make in the positives in the cash department.

This is just a one on one AC battle. He has low AP and can't do a lot of damage. I don't think you are going to need a lot of help on this mission.

By the way, his AC makes the eeriest noise...

Hidden Parts:

GBG-XR (Generator) ****

Right from the start, start sidestepping right. Once you fall on the ledge, look all the way down. You should see a gold generator right next to where the elevator once started.

~Destroy Intruders **

Requester: Earth Environment Reclamation Committee

Advanced: 12000 Upon Success: 30000

Briefing:

"Several ARMED MTS have broken into a resource reclamation plant owned by the Committee."

"They are probably terrorists employed by those who want to distort our activities."

"We have taken out several MTs but with heavy damage. So we are asking the Ravens for help."

"We have closed the gates within the PLANT to push them gradually into a LARGE BLAST FURNACE in the center. We want you to pound them there."

"Naturally, the blast furnace is very hot. If you fall, your AC cannot survive. Making good use of the geography will be the key to the battle. Good luck."

Walkthrough:

IF you are just going for the mission and care less about the part, just take a long range energy weapon or a sniper rifle, just stay above every enemies and shoot them, it's really easy.

When you are going to a lower level, make sure you fall parallel to the pipes.

Watch out of the blast pit at the bottom... and there are only six MTs, so don't worry.

Hidden Parts:

WG-FG99 (Right arm flame thrower) *******

OK, fly up to the top of this level. Now land on the FIRST bridge (not pipe). Once there, move to the most west part. Now side step off and right under the bridge is a nook. Fall into the nook and shoot the box. The weapon is inside the box. Note: This nook doesn't appear on the map screen.

~Destroy Plane Computer *****

Requester: Chrome Advanced: 15000 Upon Success: 25000

Briefing:

"The other day, one of our special transports crashed while flying over the Naglarder area. Satellite images show the wreck near the center of a giant crater called "BIG HIT"."

"We are not worried about the cargo, but the problem is records of our transactions are stored in the transport's computer. They are encrypted but not absolutely safe."

"Unconfirmed reports put a Murakumo detachment in the area. You must completely destroy the NOSE SECTION holding the recorder.

Destroy all MURAKUMO on sight."

"If you let even one of them escape, your mission will fail. Be sure to shoot them all down.

That is all."

Walkthrough:

This mission takes place in a huge crater. I will break this mission up into three parts.

First, you must destroy the nose of the plane. If you cannot find the

plane, only god knows how you got this far in the first place.

Second, you must kill all the MTs. These are small MTs, really small. Take a fast weapon, such as the MG500. Once they are dead...

Third, Kamui MK XVII appears. If you have any sort of energy weapon, this will put him down. Try your best to dodge all of his missiles.

If you want to have fun, you can destroy his transport :)

Hidden Parts:

None

~AC Battle ****

Requester: Raven's Nest

Advanced: 0

Upon Success: 42000

Briefing:

"Come participate in an AC battle that the Nest will be holding over the next few days. This invitational event pits ace pilots in AC-to-AC battles where the winner takes all."

"Naturally, there are benefits to entering. The winner of each battle will be presented with prize money in an amount equivalent to the pay of a normal mission."

"We will decide the opponents for the battles. You are free to choose any weapons or equipment. We look forward to your active participation."

Walkthrough:

This is the birth of the Arena right here. Any ways, you end up having a AC-on-AC+AC (Those lying bastards!). This is the easiest two on one AC fight that I know of. This is also a great way to make money.

Hidden Parts:

None

~Attack Urban Center ******

Requester: Chrome

Advanced: 0

Upon Success: Based on results

Briefing:

"We want you to wreak havoc on GAL CITY. The job is simple. Jest attack the urban area and fire at will at any attractive target."

"If one finds oneself in danger, one who does not have the power to resist must depend on someone else. If you have the power, come to us at Chrome."

"You have 3 minutes for tactical operations. Staying any longer is useless. If you stay too long, we don't know what sort of trouble will happen."

"Your pay will be determined based on the results. Simply put, the more you destroy the higher you pay. Good luck."

Walkthrough:

Before starting this mission, I would buy a decent set of quad legs, the any machine gun, and the WC-01QL. You could pick your own arm weapon, I just prefer the machine gun...

Now once the mission begins, slide strait into cars and have fun shooting signs, benches, and (high priced) trains that are on the ceiling.

At about 2:07 you will get a message. At this pint Blue MTs will start to appear. Use you Plasma cannon to kill them, it should take one shot.

Ok now here's why this mission is hard. You have to fight Valkyrie. She is the hardest AC in the game in my opinion. At 1:10 she'll come. Not only do you have MTs still firing at you, you also have only about 1 minute to kill her if you choose to.

What makes her hard? Hmm... A rapid fire slug gun, something you can't get.

Kill her and it will take her out of the Ranking.

If she is too hard for you to kill run away. Chill on top of a building if you most.

If you choose just to kill her and don't care about rewards, take the Karasawa and just hide out until she appears. Watch out though, you will lock on to blue MTs when fighting her.

Hidden Parts:

None

~Eliminate Squatters *
Requester: Zam City Guard

Advanced: 0

Upon Success: 14000

Briefing:

"You are to eliminate a group of illegal squatters at an ABANDONED FACTORY on the east side of the City. They profess to be radicals opposed to area redevelopment."

"However, the planners have already reached an agreement with the citizens in question, so these are merely outlaws who want an excuss to run amuck."

"But they are still citizen, so from the standpoint of the Guard, we cannot use force. If they are left as is, there is a risk of affecting the progress of the plan."

"There is no need for restraint. We want you to firmly teach them the rules of society."

Walkthrough:

This is an easy mission and it is indoors. Start by moving forward and

killing the MT there. Head down the only other way you can go, snipe the crane first then the worker MT. Proceed down the hallway(It's really a highway...). Then kill a MT then take either way, once at the end, look in the little room or outside it, there is a worker MT on each side.

Once you kill them, this mission is over.

Hidden Parts:

None

~Eliminate Squatters (2) ***
Requester: Zam City Guard

Advanced: 0

Upon Success: 19000

Briefing:

"Remnants of the squatter who occupied the ABANDONED FACTORY on the east side of the City have reappeared."

"They have brought together 12 MTs from somewhere, and have again amassed inside the factory."

"Clamoring for us to bring out the guys who hurt them before, they are on a rampage. Our guard weaponry is useless. Any Raven will do, just do something."

Walkthrough:

This level is the same as before, only this time you have to take out more enemies. If you played this mission the first time, you know what you have to do, just watch out you don't get over whelmed from amass of MTs all at once.

Hidden Parts:

None

~Destroy Unknown MTs *

Requester: Isaac City Guard

Advanced: 0

Upon Success: 12000

Briefing:

"We just now discovered several UNIDENTIFIED MTS in the SEWERS. The MTs overwhelmed the Guards going to investigate and fled. I don't think they are ordinary citizens."

"Our reputation will be ruined if we let them go. We'll begin our search of the sewers at once, and drive them to you like cattle. You wait there and pound them."

Walkthrough:

This mission takes place in a long linear sewer. If you are still using a pulse rifle, this mission will be every easier.

Start by moving ahead. Kill the four MTs there, just walk and shoot. If there is a box, jump or simply destroy it. Then turn up an incline.

Kill two more and head strait to the door. Hit circle to open this and any other door. Once open, just sidestep back and forth and kill the last two MTs.

Hidden Parts:

None

~Rescue Transport Truck *****

Requester: Chrome

Advanced: 0

Upon Success: 20000

Briefing:

"We lost communications with one of our TRANSPORT TRUCKS heading for Avalon Valley, somewhere near the NASSAU TUNNEL."

"We strongly believe that this was an act of a terrorist group targeting the advanced chemical weapons loaded on the truck. If this is true, we cannot leave this up to the Guards."

"Go to the sire ASAP and search for the truck. Eliminate anyone who interferes. The safety of the vehicle is of utmost priority. Do not forget this."

"One more thing. Innocent civilian vehicles may be traveling by the site. If you destroy any vehicles, compensation for the damage will be deducted from your pay. Good luck."

Walkthrough:

This is just about the first hard mission. You can fail this one easily. You just have to kill 5 Mini Mts.

Don't get between an MT and the truck, they will miss and kill it. Also do not let the truck be between you and the MTs.

Hidden Parts:

None

 \sim Eliminate Strikers *

Requester: Chrome

Advanced: 0

Upon Success: 13000

Briefing:

"Workers in the Avalon Valley development area, demonstrating for better working conditions, have taken over the "DOAN BRIDGE"."

"They have erected a BARRICADE on the bridge and completely halted traffic. There is no sign of their giving in to the Guards. They persist in demanding to see the HQ."

"We told them that we have no time to deal with such trifling matter, but they don't seem to understand."

"Anyway, we can't leave this as is. In a drawn-out battle, collateral damage would become a problem, so forcibly eliminate them now."

"Several WORKER MTS are on the bridge, but this should be no problem at all for you Ravens. Our armored division is also deployed. Should be an wasy job, so go to it."

Walkthrough:

This mission is pretty easy but as the first mission you should take, you should use a pulse rifle.

Once you start, get used to the controls, you should lock onto the first enemy. Jump and shoot. At this range, that MT can only dream of hitting you. Do this throughout the whole level. For the last Crane, wait a little while for your energy to recharge, then boost up a little bit then shoot.

You should do this missions perfectly! This mission is one of the easiest missions to get full value from, take advantage of that.

Hidden Parts:

WR-L24 (Back Unit Large Rockets) *

Once the level begins, jump and hold in back (You'll actually have to turn with a heavyweight). Behind the barricade, you'll find the large rockets. It is big and green.

~Stop Security MTs *

Requester: Fortgarden Guard

Advanced: 0

Upon Success: 17000

Briefing:

"The city security system that we monitor has been destroyed and SECURITY MTS from various areas are running amuck. The true perpetrator is as yet unknown."

"All of the Guards are trying to control the situation, but the scope of damage is too wise, so we cannot completely handle it."

"We are asking the Ravens for help. Destroy all of the security MTs in the business district of the city. We have already evacuated the citizens. No need for restraint."

Walkthrough:

This mission is strait forward and is pretty easy. This mission is even easier with the aid of any long range weapon, including a pulse rifle. Just walk down and shoot them all, it is that easy.

Hidden Parts:

None

~Stop Gang, "Dark Soul" **
Requester: Murakumo Millennium

Advanced: 0

Upon Success: AC parts

Briefing:

"The gang "Dark Soul" broke into our property at Heavensrock, stole

several TANKS and fled."

"Since they stole tanks, we cannot leave them alone. Go and defeat them as soon as possible."

"Judging from their direction of escape, they seem to be hiding in the ZAHM DESERT. In that area many MINES remain, left from the war. Be very careful."

"Note that your par for this mission is not cash but AC PARTS."

Walkthrough:

This is easy. You are in a large desert and you have to kill 6 tanks. Just don't move into a land mine.

If you need any help, use something long range and jump a lot.

Hidden Parts:

SP-AXL (Option part) * Complete the mission.

~Reclaim Oil Facility **

Requester: Chrome

Advanced: 0

Upon Success: 18000

Briefing:

"We want you to attack the terrorist group "Struggle" that is occupying the oil extraction facility "TIDE"."

"Although this facility is now completely abandoned, we were at the point of initiating a retrofit plan."

"Their purpose can be none other than to sabotage our company. We cannot let this delay construction, that would only play into their hands."

"The Tide facility may have some old tanks that still contain oil. They might explode if hit, so be very careful in your operations."

Walkthrough:

This mission takes place in a wide open level that features a large three story oil rig. This level is packed with flying enemies, so I would recommend trying out a new machine gun. The enemies are easily taken down and there isn't even a lot of them.

There are about two flamer thrower MTs and four sled MTs. If you take too long, people will help you return fire.

Hidden Parts:

None

~Recover Capsules ***

Requester: Chrome

Advanced: 0

Upon Success: 30000

Briefing:

"We want you to break into an ABANDONED FACILITY that was used by Murakumo in the initial stages of their Human Plus development. It was left after a fire several years ago."

"The Human Plus technologies were supposedly developed by Murakumo but nothing has been released publicly about the initial stages of research, so many mysteries remain."

"Our surveys so far have not turned up much information. However, we received strange reports from a survey team recently dispatched to the abandoned facility."

"Parts of the facility are said to be operating even now and strange capsules have been placed in the furthest most room."

"Upon trying to recover the capsules, the team was attacked by FIGHTING MACHINES that they had never seen before. They could not fight back and failed to recover the capsules."

"Your mission is to recover those capsules. We have no idea about their significance, but they might give us an advantage over Murakumo. We are counting on you."

Walkthrough:

I would first recommend turning the Back Ground Music off, this level is ANNOYING!

Any ways, you start by falling. Go strait. You'll see your first MT. Kill it. Then keep going strait. Skip the big room and head left into the next hallway. Fall in the hole and kill the enemies. Then still head strait. Don't turn into any room, but fall into another hole.

Once down the hole, you'll have to kill a bunch of MTs. Head strait again. Once at the dead end, turn right. Jump down and down the ramp you'll see a room to the left. Inside this room is another MT and the target. Kill the MT and hit Circle on the capsule.

Hidden Parts:

None

~Guard Factory Entrance ******

Requester: Chrome

Advanced: 0

Upon Success: 32000

Briefing:

"We have uncovered a plan to destroy our UNDERGROUND FACTORY in the Whiteland area. We think that Murakumo is behind it."

"We are not sure of the specific details, but since the factory is underground, they can't do anything unless they get inside."

"So we want someone to guard the entrance of the factory. The gate cannot be opened from outside as long as the LOCK SYSTEM is not destroyed."

"We will need several days to put up a full-scale security system. Of course we will pay you during that period whether or not there is an attack."

"Not a bad job, huh? Do it well."

Walkthrough:

This is a protect mission. DO NOT let them need the lock.

The first part consists of a couple planes, they are not that hard nor do they attack the lock a lot.

The next wave is are MTs and planes.

The next wave after that is just MTs.

Make sure the MTs don't get close, and a MG-500 plus a Wide & Shallow FCS will help you.

Hidden Parts:

B-T001 (Boosters) *******

Quickly rush to the North-eastern corner of the level. Shot the box and collect your prize. Yes, now you must haul even more ass to save that lock.

~Capture Space Station ******

Requester: Chrome

Advanced: 0

Upon Success: 45000

Briefing:

"We have decided to carry out an operation intended to occupy the Murakumo's base of activities, the Space Station "Kaede"."

"Since our single ship attack failed the other day, the pace of the Murakumo's activities in space have picked up extraordinarily."

"Large amounts of material have been carried off to space, and "Kaede" is rapidly becoming a fortress. If we leave this as is, it will only become more difficult to act later."

"Our FIRST DIVISION has already begun fighting. Your mission is to support the invasion troops. Bring material to the SUPPLY VEHICLES engaged in combat."

"The enemy forces are more numerous than expected and the supply material may not be in time. Place the material in the catapult."

"Capture the catapult and pass the materiel on to the supple corps. Murakumo is planning something in space. We must stop them before it is too late."

Walkthrough:

Head out. Go into the door on the left that's solid. Once inside, use the side door. Go strait after than and you'll get a lock on. Help you team out and kill the two MTs. Now take the first door up on the side. You should be in a long hallway. Take a ramp up. Go to the left side once up top. Kill the MT in here and go north. Take the first side

door. After these double doors are done with, you should be in a large new looking room. Kill the MT inside of it and take the left door on the North side. Go all the way to the end and pick up the target.

Return to the area where you helped your MTs (Back down the ramp) now go south and go to the side area without a door this time. Now go to your supply truck.

Hidden Parts:

None

~Release Organisms ***

Requester: Murakumo Millennium

Advanced: 0

Upon Success: 32000

Briefing:

"We have uncovered the true nature of the mysterious organisms that appeared in Gal City. They are not organisms, but rather a type of biological weapon."

"They were developed by Chemical-Dyne Co., a biochemical manufacturer allied with Chrome. They were lax in telling the truth and taking responsibility for the incident."

"This is your mission.

Break into Chemical-Dyne's RESEARCH FACILITY, search for BIOLOGICAL WEAPONS and release all of them upon discovery."

"The facility is certain to have a considerable number of test species. Releasing them all will certainly cause the facility to collapse. This will cause much damage to Chrome."

"This may seem like a dirty trick, but it is the most effective method to stop Chrome from running amuck.

Naturally, do not bother the biological weapons."

"We will deduct 500 C from your pay for each one killed. Detailed instructions will be given to you by radio after you have entered the facility." $\,$

Walkthrough:

I hate this mission, too long and takes a long time to find all of them.

I'm only going to describe their locations briefly.

Go strait. Keep going, don't stop. Strait ahead is the Ant 1.

Now leave and take a right. Go all the way down the ramp and through the doors. Then take a left. Then another left to find Ant 2.

Now leave and keep going strait to the other side. This is where ANT 3 is.

Now head out of there, and go to the down that brought you to the intersection-ed room. Now go strait. See the left walls hallway? Remember where that is on the map. Go strait still. Now take a left at

the end of this hallway. Keep going and you're find Ant 4 and Ant 5.

No go to that intersection I told you to remember. Keep following it and stop at the first doors. Take the left one, you'll find Ant 6.

Now go across from that room and release Ant 7

Now proceed down the hallway, go to the next set of doors and take a left release Ant 8.

Now when you go down a ramp, you'll see a way going up or down. Go down. Now take a left (West) and release Ant 9 and Ant 10.

Hidden Parts:

None

~Retake Air Cleaner *****

Requester: Murakumo Millennium

Advanced: 0

Upon Success: 46000

Briefing:

"We just got a terrifying communique from the terrorist group "Imminent Storm". They said that they are occupying the AIR CLEANER above Isaac City."

"This unit takes air from above-ground, cleans it, and sends it down to the underground city. It is literally the City's lifeline."

"Their demands are for the immediate dismantling of Murakumo Millennium who they say has become the ringleader of social decay. Their false accusations are brash."

"Their recent activities have been a string of failures thanks to you Ravens. This is a desperate act of desperate men willing to die with honor. Eliminate them quickly."

"Note that the air cleaner has an extremely complex structure due to repeated retrofits with the expansion of the under ground city. Be careful."

Walkthrough:

This is another one of those annoying missions where you have to search every where. Watch out for wall mines...

Any ways, if you are not using my guide completely, consider the middle room a hub. Only shoot a Vent if you are going through it so you can tell where you've been and where you haven't been.

Going forward, you'll run into two mines. Go into the middle and clear it out. Now it's time to search for a way.

Now if you want to cheat, do this.

From the start, look down before you fall into the big room. See the two vents strait ahead? Well jump in the farthest one you see. Once in there, kill the two MTs and look up at the end. Now there is two vents and a wall mine, screw your AC and just fly through it. Now here is the

end. DO NOT SHOOT AT THE TARGET! Instead, take this MT out with a blade.

Once he is disposed of, hit circle on the target, and you win. If you think you'll accidentally blade the tank, boost in that shaft until you run out of energy, then do it.

Hidden Parts:

WX-S800-GF (Dual back missiles) **

Face east and put you back to the huge fan system. Now look up. Shoot out the two vents and boost up there to find the part.

~Kill "Struggle" leader ******

Requester: Chrome Advanced: 18000 Upon Success: 20000

Briefing:

"Great news!

We have determined the whereabouts of the leader of the terrorist group "Struggle"."

"Hi is in the RUINS OF VAELLA in the eastern Dragna region. This is the venue for secret meetings with his sponsor, Murakumo. Your mission: Destroy the ENEMY LEADER'S AC."

"Up until now, many plans have been foiled by that one man. I loathe to admit it, but hi skills are unmistakably well-honed."

"Nearly all reference material about the ruins was lost in the Great Destruction, so its internal structure is unknown. There may be traps, but you'll be OK in an AC."

"This is the chance of a lifetime. Do not fail us. Be sure to get him."

Walkthrough:

This is a semi long mission with awesome back ground music. Rockets would actually be a good choice for this level.

Start by jumping down the hole. Watch out for the wall mine. If you brought rockets, shoot them down this hallway to kill the MT. Keep going down the hallway (ignore the first intersection) until you see a huge ball of fire. Turn up and hug the walls so you don't get hit by it. Now watch out for the two wall mines. Now turn in the only way out of that hallway. Fall down the hole.

Once down here kill the MT and watch one for more mines. Now you'll be in a large room at the end. Kill the MT and look at the ceiling for a hole to fly up. So fly up it.

Now you should see a *_HUGE Hallway_* with another big ball of fire. Travel down this hallway with care, or else you'll fall through the floor (This is not always back, it actually is quite good it you like hunting for the cheapest parts in the game). Now once you are down with this long hallway, you can kill the next two MTs, or skip them and move forward.

Now in the next section, you will find two more of those same MTs. Then

head out to the third section. Now jump down the right hole. This is your target. This AC is easy to kill, those big black ones are harder in my opinion.

Every Black MT you kill is worth extra credits.

Hidden Parts:

LS-99-MOONLIGHT (Left arm laser blade) **

Now the place in the FAQ marked of with "HUGE Hallway" shoot, get hit with the ball, or run into a wall mine. This will make the ground shatter. You should now fall down a VERY LONG shaft. All the end of this shaft to the west you'll find the LS-99-MOONLIGHT. With PLUS this is the STRONGEST WEAPON IN THE ARMORED CORE SERIES, EVER! Well single hit that is... Any ways, after you get the part, you must fly all the way back up it. Make sure you remember where you fell from. This is why I would break the Ground at the end of the hallway, so you know where to fly back up.

~Stop Security MT *****

Requester: Earth Environment Reclamation Committee

Advanced: 0

Upon Success: 38000

Briefing:

"We have a mission for you regarding the OLD MILITARY FACILITY where we previously sent a survey team."

"The survey of the first basement level is complete, but a passage thought to lead to the lower levels was found during the survey."

"However, just past it was an extremely powerful SECURITY MT that we could not defeat with our weapons."

"Oddly, it never comes out of the passage to attack us. It seems to be protecting something. Anyway, this facility still has many mysteries."

"According to a structural diagram of the place found on the first floor, there are several CONTROL PANELS for the Security MTs in the back. We want you to destroy them."

Walkthrough:

Ok, start by going down the ramp. Kill all the MTs you can. Through the door, you have to kill another one and go through a set of beams. Remember you have to blow the locks off of every door. Now go in the first eastern hallway you see. Kill all the MTs in there. Still going east, blow the lock and go through the door. Now boost down this hallway facing east. When you see the Control panel, destroy it.

Now go back in that hallway and use the other hallway in front of the other window. Follow this hallway to the end until you reach a un-openable door. Then turn right. No blow the western lock of the door and kill the next control panel.

Now go down the only other hallway to find the last control panel.

Hidden Parts:

None

~Destroy Base Computer ******

Requester: Chrome Advanced: 13000 Upon Success: 25000

Briefing:

"We have a mission for you regarding the OLD MILITARY FACILITY southwest of Isaac City. It is now occupied by the Earth Environment Reclamation Committee."

"The group purports to survey the above-ground environment, but this seems questionable."

"The reason given for their entering the facility is said to be the peaceful dismantling of residual military facilities, but they are taking too long for that."

"We are studying their background, but we must do something about this group quickly."

"According to surveys, this facility functioned as a military data bank before the Great Destruction. The MAIN COMPUTER may still have records from that time."

"If their true target is this data, this is no trifling matter. Heaven forbid for that to be it. We want you to break into the facility and destroy the main computer."

Walkthrough:

First off, TAKE LOTS OF AMMO! Unless you like to run away from enemies.

You start by falling down a long shaft. You are instantly greeted by a Rocket MT. Kill it then go strait. Ignore all the enemies in little rooms off the sides. Once in a big room, turn left after you leave it. Once going strait, keep going down the ramp and then turn when you are forced to. You'll be in another big room. Out of this room you'll have to turn right. Keep following the path and go down two more large ramps. Once in this big room, keep on going strait. Where you see the different colored tan background this is the new part of the mission (if you played the Rescue Survey Team mission). On your way to this, only kill the enemies in your way.

Any ways, go down the ramp. And open the door. Once you open it, you'll most likely get popped with a rocket right to your face. So kill the MT and move on. Go through another door and kill again. Turn up into the only other door you can and head strait. Yes, that is another MT in the distance, dash up to it. Now once in the area with the MTs, just dash to the door and skip them all together.

Now once at the end, you'll have to fight a real AC. He has REALLING low AP, missiles, and a pulse.

Once he is out of the way, destroy the Big thing in the middle called a computer.

Hidden Parts:

None

~Mop Up Chrome Remnants (2) *******

Requester: Raven's Nest

Advanced: 0

Upon Success: 48000

Briefing:

"We have heard a rumor that a former CHROME MILITARY FACILITY has recently been visited by an UNKNOWN GROUP."

"The true situation is unclear but we have eye-witness reports of presumed weapons. Although supposedly already dismantled, the military superiority of Chrome was awesome in scope."

"It is not surprising that some may still be loyal to Chrome."

"But still they are only remnants of the group. They probably have no serious weapons. This job may not be satisfying for Ravens, but we want to eliminate apprehension quickly."

"Enter the base and attack them as you find them. That is all."

Walkthrough:

First off, I used this AC.

Head: HD-ONE
Core: XCH-01
Arms: AN-863-B
Legs: LN-3001C
Booster: B-351
FCS: TRYX-QUAD

Generator: GBG-10000

Back Unit L: Any missile or rocket

Back Unit R: WR-M70 Arm Unit L: LS-3303

Arm Unit R: WG-1-KARASAWA

Optional Parts: SP-ABS, SP-CND-K, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+

I hope your are good with rockets and such :).

This is a long mission, so the heavy armor will help. I actually used a mid with the KARASAWA, and blade, and some rockets. If you don't have the K-saw, use the 1000 shot machine gun. You'll be able to fit more stuff on a smaller leg if you do so.

Any ways, fly up to the top of the level and fall down the long shaft. Keep going up. Once you reach a certain point, you'll be in large rooms with actual enemies. Stay in the shafts to fight them. Use you are done with that one, you'll be in another one with the same things.

Try and use the rockets for the first room. Then you can use the K-saw for the second room and be good.

At the end of this level, you get to fight Sledge Hammer. He is hard. Stay in the shaft and use the Karasawa on his ass. He is what makes this mission hard.

With all the optional parts on, you should be able to kill in mere

seconds.

Hidden Parts:

None

~Destroy Floating Mines ********

Requester: Raven's Nest

Advanced: 0

Upon Success: 50000

Briefing:

"An armed band of unknown affiliation broke into the NEST HQ and destroyed part of the facility. The security corps quelled the disturbance without incident."

"There is one problem: the FLOATING MINES left by the band. Normally, our corps would deal with them, but the mines are numerous, of a special structure and very powerful."

"We want you to take care of these mines. Just blow them up as you find them. You will be paid well."

Walkthrough:

This missions is HARD! Let me start by telling you this is the hardest missions EVER in an AC game. By the way, don't pay any attention to the mission briefing at all, this mission is just a giant set up.

This is the set up I used. Yes, it is none PLUS. If you were using PLUS, it would be SOOO much better...

Head: HD-ONE (Or your choice)
Core: XCL-01 (Light weight)

Arms: AN-25 (Light weight + Low drain)

Legs: LB-4401 (Good for jumping, you'll see why)

Booster: B-T2 (Most Eff.) FCS: TRYX-QUAD or QX-9009

Generator: GBG-XR (Offers the most charge)

Back Unit L: WC-01QL (This will be used at the last part)
Back Unit R: WC-GN230 (This is used in the safety of glass)

Arm Unit L: None

Arm Unit R: WG-RF/5 (Mainly for sniping gun turrets)

Optional Parts: SP-ABS, SP-SAP, SP-CND-K, SP-S/SCR, SP-E/SCR, SP-EH,

SP-E+

This mission is broken into two parts. The first part is easy, but here goes...

First you start off in a room, move forward to the first room with enemies. Start be opening the door, then use either the Grenade launcher or the plasma cannon to mow them down. Don't worry about Ap too much. You must kill these enemies to move on. Once you see a green circle, that's an elevator. Hit circle at one of the tings sticking up and move on. Now in the next big room, you'll see 4 enemies and mines EVERYWHERE! Ignore the mines all together and kill the enemies in here however you like. After you kill them and cut scene will go off showing a door open. You get all your ammo and AP back.

"Stop such foolishness..."

Now the next part starts. Right off the bat, use your sniper rifle to kill all the gun turrets you can see. Then kill the MTs flying around. There is two off them one might be a little bit high. You want to kill everything, so you can stand on these blocks and recharge without fear of getting knocked off. Use a grenade on each MT if you can, to save time, AP, and sniper rifle bullets. Once you make it to the top, land on the big blue structure. Now see that MT in there? You need him gone NOW! So land in the little hole and shoot two grenades at it, it goes through the blue stuff.

"Resistance is futile."

Now go in the hallway.

"Your fate is sealed."

Fall down the shaft. You should be ****ing your pants about hallway done it, because you'll see who is he with you. Yep it is Nineball, get down quick. Once you are next to the bottom, fall in the hole. This first MT should be skipped if possible then kill the next one with your plasma cannon. If you have less than 6000 AP, you may not make it. (5000 is ok to, but this part is so random)

"Go back... it is not too late"

Now it's time to go up an identical tube just like the one you went do in. Guess what? There is another Nineball. This time you have to go up... This is quiet possibly the most dangerous part in the game (next to blowing up a generator instead of a worker MT) If you stall, he can inflict well over 1000 damage in 3 seconds with that cheap ass pulse rifle (PS his is rapid fire). Any ways, you must go up through the little hole this time, this may take some practice. Then you'll be in the area where you killed that MT through the glass. Don't go TOO far yet, wait there with you plasma cannon out and wait for Nineball to come up. If he follows you well enough, he might tailgate you with his blade. You should be able to kill him with one full energy bar... Pray he gets stuck on the top of the screen, if he flies behind you, you're done.

Now guess what? Go through that blue glass thing look who shows up... The other Nineball. You should have at least 11 grenades left. You need to wait till he's on top or next to the glass and peg him with a couple grenades. Don't get hit and you don't even need to lock on to him. It takes five grenades to kill him.

"...What is your wish?"

Now head down and PRAY you have some ammo left. First get rid of that mine in the middle of the glass.

"...Come no closer."

Destroy the Plus computer and the game is over.

Save your game and do any missions you missed.

Hidden Parts:

None

 \sim AC battle (2) *

Requester: Raven's Nest

Advanced: 0

Upon Success: 42000

Briefing:

"Come participate in an AC battle that the Nest will be holding over the next few days. This invitational event pits ace pilots in AC-to-AC battles where the winner takes all."

"Naturally, there are benefits to entering. The winner of each battle will be presented with prize money in an amount equivalent to the pay of a normal mission."

"We will decide the opponents for the battles. You are free to choose any weapons or equipment. We look forward to your active

Walkthrough:

This is the easiest AC battle EVER!

It's just you Versus the Red AC.

I'm not helping. This is also the best money maker in the game. Too bad it is at the bottom of the list...

Hidden Parts:

None

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~Enemies...

This section will review all the enemies I seen in the game and how to deal with them. Please note I will sometimes make up names for them. I will also try and list all the missions I see them in. Stars denote difficulty, threat, and the average problem factor, remember these are on a MT scale... (1- 10) *Bosses will go higher.

--Test MT *****

These are the first MTs you'll see in the WHOLE AC series. They are actually hard to kill. You may not notice it now, but in long drawn out missions, they are a pain in the ass. When you see a flash at their guns, move, that means there is about six rifle rounds heading your way.

Found in...

Raven Test

Mop Up Chrome Remnants (2)

Destroy Floating Mines

--Worker MT *** These have mid AP, slow speed, and a weak easy to avoid rocket. Any ways, these are easy. Use any means to kill them. These also appear in other AC games as well. Found in... Eliminate Strikers Eliminate Squatters Eliminate Squatters (2) --Crane MT ** Another easy enemy. These are actually cranes with modified with single shot chain gun bullets. These are also weak. They turn slow and are very easy to blade. Found in... Eliminate Strikers Eliminate Squatters Eliminate Squatters (2) --Basic MT **** This is the most basic looking MT. They sort of have a reversed joint to them as well. Their only attack is a weak energy based rifle type shot, WATCH OUT! These weak little machine gun pellets can REALLY stack up if you don't kill them quick. These MTs come in many flavors, White, Bulkier Blue, and Leader Red. Found in... Eliminate Squatters Eliminate Squatters (2) Destroy Unknown MTs Stop Terrorist Threat Destroy Fuel Depot Attack Urban Center Retake Air Cleaner Capture Space Station Mop Up Chrome Remnants --Flame Thrower MT * These are slow flying MTs that have weak ass flame throwers. Just boost back so they follow you, shoot them in a strait line. Reclaim Oil Facility Secret Factory Recon

--Sled MT ***

These are slow flying MTs. They are red and look like weird sleds. They just shot missiles out. They get an extra star because they have high AP for how small they are.

Found in...

Reclaim Oil Facility

Destroy "Justice"

--Security MT ***

These are mid sized MTs that are on four legs... (or pegs). From afar, they use dual missiles. From close, they use a weak rocket. They aren't that hard to put down, they don't even move fast.

Found in...

Stop Security MTs Release Organisms

Destroy Space Catapult

--Gun Battery **

Probably the most expected and most common and unchanged enemy in the whole series. They can be on walls, ceilings, and on turrets. They range from machine guns to laser cannons. Just shot them with any hard hitting weapon, and they die!

Found in...

Remove Gun Emplacement

Destroy Fuel Depot

Secret Factory Recon

Repulse Enemy Attack

Stop Security MT

Release Organisms

Stop Gas Exposure

Destroy Space Catapult

Destroy Base Generator

Destroy Floating Mines

--Flying Disk MT ***

These are flying saucer like MTs that are slow, but hard to hit with slow weapons. They have a weak ass machine gun too. A machine gun will be good for these guys.

Found in...

Remove Gun Emplacement

Guard Wharf Warehouse

--Walker Security MT **

These are low to the ground MTs. They have four legs and shoot a weak ass pulse rifle. They are only hard because you'll never find just one. Not only that, they have REALLY HIGH energy DEF. You actually might need more than one moonlight slash...

Found in...

Rescue Survey Team

Remove Base Occupants

Stop Gas Exposure

--Terrorist's MT ****

This is the terrorist in the parking garage. He is fast and has a weak machine gun. He slides on three legs and is mid sized. Blading him in small ramps is what brings him down.

Found in...

Terrorist Pursuit

--EMC MT *

This is a MT that floats around that makes you locks not work. These don't attack back at all.

Found in...

Destroy Fuel Depot

--Mine Worker MT *

This is by far the easiest MT in the game, it serves only as a target. They don't attack of cause anything for that matter. They are cute in a robotic way...

Found in...

Worker Robot Removal

--Jets ****

These are fast flying enemies that usually are in missions where you have to protect something. Their machine gun may be weak, but the damage will add up after a while. Use a machine gun yourself to kill these with easy.

Found in...

Guard Freight Train Guard Factory Entrance Repulse Enemy Attack --Tanks ** These are standard tanks. From long range they use strong dual missiles and from mid to close they use rockets. They are easy to kill as they don't move fast. Found in... Stop Gang, "Dark Soul" --Yellow Humanoid MT **** This is a slow walking MT. It is tall and has a rifle. The rifle is strong and will knock you off guard if you are using a light weight. These aren't too too hard to kill if you don't care about ammo. Found in... Guard Wharf Warehouse Destroy Intruders --Biological Weapon ** This is a little ant looking BIO weapon. They are weak in both attack and defense. Equipping a head with a BIO sensor will allow you to lock on to them. Thus they get two stars Found in... Exterminate Organisms Exterminate Organisms (2) Release Organisms --Biological Queen ****** This is the big ant looking BIO weapon. They aren't weak in attack but are easy to take down. Hell even the little ones kill them. Any ways, don't stop, keep moving. Found in... Exterminate Organisms Exterminate Organisms (2) --Flat Top MT ** This MT looks like it was flattened at the top. It only has two rifles on the flat top. It is weak and slow, thus easy to blade. Found in... Recover Capsules Stop Security MT --Mini MT ****** This MT is VERY ANNOYING! Hard to hit, little, fast, can take enough damage, and can stun! It can employ a yellow weak rifle or a slug gun type weapon. It's best to attack these when they hard land. Found in... Rescue Transport Truck Guard Factory Entrance Destroy Plane Computer Destroy "Justice" --Rocket MT * A yellow MT with a cannon on the top of a couple wheels. Easy to blade and kill, it just uses rockets. Found in...

Destroy Base Computer Release Organisms

--Sphinx MT ****

This MT is one that will slide and shoot lasers are you. They are annoying and accurate. They also have fast missiles and lots of them at longer range.

Found in...

Guard Airplane

Stop Security MT

Remove Base Occupants

--High-speed MT **

More annoying than hard if you ask me. These are just wheels that shoot lasers at you. The can't take a lot of damage, and they are weak. They are just hard to hit and all. These will appear in anther AC game's air port as well...

Found in...

Guard Airplane

--Blue AC (Plus Escapee) *******

This is the only regular enemy in this game that is referred to as an AC. Since they are the same things really. They take a lot to kill and are arms with a bazooka. They shouldn't take too much out of you, but in numbers...

Found in...

Destroy Plus Escapee

Destroy Base Computer

--Reverse Joint MT *****

These are almost like basic MTs, only they are harder to take down and they deal a lot more damage. They look like they have two large radar dishes on their heads.

Found in...

Destroy Intruders

Retake Air Cleaner

--Black Humanoid MT *****

These are MTs that look like MTs that can boost. They use a 5 round burst machine gun. They can also crouch a use a strong rocket launcher. They aren't that durable for their size either.

Found in...

Retake Air Cleaner

Mop Up Chrome Remnants (2)

--Large Black Humanoid MT *******

These are LARGE black MTs seen a couple times. They have VERY high AP. At far range, they use a yellow rifle, they also use missiles. Don't think they are easy to blade, have they have blades of there own. Found in...

Kill "Struggle" leader

Capture Space Station

Destroy Floating Mines

--Struggler ******

This is the orange and red AC boss of the level Struggle's Demise, but they appear other places as well. They are fast, have decent Ap, and use a moderate damage plasma cannon as a weapon.

Found in...

Kill "Struggle" leader

Destroy Floating Mines

--Murakumo Blue AC *******

With out a doubt, the hardest non boss enemy in the game. They are tall blue Acs. Complete with a pulse rifle, dual missiles, laser blader, and chain gun. They just don't have a lot of health.

Found in...

Destroy Base Generator

Capture Space Station

--CHAOS 0.8 *******

This is the first advanced MT you'll fight most likely. It's not the hardest, but harder than most regular enemies. When it is running, it uses a weak but fast green pulse rifle. When standing still it will use an easy to dodge dual chain gun type weapon. Either way, just stand back and shoot, he's a big target. These are the bluish ones.

Found in...

Prototype MT Test Chrome Uprisings

--CHAOS 0.9 *********

Treat this guy almost like CHAOS 0.8... He still keeps his Chain gun, but new single (and weak) missiles have been added and his pulse rifle is now a laser rifle. These are the whitish ones.

Found in...

Prototype MT Test (2)

Chrome Uprisings

--Massive MT ************

This is the biggest MT in this game. It with out a doubt, the tallest of any Mt ever. Any ways... He uses three main weapons. At mid range, a weak plasma cannon. At long range, dual multi missiles, these will sting. At close range he will use a rapid fire grenade launcher. He's not that durable, so here are some things that will work on him. Multi missiles (especially the dual ones.) Grenade launchers, Plasma cannons, chain gun. Almost any weapon arm will be good. Just keep shooting, you should be at high Ap, this mission isn't that hard to go through. Found in...

Mop Up Chrome Remnants

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~Shop/Checklist

This is a list of parts. It also serves as a shop guide. The shop part of this guide is if you started in Silent Line and didn't load up.

- -Five boxes ([][][][][]), means you either start with the part or it is in the shop from the beginning of the game.
- -10 boxes means this is received through a part line up upgrade in the mail about 10 missions into the game.
- -15 boxes means this is received through a part line up upgrade in the mail about 19 missions into the game.
- -20 Boxes means this part is either found in a mission.

```
HEAD-----
HD-01-SRVT [][][][]
HD-2002
        [][][][][]
HD-X1487
         HD-REDEYE [][][][]
HD-D-9066
       [][][][][]
HD-GRY-NX [][][][]
HD-06-RADAR [][][][][]
HD-ONE
        [][][][][]
HD-08-DISH [][][][]
HD-ZERO [][][][]
CORE-----
XCA-00 [][][][][]
XCL-01 [][][][]
XCH-01 [][][][]
ARMS-----
AN-101 [][][][]
AN-K1
AN-201
       [][][][][]
AN-D-7001 [][][][]
AN-3001 [][][][]
ANKS-1A46J [][][][][]
AN-863-B [][][][][]
AN-25 [][][][]
AW-MG25/2 [][][][][]
AW-GT2000 [][][][]
AW-RF105 [][][][]
AW-30/3 [][][][]
AW-RF120 [][][][]
AW-S60/2 [][][][][]
AW-XC5500 [][][][][]
AW-XC65 [][][][][]
LN-1001
       [][][][][]
LN-SSVT
         LN-3001 [][][][][][][][][]
LN-1001-PX-0 [][][][][]
LN-501
        [][][][][]
LN-SSVR
        [][][][][]
LN-1001B
        [][][][][]
LN-3001C
        [][][][][]
LN-502
         [][][][][]
LN-D-8000R [][][][][][][][][]
LNKS-1B46J [][][][]
LB-4400
        [][][][][]
LB-4401
         [][][][][]
LB-4303
        [][][][][]
LB-1000-P
        [][][][][]
LBKS-2B45A [][][][][]
LF-205-SF [][][][][]
LFH-X3
        [][][][][]
LF-DEX-1
        [][][][][]
```

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LFH-X5X [][][][][][][][][]
LC-MOS18 [][][][][]
LC-UKI60 [][][][][]
LC-HTP-AAA [][][][]
LC-MOS4545 [][][][][][][][][][]
BOOSTER-----
B-P320 [][][][]
B-P350 [][][][]
B-T2 [][][][]
B-P351 [][][][]
B-VR-33 [][][][]
FCS-----
COMDEX-C7 [][][][][]
COMDEX-G0 [][][][][]
COMDEX-G8 [][][][]
QX-21
     [][][][][]
QX-AF [][][][][][][][][][][][][][][][][][]
TRYX-BOXER [][][][]
TRYX-QUAD [][][][]
QX-9009 [][][][]
GENERATOR-----
GPS-VVA [][][][]
GPS-V6 [][][][]
GRD-RX5 [][][][]
GRD-RX6 [][][][]
GRD-RX7 [][][][]
GBG-10000 [][][][][]
BACK UNIT-----
WM-S40/1 [][][][][]
WM-S40/2 [][][][]
WM-S60/6 [][][][][]
WM-MVG404 [][][][][]
WM-MVG802 [][][][][]
WM-L201 [][][][]
WM-X201
      WM-X5-AA [][][][][]
WM-X10 [][][][]
WM-P4001 [][][][]
WM-PS-2 [][][][]
WR-S50
      [][][][][]
WR-S100 [][][][][]
WR-M50 [][][][][]
WR-M70 [][][][][]
WR-L24
      WC-CN35
      [][][][][]
WC-ST120 [][][][]
WC-LN350 [][][][][][][][][][][][][][]
WC-GN230 [][][][]
WC-XP4000 [][][][][]
```

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WC-XC8000 [][][][][][][][][][][][][][]
WC-01QL
    [][][][][]
RXA-01WE [][][][]
RZ-A0 [][][][]
RXA-99
    [][][][][]
RXA-77
    [][][][][]
    [][][][][]
RZ-A1
RZT-333
    RZ-BBP [][][][]
WX-S800/2 [][][][]
XCS-9900
    [][][][][]
ARM UNIT R-----
WG-RF35
     [][][][][]
WG-MGA1
     [][][][][]
WG-MG500
     WG-AR1000
     [][][][][]
WG-HG235
     [][][][][]
WG-RF/5
     [][][][][]
WG-RF/P
     [][][][][]
WG-HG512
     [][][][][]
     WG-FG99
WG-B2120
WG-B2180
     [][][][][]
WG-XP1000
     [][][][][]
WG-XP2000
     [][][][][]
WG-XC4
      Left Arm Weapons-----
LS-2001
       [][][][][]
LS-200G
      [][][][][]
LS-3303
       OPTIONAL PARTS-----
SP-MAW
    [][][][][]
SP-JAM [][][][]
SP-M/AUTO [][][][][]
SP-ABS [][][][]
SP-SAP
   SP-CND-K [][][][][]
   SP-AXL
SP-S/SCR [][][][][]
SP-E/SCR [][][][][]
SP-EH [][][][]
SP-E+
   [][][][][]
#######==###############
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~Parts...(Put a "~" in front of what ever you put in the find, to Find hold in "control" and press F)

| -Heads | Head |
|----------------------------|----------------|
| -Cores | Core |
| -Arms | Arms |
| -Weapon Arms | Arms |
| -Midweight Humanoid legs | Legs |
| -Lightweight Humanoid legs | Legs |
| -Heavyweight Humanoid legs | Legs |
| -Reverse Joint legs | Legs |
| -Quadruped legs | Legs |
| -Tank legs | Legs |
| -Boosters | Booster |
| -Firing Control Systems | |
| -Generators | Generator |
| -Back Unit Missiles | Back Unit |
| -Back Unit Rockets | Back Unit |
| -Back Unit Cannons | Back Unit |
| -Back Unit Radars | Back Unit |
| -Dual Back Units | |
| -Rifles | Arm Unit R |
| -Machine Guns | Arm Unit R |
| -Hand Guns | Arm Unit R |
| -Bazookas | Arm Unit R |
| -Miscellaneous | Arm Unit R |
| -Energy Guns | Arm Unit R |
| -Laser Blades | Arm Unit L |
| -Optional Parts | Optional Parts |

This section will tell you a lot about the parts. I will list important things about the part type and then a note about the part it's self. A number of stars will be on the part, rating its effectiveness. These are things I added in myself. The rating is just my opinion of the part, note that I prefer light weight. If I don't rate a part, that means I never really used it. (This is true with a lot of frame parts)

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~Heads...

Head are on the top of your AC. They provide Mapping, Radar, and other little things. For the most part, a Head's defense is usually not going to be the deciding factor in a big fight, but it can help.

The heads stats

Type: What kind of part this is. Price: How much it costs. Weight: How heavy a part is. Energy drain: How much drain the part has. Armor points: How much AP you get from the part. Def. Shell: How strong the part is VS solid weapons. Def. Energy: How strong the part is VS energy weapons. Computer Type: The heads performance level. Map type: When you press select in missions, how good it is. Noise canceler: I still do not know WTF this is... Bio Sensor: Can it lock on to Bio weapons? Radar function: Does this head have radar? Radar Range: How far the radar goes. Radar Type: What type is this radar. Text: What is actually says in the game. Note: My personal note. Found: Where to get the part. HD-01-SRVT *** Type: Head Unit Price: 26500 Weight: 122 Energy drain: 350 Armor points: 816 Def. Shell: 154 Def. Energy: 149 Computer Type: Detailed Map type: Area Memory Noise canceler: None Bio Sensor: Provided Radar function: None Radar Range: ---Radar Type: ---Text: Head unit with build-in bio sensor. Note: I never really this head, no radar either... Found: Shop HD-2002 ***** Type: Head Unit Price: 29000 Weight: 156 Energy drain: 457 Armor points: 787 Def. Shell: 140 Def. Energy: 154 Computer Type: Standard Map type: Area Memory Noise canceler: None Bio Sensor: None Radar function: Provided Radar Range: 6000 Radar Type: Standard Text: Head unit equipped with radar function. Note: Average head, looks like it's put on backwards...

HD-X1487 ******
Type: Head Unit

Found: Shop

Price: 19000 Weight: 166 Energy drain: 420 Armor points: 975 Def. Shell: 160 Def. Energy: 185 Computer Type: Rough Map type: No Memory Noise canceler: Provided Bio Sensor: Provided Radar function: None Radar Range: ---Radar Type: ---Text: Full range of sensors but without the auto-map function. Note: Not for missions and is good with plus or back radars. Found: Found hidden in "Guard Freight Train" look at the FAQ. HD-REDEYE ***** Type: Head Unit Price: 41100 Weight: 146 Energy drain: 538 Armor points: 840 Def. Shell: 148 Def. Energy: 151 Computer Type: Detailed Map type: Area&Place Name Noise canceler: None Bio Sensor: None Radar function: Provided Radar Range: 5980 Radar Type: Standard Text: Equipped with radar and an enhanced auto-map function. Note: Good, but not the best. Found: Shop HD-D-9066 ****** Type: Head Unit Price: 43200 Weight: 133 Energy drain: 657 Armor points: 885 Def. Shell: 165 Def. Energy: 232 Computer Type: Standard Map type: Area Memory Noise canceler: None Bio Sensor: Provided Radar function: Provided Radar Range: 6120 Radar Type: Standard Text: Full range of options and good EG shields. Note: VERY high E DEF, good in everything else, except drain. Found: Shop HD-GRY-NX ***** Type: Head Unit

Weight: 232 Energy drain: 218

Price: 14700

Armor points: 1004 Def. Shell: 194 Def. Energy: 134 Computer Type: Rough Map type: No Memory Noise canceler: None Bio Sensor: None Radar function: None Radar Range: ---Radar Type: ---Text: Economy unit with good shields but no optional equipment. Note: It's only good on a heavy weight has it has the highest AP in the game for a head. Other than that, it blows. Found: You start with this part. HD-06-RADAR ******* Type: Head Unit Price: 51800 Weight: 145 Energy drain: 875 Armor points: 741 Def. Shell: 109 Def. Energy: 194 Computer Type: Standard Map type: Area&Place Name Noise canceler: Provided Bio Sensor: None Radar function: Provided Radar Range: 8120 Radar Type: Standard Text: Equipped with wide-area radar and various options. Note: It almost has it all. Actually it only lacks in two missions with bio weapons. Found: Shop HD-ONE ******* Type: Head Unit Price: 68100 Weight: 161 Energy drain: 304 Armor points: 800 Def. Shell: 132 Def. Energy: 129 Computer Type: Detailed Map type: Area Memory Noise canceler: Provided Bio Sensor: Provided Radar function: Provided Radar Range: 7980 Radar Type: Standard Text: Fully equipped with wide-area radar and all options. Note: Better than the Radar in some ways, but not all. Found: Shop HD-08-DISH ***** Type: Head Unit Price: 33200 Weight: 133 Energy drain: 716

Armor points: 870

Def. Shell: 205 Def. Energy: 162

Computer Type: Standard
Map type: Area&Place Name

Noise canceler: None
Bio Sensor: None
Radar function: None

Radar Range: --Radar Type: ---

Text: Equipped with an enhanced auto-map function.

Note: Good DEF. Bad everything else.

Found: Shop

HD-ZERO *******
Type: Head Unit
Price: 22500
Weight: 185

Energy drain: 431
Armor points: 925
Def. Shell: 221
Def. Energy: 149
Computer Type: Rough
Map type: No Memory
Noise canceler: None
Bio Sensor: None

Radar function: Provided

Radar Range: 6300 Radar Type: Standard

Text: Equipped with radar functions and enhanced shock protection.

Note: High DEF + Plus radar. Perfect for Versus.

Found: Shop

~Cores...

Cores are the "core" of your AC. The core stores your generator, booster, FCSs, and optional parts. Pick the core that best suits your weight class.

The core stats...

Type: What this part is.
Price: How much it costs.
Weight: How heavy a part is.

Energy drain: How much drain the part has.

Armor points: How much AP you get from the part.

Def. Shell: How strong the part is VS solid weapons.

Def. Energy: How strong the part is VS energy weapons.

Maximum Weight: The amount of weight the core can carry.

Anti-Missile-Response: The ability of the AMS

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Anti-Missile-Angle: The angle of the anti missile system (AMS)
Extension Slots: The amount of optional parts that can be used
Text: What is actually says in the game.
Note: My personal note.
Found: Where to get the part.
XCA-00 ******
Type: Core Unit
Price: 61500
Weight: 1103
Energy drain: 1046
Armor points: 2710
Def. Shell: 530
Def. Energy: 505
Maximum Weight: 2770
Anti-Missile-Response: 48
Anti-Missile-Angle: 48
Extension Slots: 8
Text: Standard core unit with average performance overall.
Note: Basic. Use if you are a mid.
Found: You start with this part.
XCL-01 *******
Type: Core Unit
Price: 88000
Weight: 885
Energy drain: 1380
Armor points: 2380
Def. Shell: 492
Def. Energy: 610
Maximum Weight: 2450
Anti-Missile-Response: 48
Anti-Missile-Angle: 64
Extension Slots: 16
Text: Electronic warfare core with many slots for special equipment.
Note: Light and has the best auxiliary stats.
Found: Shop
XCH-01 ******
Type: Core Unit
Price: 72000
Weight: 1384
Energy drain: 873
Armor points: 3015
Def. Shell: 615
Def. Energy: 543
Maximum Weight: 3600
Anti-Missile-Response: 48
Anti-Missile-Angle: 32
Extension Slots: 12
Text: Heavyweight core with an excellent shoulder load and heavy armor.
Note: Use if you are a heavy...
Found: Shop
```


~Arms...

Arms, the regular ones, are the things you need to hold weapons. I mostly never worry about arms unless I blade or need armor. So I usually just use light ones...

The Arm stats...

Type: What kind of part this is.

Price: How much it costs. Weight: How heavy a part is.

Energy drain: How much drain the part has.

Armor points: How much AP you get from the part.

Def. Shell: How strong the part is VS solid weapons.

Def. Energy: How strong the part is VS energy weapons.

Text: What it says for the part.

Note: My personal note.

Found: Where to get the part.

AN-101 ******
Type: Arm Unit
Price: 19000
Weight: 1228

Energy drain: 1006 Armor points: 1670 Def. Shell: 384 Def. Energy: 374

Text: Normal arm units with average performance.

Note: The most average arms, I say.

Found: Shop

AN-201 ******
Type: Arm Unit
Price: 15300
Weight: 1054
Energy drain: 877
Armor points: 1635
Def. Shell: 352

Def. Energy: 334

Text: Low energy consumption version of the AN-101.

Note: Nothing that sticks out... Found: You start with this part.

AN-K1 *********
Type: Arm Unit
Price: 49000
Weight: 905

Energy drain: 930 Armor points: 1790 Def. Shell: 339 Def. Energy: 402

Text: Reduced-weight arm units with full AP and shields.

Note: Good in everything, even looks. Found: Shop AN-D-7001 ***** Type: Arm Unit Price: 23000 Weight: 1445 Energy drain: 1512 Armor points: 1743 Def. Shell: 305 Def. Energy: 453 Text: Average arm units with enhanced performance. Note: Good VS energy. Found: Shop AN-3001 ***** Type: Arm Unit Price: 39500 Weight: 1612 Energy drain: 1258 Armor points: 1935 Def. Shell: 487 Def. Energy: 353 Text: Middleweight arms with maximum energy shielding. Note: Odd... The above arms have higher E DEF... I honestly still think they did the text wrong, and mixed them both up. (Hell this is a heavy weight's arm) Found: Shop ANKS-1A46J **** Type: Arm Unit Price: 42100 Weight: 2120 Energy drain: 1415 Armor points: 1990 Def. Shell: 679 Def. Energy: 496 Text: Offers the maximum AP but interferes with some parts. Note: With this part, you can only equip two of the three dualies and a few radars. This part is just "CASK" Found: Shop AN-863-B ***** Type: Arm Unit Price: 34000 Weight: 1726 Energy drain: 1394 Armor points: 1880 Def. Shell: 517 Def. Energy: 406 Text: Weight is increased for added durability. Note: Better choice than the ANKS. Found: Shop AN-25 ******* Type: Arm Unit Price: 28400 Weight: 853 Energy drain: 682 Armor points: 1826

Def. Shell: 344 Def. Energy: 284

Text: Lightweight type arm units with better performance. Note: Great for light weights when DEF shouldn't matter.

Found: Shop

~Weapon Arms...

Weapon arms are just as they sound. They are arms that are weapons them selves. They come in many flavors. WARNING these arms do not have defensive points. If you need more help in these weapons separately, look to the other weapons. All the stats are explained there.

Oh yeah, I am rating these as if they are used in Versus, because most Weapon arms run out to quick for longer missions.

AW-MG25/2 *******

Type: Machine Gun Price: 54500

Weight: 1193 Energy Drain: 78 Armor Point: 812 Def. Shell: 0

Def. Energy: 0

Weapon Lock: Special
Attack Power: 158
Number of Ammo: 400
Ammo Type: Solid
Ammo Price: 33
Range: 8800
Maximum Lock: 1

Text: Can strafe with 4 rifles at once.

Note: Fast and accurate. Great for a weapon to rape lightweights with.

Found: Shop

Reload Time: 2

AW-GT2000 ******

Type: Gattling Gun (The game spells it wrong)

Price: 48600 Weight: 1415 Energy Drain: 92 Armor Point: 1132 Def. Shell: 0 Def. Energy: 0

Weapon Lock: Special Attack Power: 305 Number of Ammo: 300

Ammo Type: Solid Ammo Price: 62 Range: 7800 Maximum Lock: 1 Reload Time: 2 Text: Dual gatling guns can concentrate high-speed rounds at a single point. Note: Just like the MG500 to 1000; These are the 1000 to the other machine guns arms. These are less accurate than the other machine gun arms but have a been damage cap (Just like the 1000 having a better cap over the 500) Found: Shop AW-RF105 ***** Type: Cannon Price: 77600 Weight: 1530 Energy Drain: 106 Armor Point: 1280 Def. Shell: 0 Def. Energy: 0 Weapon Lock: Narrow & Deep Attack Power: 1530 Number of Ammo: 100 Ammo Type: Solid Ammo Price: 220 Range: 9300 Maximum Lock: 1 Reload Time: 15 Text: 2 cannons with incredible firepower. Note: Stuns and kills a lot, but is easy to dodge. Found: Shop AW-30/3 *** Type: Dual Missile Price: 56400 Weight: 480 Energy Drain: 377 Armor Point: 688 Def. Shell: 0 Def. Energy: 0 Weapon Lock: Standard Attack Power: 830 Number of Ammo: 80 Ammo Type: Solid Ammo Price: 130 Range: 9000 Maximum Lock: 3 Reload Time: 10 Text: Fires 2 rounds of 3 small missiles for a total of 6 missiles. Note: These do suck, but they have one VERY cheap use. If you are using plus with a good back cannon, you can slap these on. Why? Because they have VERYY LIGHT WEIGHT it's not even funny. Found: Shop AW-RF120 ***** Type: Cannon Price: 67200 Weight: 1827 Energy Drain: 137

Armor Point: 1420 Def. Shell: 0 Def. Energy: 0 Weapon Lock: Narrow & Deep Attack Power: 2120 Number of Ammo: 50 Ammo Type: Solid Ammo Price: 300 Range: 9800 Maximum Lock: 1 Reload Time: 18 Text: Enhanced dual cannons. Somewhat fewer shots. Note: Two little ammo, you'll run out ALL the time. Found: Shop AW-S60/2 **** Type: Dual Missile Price: 66600 Weight: 762 Energy Drain: 420 Armor Point: 725 Def. Shell: 0 Def. Energy: 0 Weapon Lock: Standard Attack Power: 830 Number of Ammo: 120 Ammo Type: Solid Ammo Price: 130 Range: 9000 Maximum Lock: 2 Reload Time: 10 Text: Fires 2 rounds of 2 missiles at once for extra shots. Note: These are actually worth using... Found: Shop AW-XC5500 **** Type: Plasma Cannon Price: 83600 Weight: 1688 Energy Drain: 547 Armor Point: 875 Def. Shell: 0 Def. Energy: 0 Weapon Lock: Narrow & Deep Attack Power: 1241 Number of Ammo: 70 Ammo Type: Energy Ammo Price: 0 Range: 12000 Maximum Lock: 1 Reload Time: 7 Text: Energy weapon. Fires twin bursts of light. Note: This is in-accurate and drains you like no other. Found: Shop AW-XC65 ******* Type: Laser Cannon Price: 98500 Weight: 1905 Energy Drain: 625

Armor Point: 792 Def. Shell: 0 Def. Energy: 0 Weapon Lock: Narrow & Deep Attack Power: 2322 Number of Ammo: 40 Ammo Type: Energy Ammo Price: 0 Range: 8300 Maximum Lock: 1 Reload Time: 10 Text: Energy weapon. Fires two beams. Note: VERY STRONG! One of the fastest killing weapons in the game. I also think it is the most expensive part in the game. Found: Shop ~Midweight Humanoid legs... These are the standard legs in AC. -Mid speed -Mid load -mid armor -mid air speed -cannon restrictions The mid weight leg's Stats... Type: What kind of part this is. Price: How much it costs. Weight: How heavy a part is. Energy drain: How much drain the part has. Armor points: How much AP you get from the part. Def. Shell: How strong the part is VS solid weapons. Def. Energy: How strong the part is VS energy weapons. Maximum weight: How much these legs can hold before going overweight. Speed: How fast the legs walking speed is. Stability: How fast you recover form things like grenades. Jump Function: Can this leg jump? Text: What it says for the part. Note: My personal note. Found: Where to get the part. LN-1001 ***** Type: Humanoid Legs

Price: 28500 Weight: 1966

Energy drain: 1725 Armor points: 3235

Def. Shell: 556 Def. Energy: 531 Maximum weight: 4470 Speed: 277 Stability: 1018 Jump Function: Provided Text: Balanced, standard humanoid legs. Note: Ditto ^ Found: Shop LN-1001-PX-0 ***** Type: Humanoid Legs Price: 25000 Weight: 1892 Energy drain: 1844 Armor points: 3035 Def. Shell: 528 Def. Energy: 508 Maximum weight: 4100 Speed: 280 Stability: 904 Jump Function: Provided Text: Balanced humanoid legs for combat on all terrain. Note: It just doesn't stick out... Found: You start with this part. LN-1001B ***** Type: Humanoid Legs Price: 45200 Weight: 2305 Energy drain: 1889 Armor points: 3383 Def. Shell: 565 Def. Energy: 543 Maximum weight: 4630 Speed: 272 Stability: 1320 Jump Function: Provided Text: Enhanced variation of the LN-1001. Note: I don't think so... Found: Shop LN-502 ***** Type: Humanoid Legs Price: 35800 Weight: 1790 Energy drain: 2466 Armor points: 3343 Def. Shell: 538 Def. Energy: 592 Maximum weight: 3800 Speed: 275 Stability: 843 Jump Function: Provided Text: This middleweight has reduced weight without sacrificing performance. Note: Looks funny... Found: Shop LN-D-8000R ******

Type: Humanoid Legs Price: 49000 Weight: 2426 Energy drain: 2350 Armor points: 3532 Def. Shell: 510 Def. Energy: 656 Maximum weight: 4720 Speed: 269 Stability: 1200 Jump Function: Provided Text: Humanoid legs with special anti-energy weapon armor. Note: Good, and good load out. It actually looks like it has calf muscles... Kind of "ORC-ish" Found: Added to the shop after the first line up upgrade. #--########=---####----## ~Lightweight Humanoid legs... These are the all around fastest legs in AC. -High speed -Low load -Low armor -High air speed -Cannon restrictions The light weight leg's Stats... Type: What kind of part this is. Price: How much it costs. Weight: How heavy a part is. Energy drain: How much drain the part has. Armor points: How much AP you get from the part. Def. Shell: How strong the part is VS solid weapons. Def. Energy: How strong the part is VS energy weapons. Maximum weight: How much these legs can hold before going overweight. Speed: How fast the legs walking speed is. Stability: How fast you recover form things like grenades. Jump Function: Can this leg jump? Text: What it says for the part. Note: My personal note. Found: Where to get the part. LN-SSVT ******

Type: Humanoid Legs

Price: 44000 Weight: 1528

Energy drain: 2338
Armor points: 2795

Def. Shell: 482 Def. Energy: 507 Maximum weight: 3560 Speed: 445 Stability: 596 Jump Function: Provided Text: Light, fast humanoid legs but with low load capacity and AP. Note: Fast dashing legs in the game, these are great with one weapon in Found: Reward given in "Remove Gun Emplacement" look at the FAQ. LN-501 ****** Type: Humanoid Legs Price: 71800 Weight: 1675 Energy drain: 2910 Armor points: 2947 Def. Shell: 508 Def. Energy: 535 Maximum weight: 3990 Speed: 451 Stability: 854 Jump Function: Provided Text: Has the shield performance and load capacity of a middleweight. Note: This part is just a little bit more noobie friendly than the SSVT Found: Shop #----##---##---#######-----## ~Heavyweight Humanoid legs... These are very heavy legs in AC, yet they can still boost. -Low speed -High load -High armor -Low air speed -Cannon restrictions The Heavy weight leg's Stats... Type: What kind of part this is. Price: How much it costs. Weight: How heavy a part is. Energy drain: How much drain the part has. Armor points: How much AP you get from the part. Def. Shell: How strong the part is VS solid weapons. Def. Energy: How strong the part is VS energy weapons. Maximum weight: How much these legs can hold before going overweight.

Speed: How fast the legs walking speed is.

Jump Function: Can this leg jump? Text: What it says for the part.

Stability: How fast you recover form things like grenades.

Note: My personal note. Found: Where to get the part. I'm just telling you this, I never really ever used a staple heavy weight biped, thus I'm not going to rate and give notes. LN-3001 ---Type: Humanoid Legs Price: 52200 Weight: 3197 Energy drain: 2206 Armor points: 3703 Def. Shell: 870 Def. Energy: 594 Maximum weight: 6600 Speed: 153 Stability: 2518 Jump Function: Provided Text: Heavily armored humanoid legs with a high load capacity. Poor speed. Note: ---Found: Added to the shop after the first line up upgrade. LN-SSVR ---Type: Humanoid Legs Price: 32400 Weight: 2750 Energy drain: 2013 Armor points: 3606 Def. Shell: 805 Def. Energy: 532 Maximum weight: 5400 Speed: 148 Stability: 2150 Jump Function: Provided Text: Lightest of the heavily armored humanoid legs. Note: ---Found: Shop LN-3001C ---Type: Humanoid Legs Price: 64100 Weight: 3528 Energy drain: 2418 Armor points: 3977 Def. Shell: 889 Def. Energy: 602 Maximum weight: 7100 Speed: 151 Stability: 2977 Jump Function: Provided Text: Best AP and shields among the humanoid legs. Note: ---Found: Shop

LNKS-1B46J --Type: Humanoid Legs

Price: 48000

Weight: 3065
Energy drain: 2304
Armor points: 3788
Def. Shell: 822
Def. Energy: 618

Maximum weight: 6100

Speed: 146
Stability: 3802

Jump Function: Provided

Text: 3802
Note: --Found: Shop

~Reverse Joint legs...

These legs actually come in mid and heavy, but are too low in number to get two more spots. (The second one is the heavy ones)

-Mid speed (low)

-Low-mid load (mid-high)

-Low armor (mid-high)

-Fast air speed (mid)

-Cannon restrictions

The Reverse Joint leg's Stats...

Type: What kind of part this is.

Price: How much it costs. Weight: How heavy a part is.

Energy drain: How much drain the part has.

Armor points: How much AP you get from the part.

Def. Shell: How strong the part is VS solid weapons.

Def. Energy: How strong the part is VS energy weapons.

Maximum weight: How much these legs can hold before going overweight.

Speed: How fast the legs walking speed is.

Stability: How fast you recover form things like grenades.

Jump Function: Can this leg jump? Text: What it says for the part.

Note: My personal note.

Found: Where to get the part.

I'm just telling you this, I never really ever used a RJ, thus I'm not going to rate and give notes.

LB-4400 ---

Type: Reverse Joint

Price: 17300 Weight: 2520

Energy drain: 1400

Armor points: 3560 Def. Shell: 617 Def. Energy: 451 Maximum weight: 4020 Speed: 294 Stability: 2084 Jump Function: Provided Text: Standard reverse joint type. Good maneuverability and inexpensive. Note: ---Found: Shop LB-4401 ---Type: Reverse Joint Price: 31800 Weight: 2910 Energy drain: 1456 Armor points: 3810 Def. Shell: 672 Def. Energy: 468 Maximum weight: 4510 Speed: 287 Stability: 2713 Jump Function: Provided Text: Best overall performance of the reverse joint types. Note: ---Found: Shop LB-4303 ---Type: Reverse Joint Price: 24000 Weight: 2647 Energy drain: 1585 Armor points: 3575 Def. Shell: 643 Def. Energy: 488 Maximum weight: 4180 Speed: 291 Stability: 2505 Jump Function: Provided Text: Increased ground contact area for enhanced shock absorbing capacity. Note: ---Found: Shop LB-1000-P ---Type: Reverse Joint Price: 20500 Weight: 2095 Energy drain: 1228 Armor points: 3514 Def. Shell: 609 Def. Energy: 444 Maximum weight: 3775 Speed: 286 Stability: 2310 Jump Function: Provided Text: Phenomenal maneuverability but low load carrying capacity. Note: ---Found: Shop

```
LBKS-2B45A ---
Type: Reverse Joint
Price: 27000
Weight: 2480
Energy drain: 1703
Armor points: 3731
Def. Shell: 584
Def. Energy: 515
Maximum weight: 3990
Speed: 299
```

Stability: 1985

Jump Function: Provided

Text: Deluxe type with enhanced shielding against energy weapons.

Note: --Found: Shop

~Quadruped legs...

These legs actually come in all sizes, but are too low in number to get more spots. These are averaged

-High speed

-Low-mid load

-Mid-high armor

-Mid air speed

-Cannon restrictions only when flying < - Good!

The Quadruped leg's Stats...

Type: What kind of part this is.

Price: How much it costs. Weight: How heavy a part is.

Energy drain: How much drain the part has.

Armor points: How much AP you get from the part.

Def. Shell: How strong the part is VS solid weapons.

Def. Energy: How strong the part is VS energy weapons.

Maximum weight: How much these legs can hold before going overweight.

Speed: How fast the legs walking speed is.

Stability: How fast you recover form things like grenades.

Jump Function: Can this leg jump? Text: What it says for the part.

Note: My personal note.

Found: Where to get the part.

LF-205-SF ******
Type: Four Legs Type

Price: 42600 Weight: 2137

Energy drain: 2810 Armor points: 2841 Def. Shell: 446 Def. Energy: 654 Maximum weight: 3450 Speed: 483 Stability: 580 Jump Function: Provided Text: Standard four-leg type. Top-class maneuverability. Note: They are the fastest legs in the game without boosting, but they have low load. Found: Shop LFH-X3 ***** Type: Four Legs Type Price: 56000 Weight: 2400 Energy drain: 2988 Armor points: 3100 Def. Shell: 468 Def. Energy: 610 Maximum weight: 3810 Speed: 421 Stability: 710 Jump Function: Provided Text: Energy gage recovers quickly when halted. Note: I never really used these... Found: Shop LF-DEX-1 **** Type: Four Legs Type Price: 69000 Weight: 2650 Energy drain: 4016 Armor points: 3179 Def. Shell: 557 Def. Energy: 553 Maximum weight: 4450 Speed: 360 Stability: 820 Jump Function: Provided Text: Increased load carrying capacity requires vast amounts of power. Note: I don't like these, the X5X is better in so many ways... Found: Shop LFH-X5X ******* Type: Four Legs Type Price: 82000 Weight: 2880 Energy drain: 3584 Armor points: 3328 Def. Shell: 497 Def. Energy: 700 Maximum weight: 5000 Speed: 442 Stability: 1110 Jump Function: Provided Text: New four-leg type pushes the specs to the limit. Note: Second highest E DEF in the game... This part is also VERY good for how fast it moves.

Found: Added to the shop after the first line up upgrade. ~Tank legs... These are the heavy load/strong DEF legs of AC. -Very low speed -High load -High armor -Low air speed -No cannon restrictions The tank leg's Stats... Type: What kind of part this is. Price: How much it costs. Weight: How heavy a part is. Energy drain: How much drain the part has. Armor points: How much AP you get from the part. Def. Shell: How strong the part is VS solid weapons. Def. Energy: How strong the part is VS energy weapons. Maximum weight: How much these legs can hold before going overweight. Speed: How fast the legs walking speed is. Stability: How fast you recover form things like grenades. Jump Function: Can this leg jump? Text: What it says for the part. Note: My personal note. Found: Where to get the part. I don't use tanks, thus I can't rate them equally. LC-MOS18 ---Type: Caterpillar Price: 16000 Weight: 4182 Energy drain: 978 Armor points: 3928 Def. Shell: 858 Def. Energy: 572 Maximum weight: 8000 Speed: 105 Stability: 4245 Jump Function: None Text: Maximum load carrying capacity but poor speed and weight. Note: ---Found: Shop LC-UKI60 ---

Type: Caterpillar

Price: 25500 Weight: 3860 Energy drain: 1104 Armor points: 3822 Def. Shell: 812 Def. Energy: 589 Maximum weight: 6950 Speed: 138 Stability: 3710 Jump Function: None Text: Economy wheeled truck type with finely adjusted performance. Note: ---Found: Shop LC-HTP-AAA ---Type: Caterpillar Price: 38500 Weight: 2915 Energy drain: 2877 Armor points: 2688 Def. Shell: 728 Def. Energy: 694 Maximum weight: 4130 Speed: 250 Stability: 630 Jump Function: None Text: Has performance near that of a four-legged type. Note: ---Found: Shop LC-MOS4545 ---Type: Caterpillar Price: 59000 Weight: 3610 Energy drain: 2609 Armor points: 3990 Def. Shell: 905 Def. Energy: 753 Maximum weight: 7400 Speed: 211 Stability: 5101 Jump Function: None Text: A dreadfully durable monster machine. Found: Added to the shop after the first line up upgrade. ~Boosters...

Boosters are the things that let you dash and fly. Just remember,

```
Boosters and your weight affect flying and dashing, not mobility.
The booster stats...
Type: What kind of part this is.
Price: How much it costs.
Weight: How much it weighs.
Energy drain: How much it drains.
Boost Power: How strong the boost is.
Charge Drain: How much this drains your energy bar.
Text: What the game says for the part.
Note: My personal note.
Found: Where to get the part.
B-P320 *
Type: Boost Unit
Price: 10800
Weight: 208
Energy drain: 28
Boost Power: 9800
Charge Drain: 4360
Text: Low priced but seems a bit underpowered.
Note: Sucks, sell it. Now good in anything.
Found: You start with this part.
B-P350 ***
Type: Boost Unit
Price: 13700
Weight: 162
Energy drain: 33
Boost Power: 12800
Charge Drain: 4410
Text: Economy type with high power but high energy consumption.
Note: Not that much better than the starting booster.
Found: Shop
B-T001 *******
Type: Boost Unit
Price: 34000
Weight: 149
Energy drain: 30
Boost Power: 17300
Charge Drain: 4600
Text: Achieves both enhanced power and low weight at the same time.
Note: Good. Most well rounded booster.
Found: Found hidden in "Guard Factory Entrance" look at the FAQ.
B-T2 ******
Type: Boost Unit
Price: 31500
Weight: 235
Energy drain: 38
Boost Power: 14800
Charge Drain: 3850
Text: Power itself is low but offers the highest efficiency.
Note: You can fly the longest and farthest with these.
Found: Shop
B-P351 *******
```

Type: Boost Unit Price: 25500 Weight: 288 Energy drain: 41

Boost Power: 21000 Charge Drain: 6980

Text: High-performance model with both high power and energy

consumption.

Note: The fastest booster in the game. Only for experts.

Found: Shop

B-VR-33 ********
Type: Boost Unit
Price: 48500
Weight: 255
Energy drain: 35
Boost Power: 19000

Charge Drain: 5070
Text: Maintains the top-class power to achieve good efficiency.

Note: Another well rounded booster.

Found: Shop

~Firing Control Systems...

These are the things that affect your lock box. There is no BEST FCS, but some are better than others are. Most of the time it all depends on the weapons and/or level you are playing in.

Pick the best FCS for you fighting style. These are the Lock Types.

Standard: No real things that stand out. Best used with rifles, missiles, and when you have multiple weapons.

Wide and Shallow: Use if you are using close range weapon and if you like close range all together. These have the worst range but biggest lock box. Best used with handguns, machine guns, and bazookas.

Narrow and Deep: Use if you like to stay far away and snipe. These have VERY small lock boxes and suck with things like machine guns. These have the best range. These are best used with sniper rifles and long range plasma rifles. Missiles are also a good choice.

Tall: Use this if you have trouble looking up and down, or can keep things in your lock box better on a Y axis. A good choice when up against small flying enemies or in hallways.

Wide: These In my opinion are the best type. Since AC's turn slower than they look up and down, these can be used to get to a target faster. These are also good if you like to ground boost. These actually

suck in hallways, especially when there is multiple ceiling gun The FCS stats... Type: What kind of part this is. Price: How much it costs. Weight: How much it weighs. In FCS, this will hardly matter. Energy drain: How much it drains. Maximum Lock: The max amount of lock ons you can get with missiles. Lock Type: Which on of the 5 from above. Text: What the game says for the part. Note: My personal note. Found: Where to get the part. Even though I said it's all a matter of what you are using, I'm not going to give them stars. COMDEX-C7 ---Type: FCS Price: 11100 Weight: 14 Energy drain: 24 Maximum Lock: 4 Lock Type: Standard Text: Maximum of 4 lock-ons, average performance. Note: ---Found: You start with this part. COMDEX-G0 ---Type: FCS Price: 22500 Weight: 14 Energy drain: 24 Maximum Lock: 4 Lock Type: Standard Text: Maximum of 4 lock-ons, fast lock-on. Note: Better than the C7 in every way except for price. Found: Shop COMDEX-G8 ---Type: FCS Price: 16400 Weight: 14 Energy drain: 24 Maximum Lock: 6 Lock Type: Standard Text: Maximum of 8 lock-ons, long-distance lock-on. Note: ---Found: Shop OX-21 ---Type: FCS Price: 20300 Weight: 8 Energy drain: 12 Maximum Lock: 1 Lock Type: Wide & Shallow Text: Maximum of 1 lock-on, short lock over a wide area.

```
Note: Good with machine guns and bazookas.
OX-AF ---
Type: FCS
Price: 35700
Weight: 10
Energy drain: 16
Maximum Lock: 2
Lock Type: Wide & Shallow
Text: Maximum of 2 lock-ons, short lock.
Note: ---
Found: Found hidden in "Exterminate Organisms" look at the FAQ.
TRYX-BOXER ---
Type: FCS
Price: 48100
Weight: 10
Energy drain: 19
Maximum Lock: 3
Lock Type: Tall
Text: Maximum of 3 lock-ons, vertical sight.
Note: Great for missions with tight hallways, or when you like to fly.
Found: Shop
TRYX-QUAD ---
Type: FCS
Price: 63000
Weight: 18
Energy drain: 38
Maximum Lock: 6
Lock Type: Wide
Text: Maximum of 6 lock-ons, horizontal sight.
Note: Great when you are boosting fast and can't keep people in your
lock while sidestepping.
Found: Shop
QX-9009 ---
Type: FCS
Price: 96000
Weight: 24
Energy drain: 55
Maximum Lock: 6
Lock Type: Narrow & Deep
Text: Maximum of 6 lock-ons, longest lock distance.
Note: Great for sniper rifles and long range fighting.
Found: Shop
```

~Generators...

Generators are the things that power your Acs up. Try and use low drain part as it will make your energy refresh faster.

The generators stats...

Type: What kind of part this is.

Price: How much it costs. Weight: How much it weighs.

Energy Output: The max amount of charge for the gen.

Maximum Charge: The un-condensed size of the energy bar.

Redzone: The size of the red part of the energy bar.

Text: What the game says for the part.

Note: My personal note.

Found: Where to get the part.

GPS-VVA *

Type: Pulse Generator

Price: 19500 Weight: 308

Energy Output: 4728
Maximum Charge: 28000

Redzone: 7200

Text: Low in both power and capacity. Wide red zone.

Note: Sucks X5

Found: You start with this part.

GPS-V6 **

Type: Pulse Generator

Price: 32000 Weight: 363

Energy Output: 4728
Maximum Charge: 43000

Redzone: 5000

Text: Load increased to nearly twice that of the GPS-VVA.

Note: Sucks X4 Found: Shop

GRD-RX5 ***

Type: Pulse Generator

Price: 23300 Weight: 225

Energy Output: 5300 Maximum Charge: 38000

Redzone: 4000

Text: Balanced-performance generator.

Note: Sucks X3 Found: Shop

GRD-RX6 ****

Type: Pulse Generator

Price: 27800 Weight: 286

Energy Output: 6000 Maximum Charge: 33000

Redzone: 4000

Text: Performance not bad, but the equipment is so-so.

Note: Sucks X2 Found: Shop

GRD-RX7 *****

Type: Pulse Generator

Price: 38700 Weight: 348

Energy Output: 6810 Maximum Charge: 31500

Redzone: 6000

Text: Very good power but poor stamina.

Note: Sucks X1 Found: Shop

GBG-10000 *******

Type: Pulse Generator

Price: 43500 Weight: 398

Energy Output: 9988
Maximum Charge: 34000

Redzone: 2980

Text: High power provided a wide selection of equipment.

Note: The vest Generator. This should be used on EVERY design. Except

for one exception.

Found: Shop

GBG-XR ******

Type: Pulse Generator

Price: 56000 Weight: 452

Energy Output: 8207
Maximum Charge: 48000

Redzone: 3250

Text: Custom-made unit having both power and capacity.

Note: Use this over the BGB-10000 when you want to fly for the longest

possible time.

Found: Found hidden in "Destroy Plus Escapee" look at the FAQ.

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~Back Unit Missiles...

These are the back weapon missiles. Missiles are different from most weapons. To use missiles, you have to keep your lock box on the target for some time. Some missiles can lock you on more than once, even up to 6. Missiles are most effected by FCS's. FCS's affect the lock speed, the number of max locks, and if they can lock on to more than one target

Missiles are also very different in trajectory, I will try and list all of them, so don't just look at stats.

The back unit missile's stats...

```
Type: What kind of part this is.
```

Price: How much it costs. Weight: How much it weighs.

Energy drain: How much it drains.

Weapon Lock: What type of lock this weapon is.

Attack Power: How strong this weapon is.

Number of Ammo: The amount of ammo in this weapon.

Ammo Type: Solid or energy.

Ammo Price: The cost of each round fired. Range: How far the missile can travel.

Maximum Lock: The max lock, as long as your FCS is high enough.

Reload Time: The weapon's rate of fire. Text: What the game says for the part.

Note: My personal note.

Found: Where to get the part.

WM-S40/1 *****

Type: Small Missile

Price: 18700 Weight: 245 Energy drain

Energy drain: 245
Weapon Lock: Standard
Attack Power: 830
Number of Ammo: 40
Ammo Type: Solid
Ammo Price: 130
Range: 9000

Maximum Lock: 1
Reload Time: 10

Text: Pod that fires single small missiles.

Note: Not strong, but accurate. Found: You start with this part.

WM-S40/2 *****

Type: Small Missile

Price: 23000 Weight: 337

Energy drain: 320
Weapon Lock: Standard
Attack Power: 830
Number of Ammo: 40
Ammo Type: Solid
Ammo Price: 130

Range: 9000
Maximum Lock: 2
Reload Time: 10

Text: Fires up to 2 small missiles at once.

Note: Strait fowardly launched.

Found: Shop.

WM-S60/4 ****

Type: Small Missile

Price: 28800 Weight: 520

Energy drain: 349
Weapon Lock: Standard
Attack Power: 830
Number of Ammo: 60

Ammo Type: Solid Ammo Price: 130 Range: 9000 Maximum Lock: 4 Reload Time: 10 Text: Fires up to 4 small missiles at once. Note: Heavy and harder to hit with. Does have more ammo however. Found: Found hidden in "Secret Factory Recon" look at the FAQ. WM-S60/6 ** Type: Small Missile Price: 38100 Weight: 583 Energy drain: 353 Weapon Lock: Standard Attack Power: 830 Number of Ammo: 60 Ammo Type: Solid Ammo Price: 130 Range: 9000 Maximum Lock: 6 Reload Time: 10 Text: Fires up to 6 small missiles at once. Note: These are launched upward and are hard to hit with. Found: Shop WM-MVG404 *** Type: Missile Price: 31000 Weight: 620 Energy drain: 280 Weapon Lock: Standard Attack Power: 1560 Number of Ammo: 24 Ammo Type: Solid Ammo Price: 252 Range: 10000 Maximum Lock: 1 Reload Time: 10 Text: Pod that fires single missiles. Note: Too little ammo and too much weight. Stick with the 40/S. Found: Shop WM-MVG802 ** Type: Missile Price: 44000 Weight: 718 Energy drain: 220 Weapon Lock: Standard Attack Power: 1560 Number of Ammo: 32 Ammo Type: Solid Ammo Price: 252 Range: 10000 Maximum Lock: 2 Reload Time: 10 Text: Fires up to 2 missiles at once. Note: Hard to hit with and heavy.

Found: Shop

WM-L201 ***** Type: Large Missile Price: 46200 Weight: 835 Energy drain: 180 Weapon Lock: Standard Attack Power: 4300 Number of Ammo: 12 Ammo Type: Solid Ammo Price: 897 Range: 12500 Maximum Lock: 1 Reload Time: 10 Text: Powerful large missiles fired singly. Note: The strongest non blade weapon in the game. Hard to hit and thing that is below you for some reason. Found: Added to the shop after the second line up upgrade. WM-X201 ******* Type: Multi Missile Price: 62250 Weight: 720 Energy drain: 250 Weapon Lock: Standard Attack Power: 980 Number of Ammo: 18 Ammo Type: Solid Ammo Price: 1125 Range: 12000 Maximum Lock: 1 Reload Time: 15 Text: Multi-warhead missiles that scatters warheads in flight. Note: The missile breaks into four missiles. They are easy to hit with and hard to dodge. Found: Shop WM-X5-AA * Type: Bomb Dispenser Price: 19300 Weight: 616 Energy drain: 85 Weapon Lock: None Attack Power: 675 Number of Ammo: 10 Ammo Type: Solid Ammo Price: 270 Range: 0 Maximum Lock: 0 Reload Time: 50 Text: Drops 8 ground-attack mines. For experts. Note: Two much crap. Found: Shop WM-X10 * Type: Bomb Dispenser Price: 24800 Weight: 939 Energy drain: 105 Weapon Lock: None Attack Power: 675

```
Number of Ammo: 10
Ammo Type: Solid
Ammo Price: 560
Range: 0
Maximum Lock: 0
Reload Time: 50
Text: Drops 16 ground-attack mines.
Note: Even more crap, since it's even more heavier...
Found: Shop
WM-P4001 ****
Type: Dual Missile
Price: 43800
Weight: 755
Energy drain: 320
Weapon Lock: Standard
Attack Power: 830
Number of Ammo: 60
Ammo Type: Solid
Ammo Price: 130
Range: 9000
Maximum Lock: 1
Reload Time: 10
Text: Fires 2 left or right curving indirect attack missiles.
Note: Hard to hit with.
Found: Shop
WM-PS-2 ******
Type: Triple Missile
Price: 66700
Weight: 1125
Energy drain: 360
Weapon Lock: Standard
Attack Power: 830
Number of Ammo: 90
Ammo Type: Solid
Ammo Price: 130
Range: 9000
Maximum Lock: 1
Reload Time: 10
Text: Fires 3 up-curving indirect attack missiles.
Note: Heavy and can be side stepped at the last second easily.
Found: Shop
~Back Unit Rockets...
Rockets are very strong. They also come out very fast and come in a lot
```

Rockets are very strong. They also come out very fast and come in a lot of ammo. So what balances these weapons? The lack of a true lock. All you get it 3 || red lines to aim with. Rocket take a lot of skill to

use effectively. Rockets are also a good choice for bipeds and reverse joints has you don't need to kneel with them and can provide a kick just like a grenades launcher.

The back unit rocket's stats...

Type: What kind of part this is.

Price: How much it costs.
Weight: How much it weighs.

Energy drain: How much it drains.

Weapon Lock: What type of lock this weapon is.

Attack Power: How strong this weapon is.

Number of Ammo: The amount of ammo in this weapon.

Ammo Type: Solid or energy.

Ammo Price: The cost of each round fired.

Range: How far it can travel.

Maximum Lock: The max lock, as long as your FCS is high enough.

Reload Time: The weapon's rate of fire. Text: What the game says for the part.

Note: My personal note.

Found: Where to get the part.

WR-S50 ******

Type: Small Rocket

Price: 15900
Weight: 218
Energy drain: 8
Weapon Lock: None
Attack Power: 1310
Number of Ammo: 50
Ammo Type: Solid
Ammo Price: 110
Range: 12500
Maximum Lock: 0

Text: Carries 50 small rockets
Note: Good because they are light.

Found: Shop

Reload Time: 8

WR-S100 ***

Type: Small Rocket

Price: 32400
Weight: 846
Energy drain: 15
Weapon Lock: None
Attack Power: 1310
Number of Ammo: 100
Ammo Type: Solid
Ammo Price: 110
Range: 12500

Text: Carries 100 small rockets

Note: Double the ammo for about quad he weight? Not worth it.

Found: Shop

Maximum Lock: 0 Reload Time: 12

WR-M50 *****

Type: Rocket

Price: 27600

Energy drain: 13 Weapon Lock: None Attack Power: 2240 Number of Ammo: 50 Ammo Type: Solid Ammo Price: 220 Range: 14000 Maximum Lock: 0 Reload Time: 12 Text: Carries 50 rockets Note: OK for its weight. Found: Shop WR-M70 ******* Type: Rocket Price: 36500 Weight: 718 Energy drain: 24 Weapon Lock: None Attack Power: 2240 Number of Ammo: 70 Ammo Type: Solid Ammo Price: 220 Range: 14000 Maximum Lock: 0 Reload Time: 16 Text: Carries 70 rockets Note: This is the best value for its weight. Found: Shop WR-L24 ****** Type: Large Rocket Price: 29400 Weight: 805 Energy drain: 18 Weapon Lock: None Attack Power: 3980 Number of Ammo: 24 Ammo Type: Solid Ammo Price: 417 Range: 17700 Maximum Lock: 0 Reload Time: 16 Text: This rocket has the greatest firepower of any single weapon. Note: STRONG! Found: Found hidden in "Eliminate Strikers" look at the FAO. #=====##===##===##==###==###==###==###===##==###==###==##

Weight: 677

~Back Unit Cannons...

Back unit cannons are all very different from each other. They include chain guns, grenade launchers, and strong energy cannons. I'll try and explain these as best I can, remember they are very diverse.

NOTE!

All there things have a thing called "Cannon restrictions." If you are not using PLUS (which you should refrain), this could mean a world of difference.

-All humanoid, and reverse joint legs must kneel in order to use these cannons.

-Quads cannot fly and use cannons, but can use them when touching the ground. These are using the best choice for most back weapons, for speed. Even with PLUS, quad still cannot fly.

-Tanks can fly and do not have any restrictions at all, making them a very good choice.

The back unit cannon's stats...

Type: What kind of part this is. Price: How much it costs.

Weight: How much it weighs.

Energy drain: How much it drains.

Weapon Lock: What type of lock this weapon is.

Attack Power: How strong this weapon is.

Number of Ammo: The amount of ammo in this weapon.

Ammo Type: Solid or energy.

Ammo Price: The cost of each round fired.

Range: How far it can travel.

Maximum Lock: The max lock, as long as your FCS is high enough.

Reload Time: The weapon's rate of fire. Text: What the game says for the part.

Note: My personal note.

Found: Where to get the part.

I'm ranking each part as if it's on a good set of legs, EI no kneeling.

Type: Chain Gun
Price: 32750
Weight: 593
Energy drain: 11
Weapon Lock: Special
Attack Power: 338
Number of Ammo: 250
Ammo Type: Solid

WC-CN35 ******

Ammo Price: 52 Range: 10000 Maximum Lock: 1 Reload Time: 2

Text: Fast reloading rifle. Easy to use.

Note: VERY fast killer. But it costs a lot for missions and is easy to

dodge.

Found: Shop

WC-ST120 **** Type: Slug Gun Price: 56000 Weight: 827 Energy drain: 6 Weapon Lock: Special Attack Power: 183 Number of Ammo: 80 Ammo Type: Solid Ammo Price: 156 Range: 8100 Maximum Lock: 1 Reload Time: 22 Text: Fires 7 simultaneous shots that scatter over a wide range. Note: Too heavy and not enough pay off up close. But it has lots of ammo. Found: Shop WC-LN350 *** Type: Linear Gun Price: 41800 Weight: 425 Energy drain: 8 Weapon Lock: Special Attack Power: 690 Number of Ammo: 120 Ammo Type: Solid Ammo Price: 108 Range: 9000 Maximum Lock: 1 Reload Time: 6 Text: Burst-fire type weapon emphasizing firepower over number of Note: I never really liked this part... It's like a handgun. Found: Added to the shop after the second line up upgrade. WC-GN230 ******* Type: Grenade Launcher Price: 75200 Weight: 1230 Energy drain: 8 Weapon Lock: Narrow & Deep Attack Power: 3520 Number of Ammo: 15 Ammo Type: Solid Ammo Price: 985 Range: 12000 Maximum Lock: 1 Reload Time: 32 Text: An AC's symbolic weapon that mows down enemies in a firestorm. Note: VERY GOOD! This weapon's spread damage is very powerful too. Found: Shop WC-XP4000 **** Type: Pulse Cannon Price: 61000 Weight: 318 Energy drain: 364 Weapon Lock: Narrow & Deep

Attack Power: 770

```
Number of Ammo: 100
Ammo Type: Energy
Ammo Price: 0
Range: 9000
Maximum Lock: 1
Reload Time: 5
Text: Energy weapon. Reloading ion cannon.
Note: I don't see why you would use this over a arm pulse rifle...
Found: Shop
WC-XC8000 *****
Type: Laser Cannon
Price: 78700
Weight: 1110
Energy drain: 455
Weapon Lock: Narrow & Deep
Attack Power: 2065
Number of Ammo: 50
Ammo Type: Energy
Ammo Price: 0
Range: 8500
Maximum Lock: 1
Reload Time: 10
Text: Energy weapon. Fires laser rounds.
Note: The Karasawa for quads and tanks!
Found: Added to the shop after the second line up upgrade.
WC-010L ******
Type: Plasma Cannon
Price: 69500
Weight: 273
Energy drain: 618
Weapon Lock: Narrow & Deep
Attack Power: 1531
Number of Ammo: 80
Ammo Type: Energy
Ammo Price: 0
Range: 12000
Maximum Lock: 1
Reload Time: 7
Text: Energy weapon. Beam cuts down enemies.
Note: Reloads quick, weights nothing, lots of ammo, high power, great
for mission, rapes tanks. It's only bad parts are its slight inaccuracy
and draining of your energy bar.
Found: Shop
###==##==#######==####==####==####
###==###==###==####===####===########==###==###==###
~Back Unit Radars...
Back radar is just radar itself. True they are better than the heads
```

radar, but they take up a back slot and weight something. If both your head and radar are on, the radar on the back is the one used. Equipping two Radars is pointless, unless you want fake wings. The back radar's stats... Type: What kind of part this is. Price: How much it costs. Weight: How heavy a part is. Energy drain: How much drain the part has. Radar range: How far the Radar can search. Radar type: What the Radar looks like. Text: What is actually says in the game. Note: My personal note. Found: Where to get the part. I have NEVER used a back radar in my whole life, except for the 3 qualifying missions in AC history. Thus I can't rate these at all. RXA-01WE ---Type: Radar Price: 12100 Weight: 210 Energy drain: 243 Radar range: 8650 Radar type: Standard Text: Old-style antenna but still holds up well in use. Found: You start with this part. RZ-A0 ---Type: Radar Price: 17900 Weight: 480 Energy drain: 387 Radar range: 11500 Radar type: Circle Text: This radar uses 2 dished for enhanced enemy-search capability. Note: ---Found: Shop

RXA-99 --Type: Radar
Price: 14500
Weight: 160
Energy drain: 267
Radar range: 8800

Radar type: Standard
Text: New-type radar permits an even wider area to be searched.

Note: --Found: Shop

RXA-77 --Type: Radar
Price: 23000
Weight: 125
Energy drain: 274

Radar range: 8700 Radar type: Standard

```
Text: This radar can detect the approach of homing missiles.
Note: ---
Found: Shop
RZ-A1 ---
Type: Radar
Price: 33000
Weight: 433
Energy drain: 403
Radar range: 15700
Radar type: Circle
Text: Expands the enemy-search range up to the current technological
Note: ---
Found: Shop
RZT-333 ---
Type: Radar
Price: 27700
Weight: 343
Energy drain: 451
Radar range: 11700
Radar type: Octagon
Text: Combines both missile detection and wide-range search capability.
Note: ---
Found: Found hidden in "Guard Wharf Warehouse" look at the FAQ.
RZ-BBB ---
Type: Radar
Price: 40900
Weight: 454
Energy drain: 566
Radar range: 16300
Radar type: Circle
Text: Highest-quality radar with highest-class performance.
Note: ---
Found: Shop
#---######----##-####--###
~Dual Back Weapons...
These are just back weapons so big, they take up both back weapon
slots.
~The dual stats...
Type: What kind of part this is.
Price: How much it costs.
Weight: How much it weighs.
Energy drain: How much it drains.
Weapon Lock: What type of lock this weapon is.
```

Attack Power: How strong this weapon is.

Number of Ammo: The amount of ammo in this weapon.

Ammo Type: Solid or energy.

Ammo Price: The cost of each round fired. Range: How far the missile can travel.

Maximum Lock: The max lock, as long as your FCS is high enough.

Reload Time: The weapon's rate of fire. Text: What the game says for the part.

Note: My personal note.

Found: Where to get the part.

WX-S800/2 *****
Type: Dual Missile

Price: 69400
Weight: 1650
Energy drain: 415
Weapon Lock: Standard
Attack Power: 1120
Number of Ammo: 60
Ammo Type: Solid

Ammo Price: 515
Range: 11000
Maximum Lock: 1
Reload Time: 12

Text: Fires 2 missiles with 1 lock-on.

Note: Easy to hit with. Can be equipped with the ANKS arms.

Found: Shop

WX-S800-GF *******
Type: Dual Missile

Price: 90900
Weight: 1110
Energy drain: 656
Weapon Lock: Standard
Attack Power: 1120
Number of Ammo: 60
Ammo Type: Solid
Ammo Price: 515
Range: 11000
Maximum Lock: 1

Text: Fires 6 missiles with 1 lock-on.

Note: SICK! The fastest/most missiles that can be launched. They also

weight a lot less than the other Dualies.

Found: Found hidden in "Retake Air Cleaner" look at the FAQ.

XCS-9900 *******
Type: Multi Missile

Reload Time: 10

Price: 94500
Weight: 1480
Energy drain: 310
Weapon Lock: Standard
Attack Power: 980
Number of Ammo: 20
Ammo Type: Solid
Ammo Price: 1125

Maximum Lock: 1

Range: 12000

Reload Time: 15

Text: Fires 2 multi-warhead missiles simultaneously.

Note: The single shoulder multi missiles are more ammo/weight

efficient, but less time eff. These can also be equipped with the ANKS

arms.

Found: Shop

~Rifles...

Rifles are broken up into 2 main types. Regular rifles, with mid range, power, reload... basically the most average weapon. Or Sniper Rifles, long range and high power, only down side is its little lock box.

Rifles are average in missions.

The right arm rifle's stats...

Type: What kind of part this is.

Price: How much it costs.
Weight: How much it weighs.
Energy drain: How much it drains.

Weapon Lock: What type of lock this weapon is.

Attack Power: How strong this weapon is.

Number of Ammo: The amount of ammo in this weapon.

Ammo Type: Solid or energy.

Ammo Price: The cost of each round fired.

Range: How far it can travel.

Maximum Lock: The max lock, as long as your FCS is high enough.

Reload Time: The weapon's rate of fire. Text: What the game says for the part.

Note: My personal note.

Found: Where to get the part.

WG-RF35 **
Type: Rifle
Price: 11400
Weight: 415
Energy drain: 6

Weapon Lock: Wide & Shallow

Attack Power: 218
Number of Ammo: 200
Ammo Type: Solid
Ammo Price: 18
Range: 8500
Maximum Lock: 1

Reload Time: 5

Text: Standard portable rifle. Suitable for various missions.

Note: Two slow and weak. Buy something else.

Found: You start with this part. WG-RF/5 ****** Type: Sniper Rifle Price: 41500 Weight: 235 Energy drain: 5 Weapon Lock: Special Attack Power: 530 Number of Ammo: 80 Ammo Type: Solid Ammo Price: 83 Range: 20000 Maximum Lock: 1 Reload Time: 10 Text: Long-barrel sniper rifle. Note: Good, especially when you consider its weight. Found: Shop WG-RF/P ***** Type: Sniper Rifle Price: 3310 Weight: 308 Energy drain: 4 Weapon Lock: Special Attack Power: 612 Number of Ammo: 60 Ammo Type: Solid Ammo Price: 95 Range: 16000 Maximum Lock: 1 Reload Time: 12 Text: Superior firepower and range, but low reload rate. Note: Slower and a lower damage cap then the other rifle. Found: Shop #===##===##===##====##====##===##===##===###==###==###==###==###==###==### #==####==###==###==###=======##==###==##==##===##==##==##===## ~Machine Guns... If you don't know what a machine gun does or what is used for, you shouldn't be playing this game. They are, of course, best used with a Wide and Shallow FCS. The right arm Machine gun's stats... Type: What kind of part this is. Price: How much it costs. Weight: How much it weighs. Energy drain: How much it drains. Weapon Lock: What type of lock this weapon is.

Attack Power: How strong this weapon is.

```
Number of Ammo: The amount of ammo in this weapon.
Ammo Type: Solid or energy.
Ammo Price: The cost of each round fired.
Range: How far it can travel.
Maximum Lock: The max lock, as long as your FCS is high enough.
Reload Time: The weapon's rate of fire.
Text: What the game says for the part.
Note: My personal note.
Found: Where to get the part.
WG-MGA1 *****
Type: Machine Gun
Price: 14000
Weight: 370
Energy drain: 4
Weapon Lock: Wide & Shallow
Attack Power: 85
Number of Ammo: 500
Ammo Type: Solid
Ammo Price: 9
Range: 6300
Maximum Lock: 1
Reload Time: 1
Text: Fast-reloading solid round machine gun. Low single-round
firepower.
Note: Good for when you don't have the cash for the other Machine guns.
It is accurate and fast, but you may run out of ammo.
Found: Shop
WG-MG500 ******
Type: Machine Gun
Price: 28400
Weight: 458
Energy drain: 4
Weapon Lock: Wide & Shallow
Attack Power: 135
Number of Ammo: 500
Ammo Type: Solid
Ammo Price: 15
Range: 7800
Maximum Lock: 1
Reload Time: 2
Text: Enhanced version of the machine gun with higher firepower.
Note: More accurate and strong than the 1000 shooter. It only lacks
ammo.
Found: Shop
WG-AR1000 *****
Type: Machine Gun
Price: 42400
Weight: 516
Energy drain: 8
Weapon Lock: Special
Attack Power: 105
Number of Ammo: 1000
Ammo Type: Solid
Ammo Price: 12
```

Range: 7000

Maximum Lock: 1
Reload Time: 1

Text: Most powerful portable type machine gun.

Note: Too inaccurate to make its ammo count worth it.

Found: Shop

~Hand Guns...

These are light and weak weapons. So why use them? They have high stun. I would strongly suggest never using these in missions.

All handguns are good for allowing for a free blade attack.

The right arm hand gun's stats...

Type: What kind of part this is.

Price: How much it costs.
Weight: How much it weighs.
Energy drain: How much it drains.

Weapon Lock: What type of lock this weapon is.

Attack Power: How strong this weapon is.

Number of Ammo: The amount of ammo in this weapon.

Ammo Type: Solid or energy.

Ammo Price: The cost of each round fired.

Range: How far it can travel.

Maximum Lock: The max lock, as long as your FCS is high enough.

Reload Time: The weapon's rate of fire. Text: What the game says for the part.

Note: My personal note.

Found: Where to get the part.

I don't really use Hand guns...

WG-HG235 --Type: Hand Gun
Price: 19000
Weight: 170
Energy drain: 22

Weapon Lock: Wide & Shallow

Attack Power: 226
Number of Ammo: 100
Ammo Type: Solid
Ammo Price: 68
Range: 4800
Maximum Lock: 1

Reload Time: 5

Text: Wide scatter-shot pistol. Very short range.

Note: Like a weak shotgun.

Found: Shop

WG-HG512 --Type: Hand Gun
Price: 26200
Weight: 324

Energy drain: 10

Weapon Lock: Wide & Shallow

Attack Power: 437 Number of Ammo: 120 Ammo Type: Solid Ammo Price: 48 Range: 5800 Maximum Lock: 1 Reload Time: 8

Text: Lower performance but inexpensive.

Note: --Found: Shop

~Bazookas...

Bazookas are close range weapons that move slow. These are very easy to dodge and anything but close range. These cause a lot of damage and stun. Think of them as a bigger hand gun in a way.

I still say they are weak rockets with a lock, and were always similar to each other in every AC.

The right arm bazooka's stats...

Type: What kind of part this is.

Price: How much it costs.
Weight: How much it weighs.
Energy drain: How much it drains.

Weapon Lock: What type of lock this weapon is.

Attack Power: How strong this weapon is.

Number of Ammo: The amount of ammo in this weapon.

Ammo Type: Solid or energy.

Ammo Price: The cost of each round fired.

Range: How far it can travel.

Maximum Lock: The max lock, as long as your FCS is high enough.

Reload Time: The weapon's rate of fire. Text: What the game says for the part.

Note: My personal note.

Found: Where to get the part.

WG-B2120 ******

Type: Bazooka

Price: 59740 Weight: 778 Energy drain: 13 Weapon Lock: Narrow & Deep Attack Power: 1150 Number of Ammo: 80 Ammo Type: Solid Ammo Price: 163 Range: 8200 Maximum Lock: 1 Reload Time: 16 Text: High firepower but slow moving bazooka fire is easily avoidable. Note: I say it's more of the situation which bazooka you pick. Found: Shop WG-B2180 ***** Type: Bazooka Price: 75900 Weight: 905 Energy drain: 16 Weapon Lock: Narrow & Deep Attack Power: 1930 Number of Ammo: 50 Ammo Type: Solid Ammo Price: 348 Range: 7800 Maximum Lock: 1 Reload Time: 22 Text: Ultra-attack bazooka for betting it all on one shot. Note: ---Found: Shop #==#######==####==###==############ ~Miscellaneous... The right arms special weapon's stats... Type: What kind of part this is. Price: How much it costs. Weight: How much it weighs. Energy drain: How much it drains. Weapon Lock: What type of lock this weapon is. Attack Power: How strong this weapon is. Number of Ammo: The amount of ammo in this weapon. Ammo Type: Solid or energy. Ammo Price: The cost of each round fired. Range: How far it can travel. Maximum Lock: The max lock, as long as your FCS is high enough. Reload Time: The weapon's rate of fire.

Text: What the game says for the part.

Note: My personal note.

Found: Where to get the part.

WG-FG99 *

Type: Flamethrower

Price: 58300
Weight: 352
Energy drain: 9
Weapon Lock: None
Attack Power: 512
Number of Ammo: 500
Ammo Type: Solid
Ammo Price: 41

Range: 900 Maximum Lock: 1 Reload Time: 1

Text: Close-in combat gun shows off its true worth in hand-to-hand

combat.

Note: It sucks, not worth the effort.

Found: Found hidden in "Destroy Intruders" look at the FAQ.

~Energy Guns...

Energy weapons come in a bunch of sizes.

Pulse Rifle: Shots a weak dinky pulse

Laser Rifle: Shots an accurate linear laser.

I WOULD HIGHLY SUGGEST YOU EQUIP ALL THE ENERGY OPTIONAL PARTS

The right arm energy weapon's stats...

Type: What kind of part this is.

Price: How much it costs.
Weight: How much it weighs.
Energy drain: How much it drains.

Energy drain. now much it drains.

Weapon Lock: What type of lock this weapon is.

Attack Power: How strong this weapon is.

Number of Ammo: The amount of ammo in this weapon.

Ammo Type: Solid or energy.

Ammo Price: The cost of each round fired.

Range: How far it can travel.

Maximum Lock: The max lock, as long as your FCS is high enough.

Reload Time: The weapon's rate of fire. Text: What the game says for the part.

Note: My personal note.

Found: Where to get the part. WG-XP1000 ***** Type: Pulse Rifle Price: 46000 Weight: 183 Energy drain: 246 Weapon Lock: Special Attack Power: 302 Number of Ammo: 180 Ammo Type: Energy Ammo Price: 0 Range: 15000 Maximum Lock: 1 Reload Time: 3 Text: Energy weapon. Noted for its long range and reload speed. Note: Good for missions and just starting one. Found: Shop WG-XP2000 ****** Type: Pulse Rifle Price: 61500 Weight: 265 Energy drain: 285 Weapon Lock: Special Attack Power: 435 Number of Ammo: 200 Ammo Type: Energy Ammo Price: 0 Range: 18000 Maximum Lock: 1 Reload Time: 6 Text: Energy weapon. Emphasizes its long range and number of shots. Note: More long term than the other pulse. Found: Shop WG-XC4 ***** Type: Laser Rifle Price: 51000 Weight: 686 Energy drain: 308 Weapon Lock: Special Attack Power: 820 Number of Ammo: 100 Ammo Type: Energy Ammo Price: 0 Range: 8000 Maximum Lock: 1 Reload Time: 10 Text: Energy weapon. High firepower and energy consumption. Note: A mini Karasawa that's also quad and tank friendly. Found: Shop WG-1-KAWASAWA ******* Type: Laser Rifle

Price: 75000 Weight: 1000 Energy drain: 422 Weapon Lock: Special Attack Power: 1550 Number of Ammo: 50 Ammo Type: Energy Ammo Price: 0

Range: 10000 Maximum Lock: 1 Reload Time: 8

Text: Energy weapon. Strong but heavy. Note: The Epitome of Laser Rifles.

Found: Found hidden in the mission "Destroy Fuel Depot" look at the FAQ

~Laser Blades...

Laser blade, for the most part, have been the same in every AC game. It's not hard to find the major benefits. Like no usage limit and high damage. The only bad thing about them are their close range-ness.

The left arm blade's stats...

Type: What kind of weapon this part is.

Price: How much it costs.
Weight: How much it weighs.

Energy drain: How much it drains.

Charge Drain: How much this drains your energy when used.

Attack Power: How strong this weapon is. Text: What the game says for the part.

Note: My personal note.

Found: Where to get the part.

Note: pressing X right after circle makes A wave. This can only be done

with PLUS.

LS-2001 *

Type: Laserblade Price: 11500 Weight: 123 Energy drain: 28 Charge Drain: 2050 Attack Power: 738

Text: Infinitely reusable laser blade.

Note: What did you expect from the starting blade?

Found: You start with this part.

LS-200G ***

Type: Laserblade Price: 29000 Weight: 181 Energy drain: 45 Charge Drain: 1700 Attack Power: 950

Text: Powerful weapon exclusively for close-in combat.

Note: Better, but not good.

Found: Shop

LS-3303 ******
Type: Laserblade
Price: 37200
Weight: 224
Energy drain: 43
Charge Drain: 2630
Attack Power: 1210

Text: Enhanced blade weapon. Both power and energy consumption are

better.

Note: Use this till you get the Moonlight.

Found: Shop

LS-99-MOONLIGHT *******

Type: Laserblade
Price: 54000
Weight: 336
Energy drain: 93
Charge Drain: 810
Attack Power: 2801

Text: Blade weapon with more than twice the power of conventional

blades

Note: The best. With its PLUS wave, you can deal about 4000 damage. Found: Found hidden in "Kill "Struggle" leader" look at the FAQ.

~Optional Parts...

These are part you can equip that give you an instant boost.

The core you use will tell you how many you can equip, they are all very different.

The optional part's stats...

Type: What type of Optional part this is.

Price: How much this part costs

Slot Spend: How much slots this part takes.

Text: What it says about the part

Note: My personal note

Found: How to get this part.

Type: Radar option Price: 14200 Slot Spend: 1 Text: Adds a missile display function to the radar. Note: Useless Found: Shop SP-JAM ****** Type: Missile Jammer Price: 26000 Slot Spend: 3 Text: Regularly generates pulses that disable missile lock-ons. Note: Good VS missiles in VS mode. Found: Shop SP-M/AUTO * Type: Auto Launcher Price: 12900 Slot Spend: 1 Text: Fires a missile automatically on full lock-on. Note: This is for lazy people. Found: Shop SP-ABS ******* Type: Balancer Option Price: 29600 Slot Spend: 1 Text: Reduces the recoil from shell hits. Note: ---Found: Shop SP-SAP **** Type: Absorber Option Price: 31800 Slot Spend: 1 Text: Reduces the recoil of cannon fire. Note: This really only effects things like grenade launchers. Found: Reward given in "Prototype MT Test (2)" look at the FAQ. SP-CND-K ******* Type: Charge Expander Price: 21000 Slot Spend: 4 Text: Increases the number of capacitors in the generator. Note: Boost longer! Found: Shop SP-AXL ****** Type: FCS Accelerator Price: 24000 Slot Spend: 2 Text: Shortens lock-on time. Note: ---Found: Reward given in "Stop Gang, "Dark Soul"" look at the FAQ. SP-S/SCR ******* Type: Shell Screen Price: 33000 Slot Spend: 2 Text: Reduces damage from solid rounds.

Note: This should be on every AC. Found: Shop SP-E/SCR ******* Type: Energy Screen Price: 38500 Slot Spend: 1 Text: Reduces damage from energy rounds. Note: This should also be on every AC. Found: Shop SP-EH ****** Type: Rapid Charge Price: 45000 Slot Spend: 1 Text: Increase the burst fire rate of energy weapons. Note: Makes energy weapons reload faster. Found: Shop SP-E+ ******* Type: Energy Amplifier Price: 45000 Slot Spend: 1 Text: Increase the firepower of energy weapons. Note: Makes energy weapons stronger. Found: Shop ~Ending... If you have a question, feel free to ask me about it on the message board, I'm sure to be there. (You may need to get my attention on the AC3: Silent Line one, since I is more active. My User name is Vesperas) You may also Instant message me at IWBDK on aim. My Email is iwbdk@hotmail.com Oh yeah, Please rate :) I actually prefer Emailing now. On info about PLUS. I did this guide with out using it. It makes the game WAY more easier. But since this IS a FAQ, I'll tell you how to do it. Burn yourself 50000 Credits in the hole. Then you'll see a cut scene. I know you can do this 4 times, but some people said you can do it 8 times. Either way, it makes the game way to un-balanced/ So if you are going to mail at all, don't tell me "This mission can be done easier with PLUS" ~Credits... Thank you Mom for putting up with me And thanks to CjayC for a great site! ~Copyright... No one can use this FAQ with out my permission. GameFAQs is the only site allowed to use this FAQ. If you would like to "use" it, IM me ONLY!!!!!! This document is... Copyright 2003 Brian David Kacaba