

Armored Core: Master of Arena Premade AC Guide

by Gold Dragoon

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Armored Core: Pre-made AC guide

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1. INTRO

I always have liked playing as main characters in Armored Core since it lets you try to use the different style of the computer. Well anyways I had never heard of Armored Core until a couple of years ago when I first played it. Since then I have loved that game. When I heard of the sequel I had to have it and after I got it I really liked the new ACs. This is my first attempt at a FAQ so don't expect anything great in the beginning.

2. HISTORY

Version 5.5

6-19-00

-Added the rest of Fromsoft ACs

Version 5.0

6-14-00

-Added the MoA section

-Added all of the Master Arena

-Added two of the FromSoft Arena

-Added a few custom ACs

Version 4.5

5-27-00

-Added stats for most of the ACs

-Added Maelstrom

-Added Saber

-Added Scatter Shot

-Added Gap

Version 4.0

5-20-00

-Added too many ACs to count

-Added a few specs of each custom AC

Version 3.5

4-20-00

-Added Killah

-Added Tallgeese

-Added Raven Omega and Alpha

-Added Jade's Fire

-Added Kamui Mk XVII

-Fixed most Armored Core ACs

Version 3.0

4-19-00

- Changed e-mail address
- Added Gengar X
- Added Wraith
- Added Gundam Leopard
- Added Vulture
- Added King Cobra
- Added Black Mamba
- Added Flammjager
- Added Soundwave

Version 2.5

3-22-00

- Added creator's name by custom ACs
- Changed Grahf to Alpha Weltall
- Added Ramjet
- Added Kampfer
- Added Gundam X
- Added Hook
- Added Megatron
- Added Galvatron
- Added Panzern Brigade
- Added Valkyrie Type Max
- Added Custom DT-6800W
- Added Revenge
- Added Marauder
- Added Eliminator

Version 2.0

2-12-00

- Added Rave
- Added Shadow
- Added Entity
- Added Tiger
- Added Demise
- Added Grahf
- Added Rifleman
- Added Warhammer
- Changed author

Version 1.5

1-23-00

- Added Pretty Kitty
- Added Blue Steel
- Added Dragon Killer
- Added Vigilante
- Added Pyoruni Tofu-gu
- Fixed Steel Dragon

Version 1.0

1-13-00

- started the FAQ

3. PRE-MADE ACs

Well here they are. All of the ACs here need to be Plus for the sake of perfection. Though some of them actually need to be Plus to be perfect replicas. To get Plus you need to start a new Armored Core game and lose

enough to be I think about 500000 in debt then you get an enhancement. This trick only works in the first game so just get the enhancements then load that game to Phantasma and build the AC. Also I think some of them need the overweight cheat and you get that by beating every mission in Armored Core. You can modify the parts if they are overweight but try modifying the internal parts since I haven't taken the time to figure out the generators yet. I will now provide the ACs and my impression of them. The special generator is standard until I find the real generator and so is the LS-99-MOONLIGHT unless I saw them use their blade and it was different.

3.a Armored Core ACs

3.a1 Nine-Ball

Head: HD-X1487
Core: XCL-01
Arms: AN-K1
Legs: LN-1001B
Generator: GBG-10000
FCS: TRYX-QUAD
Boost: B-VR-33
L. Back: WC-GN230
R. Back: WM-S40/2
L. Arm: LS-2001
R. Arm: WG-XP2000

One of my favorites. He is after all the final enemy in the first one. Good balance with a strong shoulder solid weapon and a somewhat good energy weapon. I am pretty sure this version is overweight so if you don't have the code just change the generator to the lightest one that will handle the energy. I personally think that Nine-Ball is too strong to have such a weak blade so if you have the unlimited weight code then put a LS-99-MOONLIGHT on him instead of the other. I know he is a Plus because he was firing the gernade launcher while flying so he has a major advantage.

Offensive point	Defensive point	Overall
7586	3316	19568

3.a2 Bounty

Head: HD-X1487
Core: XCL-01
Arms: AN-K1
Legs: LN-1001B
Generator: GRD-RX7
FCS: TRYX-QUAD
Boost: B-VR-33
L. Back: RZ-AO
R. Back: WM-S40/2
L. Arm: LS-3303
R. Arm: WG-1-KARASAWA

Similar to Nine-Ball in the basic frame but then again I'm not sure on the head so maybe another head that doesn't have a radar function also works. I always have liked the Karasawa because of its strength. I don't know what it is but any character that seems to be linked to bounty hunting I like for example Boba Fett and Samus Aran (yes she was an intergalactic bounty hunter from Metroid in case you didn't know).

Offensive point	Defensive point	Overall
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3.a3 Sledgehammer

Head: HD-Redeye
 Core: XCL-01
 Arms: AN-3001
 Legs: LN-3001
 Generator: GRD-RX7
 FCS: TRYX-QUAD
 Boost: B-T2
 L. Back: WM-S60/4
 R. Back: WR-M70
 L. Arm: LS-3303
 R. Arm: WG-B2180

Well I never really have liked the slow ACs but this one is pretty good. Good defense and offense with the missiles and bazooka. It is lacking an energy weapon which could seriously hurt it in a battle where the opponent has a high shell defense. Not my first choice but still I guess it is kinda good.

Offensive point	Defensive point	Overall
6210	4260	19596

3.a4 Valkyrie

Head: HD-GRY-NX
 Core: XCA-00
 Arms: AN-K1
 Legs: LN-501
 Generator: GRD-RX6
 FCS: TRYX-QUAD
 Boost: B-VR-33
 L. Back: NONE
 R. Back: WC-ST120
 L. Arm: LS-99-MOONLIGHT
 R. Arm: WG-RF/6

Fast and it does have the sniper rifle so it has range with its speed. The slug gun is kinda bad but it is the weapon that it uses so I can't complain. I still don't know if it has a L. Back weapon and if someone could get me the information I would appreciate it.

3.a5 Red AC

Head: HD-01-SRVT
 Core: XCA-00
 Arms: AN-101
 Legs: LN-1001
 Generator: GBG-XR
 FCS: TRYX-QUAD
 Boost: B-P351
 L. Back: WC-CN35
 R. Back: WM-S40/1
 L. Arm: LS-99-MOONLIGHT
 R. Arm: WG-RF35

The infamous Red AC. The fool that dared to say I attacked the train in that one battle. Needless to say he wasn't around much longer. Some weak parts on this one yet the Moonlight and the chain gun make up for it. I think he is

pretty cool but I still need to get close enough to look at his emblem to make mine a perfect copy. Still no energy gun so it hurts him in battles against the tanks and the XCH-01 cores.

Offensive point	Defensive point	Overall
4187	3426	18657

3.a6 Pretty Kitty
Head: HD-08-DISH
Core: XCH-01
Arms: AW-30/3
Legs: LF-DEX-1
Generator: GRD-RX7
FCS: TRYX-QUAD
Boost: B-T001
L. Back: WC-ST120
R. Back: WC-ST120
L. Arm: NONE
R. Arm: NONE

Well this AC isn't too bad considering the Slug Guns. It shoots 6 missiles for the max locks and the legs do help the Slug Guns. They do have a wide hit area so it is kind of hard to miss.

Offensive point	Defensive point	Overall
1196	2841	14603

3.a7 Blue Steel

Head: HD-01-SRVT
Core: XCH-01
Arms: AN-3001
Legs: LN-501
Generator: GRD-RX6
FCS: TRYX-QUAD
Boost: B-T001
L. Back: NONE
R. Back: NONE
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-HG235

This thing is one of the bad models. If it was in Project Phantasma it would be in the 40s. In other words this thing is weak. If you haven't seen this written before here it is if you can't hit the opponent with this gun then you need something that has an explosion.

Offensive point	Defensive point	Overall
3027	3608	19335

3.a8 Dragon Killer

Head: HD-ONE
Core: XCL-01
Arms: AN-K1
Legs: LN-SSVT
Generator: GRD-RX6
FCS: TRYX-QUAD
Boost: B-VR-33
L. Back: RZ-BBP
R. Back: NONE

L. Arm: LS-99-MOONLIGHT
R. Arm: WG-RF/5

This model is relatively strong depending on the way you look at him. If you think long range and speed is good then this AC will be good for you. On the other hand you probably won't like this one if you like pure strength in weapons.

Offensive point	Defensive point	Overall
3331	3307	20140

3.a9 Vigilante

Head: HD-REDEYE
Core: XCA-00
Arms: AN-101
Legs: LN-1001
Generator: GRD-RX5
FCS: TRYX-QUAD
Boost: B-P230
L. Back: WC-ST120
R. Back: NONE
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-RF35

Not much to say about this one. Then again there isn't much to this one either. It's an average AC with that stupid Slug Gun but if you have Plus then this isn't too bad. No energy gun but the MOONLIGHT more than makes up for it.

Offensive point	Defensive point	Overall
3202	3421	15753

3.a10 Pyoruni Tofu-ku

Head: HD-ZERO
Core: XCH-01
Arms: AN-K1
Legs: LNKS-1B46J
Generator: GRD-RX7
FCS: TRYX-QUAD
Boost: B-T001
L. Back: XCS-9900
R. Back: XCS-9900
L. Arm: LS-3303
R. Arm: WG-HG512

This is an okay AC with a good missile weapon that can keep people either far away so you can pound them with the missile or get them close so you can somewhat stun them with the hand gun. It is okay for a larger AC but it still doesn't have an energy gun.

Offensive point	Defensive point	Overall
2627	4008	18211

3.c11 Kamui Mk XVII

Head: HD-08-DISH
Core: XCA-00
Arms: AW-RF120
Legs: LC-MOS18

Generator: GPS-VVA
FCS: TRYX-QUAD
Boost: NONE
L. Back: WC-GN230
R. Back: WM-MVG802
L. Arm: NONE
R. Arm: NONE

A typical tank. All solid weapons with the traditional grenade launcher. One of those sit still and blast the opponent except that you might get blasted first. I'd choose Rave over this one.

Offensive point	Defensive point	Overall
7200	3070	20581

3.b Phantasma ACS

3.b1 Black Dragon

Head: HD-06-RADAR
Core: XCA-00
Arms: AN-101
Legs: LN-1001B
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: B-P320
L. Back: WC-GN320
R. Back: WM-S60/6
L. Arm: LS-99-MOONLIGHT
R. Arm: WC-AR1000

The number one AC of Phantasma isn't as good as most might think. It has no energy gun once again severely hurting it in tank battles. It has the machine gun which I used in the beginning but it isn't as effective unless you corner the opponent. He does look cool and he has the gernade launcher so he is powerful. Overall an above average AC in my opinion.

Offensive point	Defensive point	Overall
7256	3465	20287

3.b2 Scorpion Ver. 5.0

Head: HD-06-RADAR
Core: XCA-00
Arms: AW-XC5500
Legs: LFH-X3
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: B-T2
L. Back: WC-ST120
R. Back: WC-XP4000
L. Arm: NONE
R. Arm: NONE

The 4 leg type has a good speed with a good armor and weight limit but won't let you fire certain back weapons in the air so Plus doesn't really matter on this AC. The pulse cannon and the arms differ greatly from the last few with nothing but solid weapons so it ranks higher on my list but still I'd rather have my Moonlight. A good AC with few flaws besides the Slug gun but that even somewhat stuns the target.

Offensive point	Defensive point	Overall
2194	2582	16152

3.b3 Pale Horse

Head: HD-01-SRVT
Core: XCA-00
Arms: AW-XC5500
Legs: LBKS-2B45A
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: B-T2
L. Back: WC-GN230
R. Back: WC-GN230
L. Arm: NONE
R. Arm: NONE

Yeah this AC is awesome. The only flaw I found is that it doesn't have a MOONLIGHT (can you tell that I like that weapon yet). This AC is a perfect balance of strength in both energy and in the grenade launchers. It can easily destroy most opponents unless they use something like that nuke type missile. This is one of the best except for that core.

Offensive point	Defensive point	Overall
8281	2627	21359

3.b4 Steel Dragon

Head: HD-Redeye
Core: XCH-01
Arms: AN-3001
Legs: LN-3001C
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: B-T001
L. Back: XCS-9900
R. Back: XCS-9900
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-B2180

This one is a lot like Sledgehammer but it is a little better. The missiles on the shoulders help because they swarm the opponent which makes it hard for them to be blocked. The bazooka is a good weapon but a little slow. Once again it doesn't have an energy gun but it does have the MOONLIGHT.

Offensive point	Defensive point	Overall
5711	4108	19558

3.b5 Greendog

Head: HD-2002
Core: XCL-01
Arms: AW-MG25/2
Legs: LB-1000-P
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: B-T2
L. Back: WM-X201
R. Back: WC-01QL

L. Arm: NONE
R. Arm: NONE

Even if it doesn't have a MOONLIGHT it is still petty good. It has the cluster missiles which unless you get far from them it will be hard to avoid them. That shoulder weapon is similar to the arms on Pale Horse and with the machine guns he can easily stop an AC that is on the ground from moving.

Offensive point	Defensive point	Overall
2669	2635	17088

3.b6 Rave

Head: HD-08-DISH
Core: XCH-01
Arms: AW-MG25/2
Legs: LC-MOS4545
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: NONE
L. Back: WC-01QL
R. Back: WC-GN230
L. Arm: NONE
R. Arm: NONE

Here it is my first opinion of a tank AC. I never really have liked tanks and this is the normal tank. High armor and strong weapons but very very SLOW. I don't use these ever in missions but each person has there opinion. Now the only time this would be good is if it was fighting an AC with no energy gun as I've said earlier.

Offensive point	Defensive point	Overall
5209	3441	21087

3.b7 Shadow

Head: HD-2002
Core: XCL-01
Arms: AN-K1
Legs: LN-502
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: B-T2
L. Back: WX-3800-GF
R. Back: WX-3800-GF
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-1-KARASAWA

Now this is a good AC. Great balance of speed, energy, and shell. If you use this one right you are near invincible unless hit by a couple of large missiles. The strategy for this one is just to play keep away.

Offensive point	Defensive point	Overall
5471	3403	18941

3.b8 Scorpion Ver 4.0

Head: HD-REDEYE
Core: XCH-01
Arms: AN-863-B

Legs: LFH-X5X
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: B-T2
L. Back: WC-CN35
R. Back: WR-L24
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-XC4

This is a hybrid of sorts for an AC. It has a good speed but amazingly enough a good armor. The only bad thing about this one is that the chain gun can only be fired on the ground. Other than that this is pretty good.

Offensive point	Defensive point	Overall
7939	3843	22514

3.b9 Tiger

Head: HD-RADAR
Core: XCA-00
Arms: ANKS-1A46J
Legs: LC-MOS4545
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: NONE
L. Back: XCS-9900
R. Back: XCS-9900
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-B2180

Nothing good to say about this one. I wonder how anyone could get to the top 10 with this one. This thing hurts itself more than anything and a quick AC can easily destroy this if it stays out of its line of sight. If you use this one then you just want a challenge or you like the tank types.

Offensive point	Defensive point	Overall
5711	4504	21952

3.b10 Scorpion Ver 3.0

Head: HD-RADAR
Core: XCA-00
Arms: AW-RF120
Legs: LF-DEX-1
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: B-T2
L. Back: WC-GN230
R. Back: WC-01QL
L. Arm: NONE
R. Arm: NONE

This has a bad arm weapon but the back is OK. Of course the only problem with the back is that it can only use them on the ground. I would easily take another over this one.

Offensive point	Defensive point	Overall
7171	2627	19724

3.b11 Red Dragon

Head: HD-X1487
Core: XCL-01
Arms: AN-25
Legs: LN-SSVT
Generator: GBG-10000
FCS: TRYX-QUAD
Boost: B-T2
L. Back: WC-ST120
R. Back: RZ-A0
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-XC4

Another of Necron's kin and yet another common model of Project Phantasma. Light armor with a weak hand gun and the normal slug gun. Not the best humanoid leg AC if you ask me but it seems that the computer relies greatly on the laserblade so follow that tactic and you should have an ok chance at winning.

3.b12 Panzern V

Head: HD-REDEYE
Core: XCA-00
Arms: AW-RF120
Legs: LC-MOS4545
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: NONE
L. Back: WC-01QL
R. Back: WR-L24
L. Arm: NONE
R. Arm: NONE

Another tank! Why did Project Phantasma have so many tanks? This one kinda goes away from the traditional tank by exchanging armor for a better chance to take out incoming missiles. I would have personally put a different laser cannon on it but it doesn't seem like any of the PP ACs used any weapons or parts from that game.

3.b13 Mobile Hunter

Head: HD-X1487
Core: XCL-01
Arms: AW-RF120
Legs: LB-4303
Generator: GBG-10000
FCS: TRYX-QUAD
Boost: B-T2
L. Back: XCS-9900
R. Back: XCS-9900
L. Arm: NONE
R. Arm: NONE

This thing is truly sad. It has low ammo for one and no laserblade so once you run out you can run around until the opponent eventually destroys you in a shower of sparks or if you're really good you can somehow kill him but that is near impossible. Not much to say other than Greendog is better than this and so is his brother (I say that and I don't even like tanks).

3.b14 Scorpion Ver 2.0

Head: HD-08-DISH
Core: XCH-01
Arms: AW-XC65
Legs: LF-DEX-1
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: B-T2
L. Back: WX-S800/2
R. Back: WX-S800/2
L. Arm: NONE
R. Arm: NONE

Hmm... another scorpion and another failure. Only two weapons so once you use them up all I can say is RUN. I guess it has ok armor but even Scorpion Ver 1.0 is better than this one. The lasers are ok but that missile is worthless. Why not just put a double missile on both sides (the blue one) and you would have better power, reload, more ammo, and it would look better.

3.b15 Triple Hunter

Head: HD-ONE
Core: XCH-01
Arms: AW-XC65
Legs: LC-HTP-AAA
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: NONE
L. Back: WX-S800-GF
R. Back: WX-S800-GF
L. Arm: NONE
R. Arm: NONE

Stop the tanks already! Typical but with an actual laser weapon. Missiles are ok but lose ammo fast. Make every shot count otherwise you won't be around much longer.

3.c Master of Arena ACs

3.c1 Subjugator

Head: HD-GRY-NX
Core: XXA-S0
Arms: AN-25
Legs: LN-1001B
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: B-T001
L. Back: WC-IR24
R. Back: WC-IR24
L. Arm: LS-99-MOONLIGHT
R. Arm: WA-Finger

The final opponent in Master Arena. Uses some basic parts but still keeps to the tradition of using the LN-1001B. Has a good balance of both types of weapons and uses them to their max. For those of you who like close range fighting then you would stick more to the blade and WA-Finger. While those of you who would like to stay away from the opponent then you would use the WC-IR24 and a Plus blade. A pretty cool design that has a good missile interception as well. Maybe this is the pilot from AC2 that defected from the

Ravens...

3.c2 One-on-One

Head: HD-REDEYE
Core: XXA-S0
Arms: AN-863-B
Legs: LN-SSVR
Generator: GBG-10000
FCS: RATOR
Boost: B-P351
L. Back: RZT-333
R. Back: M118-TD
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-HG512

How did this thing get so high in the ranking? It only has the one weapon and is exceptionally slow. Well anyways he does use his laserblade a lot so that might be the reason. The boosters drain a lot but are really fast. The radar helps and the extra ammo is definitely needed. Use if you like the design or weapon but I wouldn't use it much. Probably charge the enemy and overwhelm them with a few blade shots and you should win.

3.c3 Witch

Head: HD-D-9066
Core: XCH-01
Arms: AN-D-7001
Legs: LN-1001B
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: B-T001
L. Back: WC-01QL
R. Back: WM-S60/4
L. Arm: LS-3303
R. Arm: WG-AR1000

Looks a lot like White Queen doesn't it? Hmm... maybe all of the old pilots just modified their ACs. That would explain why quite a few of the ACs look a lot like the older ones. Anyways this one is pretty good. It brought back all of the weapons I used to use in Armored Core. The laserblade and machine gun were very common on my early models. A good strategy for this one is to dash around and just hold a lock with your machine gun. Take them out with that and then when you get close go ballistic with the laserblade. Each crescent turns explosive so just don't get too close.

3.c4 FOG 5

Head: HD-X1487
Core: XXA-S0
Arms: AN-25
Legs: LN-2KZ-SP
Generator: GBG-10000
FCS: RATOR
Boost: B-HP25
L. Back: WM-SMSS24
R. Back: WM-SMSS24
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-1-KARASAWA

The young member of FOG is a deadly pilot. The AC is a lot like the Japanese ones especially with the legs and core. A lot of option slots so you can put the energy decreaser on along with the other energy options and use the KARASAWA without worrying about draining energy too fast. Move around a lot and attack when you have a clear shot. The boosters don't do much more than make you go up because you semm faster when you just run.

3.c5 Equation

Head: HD-REDEYE
Core: XCL-01
Arms: AN-101
Legs: LN-1001B
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: B-T001
L. Back: WC-IR24
R. Back: M118-TD
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-HG512

Yeah this guy is cool. I mean look at the name and the parts used. Most of the parts are the ones I like so maybe that's why I like it or maybe because of the name. Sounds intelligent doesn't it. A great balance of weapons that really go great together. This AC was the inspiration for my AC by the name of Academic. The hand gun is really useful because it does stun the opponent letting you either strike them with the laserblade or the laser cannon.

3.c6 FOG 1

Head: HD-X1487
Core: XXA-S0
Arms: AN-101
Legs: LN-2KZ-SP
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: B-P351
L. Back: WX-S800-GF
R. Back: WX-S800-GF
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-XFwPPk

Antoher of the FOG ACs. They all look a lot alike to me. They seem to be alike too. This one uses the dual missile and probably the best laser rifle. Just keep moving because this thing doesn't have the best armor.

3.c7 First Lady

Head: HD-GRY-NX
Core: XCL-01
Arms: AN-3001
Legs: LN-501
Generator: GBG-10000
FCS: RATOR
Boost: B-T001
L. Back: WC-ST120
R. Back: WM-X201
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-1-KARASAWA

To me this AC just doesn' t look right. It is pretty good though. Really fast and pretty good armor along with that. The energy slug gun would have been better but the KARASAWA helps in the energy area. The standard boosters of most MoA ACs and the generator has a really good recharge. All in all a fast AC that used right can be quite deadly.

3.c8 Blackhole

Head: HD-08-DISH
Core: XCL-01
Arms: AN-K1
Legs: LBKS-2B45A
Generator: GBG-10000
FCS: TRYX-QUAD
Boost: B-P351
L. Back: RXA-99
R. Back: NONE
L. Arm: LS-99-MOONLIGHT
R. Arm: WA-Finger

A strange arrangement of weapons on this one. The only weapon is the Finger so you must get REALLY close before you can attack. Not close enough to be able to use your laserblade but close enough. The boosters again drain a lot of energy but with the high jump you only really use the boosters when dashing. If you like the Finger you'll like this one. Use the radar to tell where your target is before they get too close.

3.c9 Parsec

Head: HD-ONE
Core: XCA-00
Arms: AW-GT2000
Legs: LB-4401
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: B-T001
L. Back: WC-SPGUN
R. Back: WC-CN35
L. Arm: NONE
R. Arm: NONE

A pretty good reverse leg AC that can take advantage of its abilities. The weapons are all really fast in the reload rate. The boosters and standard FCS are back in this AC. Only the one energy weapon but it spreads out so you have a hard time of missing the target. Move around and constantly jump while tracing your opponent to have it easier in battle. Just hope your opponent doesn't like those low ceiling arenas.

3.c10 Unicorn

Head: HD-ONE
Core: XCA-00
Arms: ANKS-1A46J
Legs: LN-2KZ-SP
Generator: GBG-XR
FCS: P/CV
Boost: B-T001
L. Back: RXA-77
R. Back: NONE
L. Arm: LS-3303

R. Arm: WG-RFM118

A strange looking AC. If they wanted it to be better they could have given it the H-10 for the single horn. Then it would have looked like a Unicorn. The FCS complements the gun with a lock that will cover almost the entire screen. The radar is there just so you know where they are. Not the best but at least it isn't like the rest.

3.c11 Missed Shot

Head: HD-REDEYE
Core: XCA-00
Arms: AW-GT2000
Legs: LFH-X5X
Generator: GBG-10000
FCS: TRYX-QUAD
Boost: B-T001
L. Back: M118-TD
R. Back: WC-GN230
L. Arm: NONE
R. Arm: NONE

A pretty good four leg AC. Looks a lot like my first version of Revenge. No energy which again hurts it in battle but it does have the constant speed to keep a lock and just hammer the target with the gatling guns. The grenadae launcher must be used on the ground but that isn't too bad. Basically use a strategy that covers a lot of the four leggers. Keep moving, keep a lock, and keep firing. As long as you're hitting them then you are safe.

3.c12 Angel

Head: HD-01-SRVT
Core: XXA-S0
Arms: AN-K1
Legs: LB-4401
Generator: GBG-10000
FCS: TRYX-BOXER
Boost: B-VR-33
L. Back: WM-P4001
R. Back: WC-XP4000
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-RFM118

Definitely an aerial fighter. The FCS would tell you that much as well as the legs. The weapons aren't the strongest of their type but are much more useful than their stronger counterparts. The missile is helpful as it is very hard to dodge both unless you fall back or move forward at the right time. This one can be used extremely well by the skilled reverse leg pilot. Stay in the air with this one unless charging or throwing a laserblade.

3.c13 Concussion

Head: HD-06-RADAR
Core: XCA-00
Arms: AN-25
Legs: LB-4401
Generator: GB
FCS: TRYX-QUAD
Boost: B-VR-33
L. Back: WC-GN230

R. Back: WM-AT
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-PB26

Heh heh... One word to describe this one "kaboom!" Every weapon makes a cool looking explosion whenever it hits something. The strongest weapons of their type all put into one AC which has a deceptively high AP. Stay in the air and let loose. In missions forget about those targets you're supposed to save and destroy everything in your path. After all that is what this thing is made for. Just run around the arena and blow everything you see to dust.

3.c14 Double Terror

Head: HD-08-DISH
Core: XCH-01
Arms: ANKS-1A46J
Legs: LC-UKI60
Generator: GBX-XL
FCS: TRYX-QUAD
Boost: NONE
L. Back: WX-S800/2
R. Back: WX-S800/2
L. Arm: LS-99-MOONLIGHT
R. Arm: WA-Finger

I'm so glad (no offense meant to anyone) that there is only this tank in the Master Arena. This one is not exactly the best tank I've seen. The weapons are ok but the missile isn't the best one, actually to me it is one of the worst. The WA-Finger is good, on a different leg type. You don't get the chance to get that close with a slow tank unless your opponent is also slow. The only weapon you should use is the MOONLIGHT for this one.

3.c15 Nightwalker

Head: HD-GRY-NX
Core: XXA-S0
Arms: AN-K1
Legs: LN-502
Generator: GBG-10000
FCS: TRYX-QUAD
Boost: B-P351
L. Back: RZ-A1
R. Back: WR-S50
L. Arm: LS-3303
R. Arm: WG-XP2000

A fast AC. Not the best weapons but then again the computer will hardly miss with the unguided which I think is truly unfair. Anyways A fast recharge rate and a long radar. Good armor but the boosters drain way too much energy when there are faster ones. I only hope that the pilot is really good with unlockable weapons.

3.c16 Mr. Big

Head: HD-01-SRVT
Core: XXA-S0
Arms: AN-25
Legs: LN-501
Generator: GBG-XR
FCS: TRYX-QUAD

Boost: B-T001
L. Back: NONE
R. Back: NONE
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-XC4

A really bizzare AC. A not so good laser rifle with nothing more. No radar built in so if you aren't Plus then you will have a really fun time trying to find your targets. Use the MOONLIGHT a lot when you have a clear shot and use the rifle only as a last resort. The boosters have a real good energy drain and the rifle has a low power compared to other laser weapons. Not my favorite but it did make it to the Master Arena.

3.c17 SVC-4500

Head: HD-12-RADAR
Core: XXL-D0
Arms: AW-R/4
Legs: LF-TR-0
Generator: GBX-XL
FCS: P/CV
Boost: B-PT000
L. Back: WM-MVG812
R. Back: WM-MVG812
L. Arm: NONE
R. Arm: NONE

Interesting... all new parts used in MoA. That's right all of the parts used are brand new except for the generator. Really good, especially the arm weapons. Those are probably my favorite arm weapons. They fire rapid fire rockets and are really powerful. The missiles don't appear to be anything special but are supposedly good for him to use them. A different name which reminds me of the Gundam numbers. Extremely fast and quite powerful. One of the better four legs ACs.

3.c18 Relic

Head: HD-06-RADAR
Core: XXA-S0
Arms: AN-25
Legs: LB-1000-P
Generator: GBG-XR
FCS: FBMB-18X
Boost: B-P351
L. Back: NONE
R. Back: NONE
L. Arm: LS-99-MOONLIGHT
R. Arm: WA-Finger

A pretty good AC that utilizes his speed to his advantage. You must move extremely quickly to attack and must do so quickly. Get close and hope that you don't run out of ammo for the WA-Finger.

3.c19 Tea Bagger

Head: HD-06-RADAR
Core: XCL-01
Arms: AN-K1
Legs: LBKS-2B45A
Generator: GBX-XL

FCS: TRYX-QUAD
Boost: B-T001
L. Back: M118-TD
R. Back: M118-TD
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-XFwPPk

A strange AC, I don't even know what the "Tokyo style" of fighting is but I don't really think it matters. I annihilated him quickly with my test AC. The magazines help a lot because that will give him much more ammo for his gun. The laser rifle is pretty good but that alone won't win a battle.

3.c20 Chief Director

Head: HD-H10
Core: XXL-D0
Arms: AN-891-S
Legs: LC-MOS4545
Generator: GBX-TL
FCS: FBMB-18X
Boost: NONE
L. Back: WM-L201
R. Back: WC-GN230
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-PB26

This is different. A tank being the leader of an Arena. Well leader before we go and destroy him. Anyways has a really high AP and destructive capability. The weapons all make somewhat of an explosion when it hits so you could be hurting yourself (as he seems to do very often). A good tank so if you like the tank legs then you will probably like this one. A typical one though with high AP and power.

3.c21 Blossom

Head: HD-REDEYE
Core: XCL-01
Arms: AN-25
Legs: LN-1001B
Generator: GBX-XL
FCS: TRYX-QUAD
Boost: B-T001
L. Back: WC-GN230
R. Back: RXA-01WE
L. Arm: LS-99-MONLIGHT
R. Arm: WG-AR1000

Sounds like one of my ACs doesn't it. It was in fact though inspiration for my soon to be Shi Hana (I'll let you guess what it means in English, of course it relates to the other two deceptive ones). A really good AC with a great balance. It is kinda like an upgrade on Phoenix. Though it lacks a second back weapon I'm sure that people will still be able to hold their own knowing where their target is.

3.c22 Gas Gold

Head: HD-4004
Core: XXL-D0
Arms: AW-R/4
Legs: LFH-X5X

Generator: GBG-10000
FCS: RATOR
Boost: B-PT000
L. Back: WC-IR24
R. Back: WC-GN230
L. Arm: NONE
R. Arm: NONE

This one is pretty cool. Color scheme isn't too bad either. Uses a lot of parts that must be won or found or are really expensive. The typical grenade launcher along with the laser cannon gives it a great balance of energy/solid. A strong fighter with the rapid cannons and the fast boosters. This is one of my favorite computer four leg ACs. If you use the cannons and the laser then you'll have a good chance but the grenade is just there for backup.

3.c23 Skier

Head: HD-H10
Core: XXL-D0
Arms: AN-25
Legs: LB-H230
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: B-VR-33
L. Back: NONE
R. Back: WM-MVG812
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-FGI-00

A really weak AC. I has a high AP but its weapons inflict little damage unless used right. The missile is slow (not as slow as the WM-AT) but have incredible mobility. Once you have a lock and fire the missile little will stop the AC and missile from meeting. The gun is a special flame shell which engulfs the enemy in a corrosive flame that sucks the target's AP away. Not a mission AC but an OK arena AC.

3.c24 Highlander

Head: HD-06-RADAR
Core: XXA-S0
Arms: AN-25
Legs: LN-D-8000R
Generator: GBG-10000
FCS: TRYX-QUAD
Boost: B-T2
L. Back: M118-TD
R. Back: WM-SMSS24
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-1-KARASAWA

This seems to be more the type of AC that would be defending against the KARASAWA not using it. A high defense against energy as it survived 4 blasts from my MOONLIGHT. The rifle and missiles give it a good balance and let it fight in almost any arena. it is probably more designed though for open arenas with ground obstacles. It has the extra ammo for drawn out battles as well.

3.c25 Speed Demon

Head: HD-4004
Core: XXA-S0

Arms: AN-25
Legs: LN-501
Generator: GBG-10000
FCS: TRYX-QUAD
Boost: B-HP25
L. Back: P77-ST
R. Back: P77-ST
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-HG512

A fast AC with a new part. I think that you win the back weapon from Subjugator. The stealth part is OK in an arena as long as you are fighting a human. I have this on Saber but here it is again. The computer cheats!! How do you think it pulls off special moves in fighting games without warning. We can't do that except in Toshinden. So that would mean that the computer will know where you are no matter what. Even if it doesn't have a radar. That is the other flaw. If your opponent doesn't have a radar then the part is worthless as well. Another time for the tip that you should know your opponent's mech. The hand gun is okay even if some people overlook it because of its type. Either way a really fast mech that can take advantage of its skills.

3.c26 CRAB. H

Head: HD-12-RADAR
Core: XXL-D0
Arms: AN-K1
Legs: LFH-X5X
Generator: GBG-10000
FCS: TRYX-QUAD
Boost: B-PT000
L. Back: XCS-9900
R. Back: XCS-9900
L. Arm: LS-1000W
R. Arm: WG-MGA1

For those of you who don't know, the pilot, "Kani" is in fact the Japanese word for crab. Hence the AC's name. See you do learn more than strategy and how to build ACs from this FAQ. It's educational... well maybe not entirely. Anyways this AC uses the new cool prototype laserblade that is only useful if you aren't Plus or would rather shoot your blade in the air. The machine gun is not exactly the most powerful weapon but does have a good reload. I guess it's missiles look like crab claws but not really. They do drain ammo fast so watch out.

3.c27 Pale Noel

Head: HD-ONE
Core: XXA-S0
Arms: AN-K1
Legs: LN-501
Generator: GBG-10000
FCS: RATOR
Boost: B-VR-33
L. Back: WC-GN230
R. Back: WM-X201
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-RFM118

Seems the creator liked something that resembled Tamagotchi. Does anyone

remember those? Actually I think that they banned them from my school... it was kinda funny to see a teacher say something like "Don't feed your pet in class" or refer to it as an actual living creature. I mean absolute;y no offense to anyone that might like them though. A really fast AC that has a lot of option slots to fill. The rifle is the standard Japanese weapon along with the standard American weaponry. A cross of the two strategies that make sfor an interesting AC.

3.c28 Blue Demon

Head: HD-12-RADAR
Core: XCH-01
Arms: AW-XC65
Legs: LB-H230
Generator: GRD-RX7
FCS: TYRX-QUAD
Boost: B-VR-33
L. Back: WX-C/4
R. Back: WX-C/4
L. Arm: NONE
R. Arm: NONE

Looks sooo much like my first Wraith design. It has the really high energy drain weapons with an average generator which seems like a bad combination to me. It can be really strong but I hope you connect with each shot otherwise you'll be jumping around trying not to get hit.

3.d Custom ACs

3.d1 Alpha Weltall- Gold Dragoon

Head: HD-X1487
Core: XCL-01
Arms: AN-25
Legs: LN-1001B
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: B-P351
L. Back: WC-IR24
R. Back: WM-SM5524
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-XP2000

How can you I not like this AC? I did make it after all but here is my honest opinion. Great AC with a good set of back weapons. The cannon is like an energy grenade launcher and the missles are great except in a low ceiling. The gun has a good recharge but this one drains a lot of energy so option parts are needed. This does look like Grahf so that makes it even cooler. It seems that all of Square's RPGs have the main evil character being cooler than the normal characters. For example Elmdor of FFT, Sephiroth of FF7, and Grahf of Xenogear.

3.d2 Rifleman- Commander Darkside

Head: HD-06-RADAR
Core: XCL-01
Arms: AW-MG25/2
Legs: LN-1001B
Generator: GBG-10000
FCS: COMDEX-68

Boost: B-T2
L. Back: WC-CN35
R. Back: WC-CN35
L. Arm: NONE
R. Arm: NONE

I seem to like anime more and more each day. This AC was sent in by Chris Sanicola and is an AC from either Mechwarrior or Robotech (if anyone knows exactly could you tell me). This is a good AC but an expensive one. All the machine guns severely hurt the opponent by basically trapping them in the barrage of bullets. This is an exception to my theory of energy and solid weapon mix.

3.d3 Warhammer- Commander Darkside

Head: HD-ONE
Core: XCL-01
Arms: AW-XC65 OR AW-RF105
Legs: LN-SSVR
Generator: GBG-10000
FCS: QX-9009
Boost: B-VR-33
L. Back: WM-MV6802
R. Back: WM-X201
L. Arm: NONE
R. Arm: NONE

Another design by Chris. This is another anime AC and seems to be better even though it lacks speed. I prefer the version with the energy arms because it is a little more devastating. The 2 missiles can throw the opponent off guard by switching back and forth and launching 2 then a cluster so they move around. After that just blast them with the arms.

Offensive point	Defensive point	Overall
4070 or 4862	2684	15762 or 16554

3.d4 Ramjet- Gold Dragoon

Head: HD-X1487
Core: XCL-01
Arms: AN-201
Legs: LN-1001
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: B-VR-33
L. Back: WC-XC8000
R. Back: WM-AT
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-XP1000

Anyone remember the old Transformer shows? Ramjet was one of my favorites and quite a good AC. A good strategy with this one is to move around a lot and just blast the opponent. The AT on that missile seems to stand for Atomic as this missile is extremely devastating. A word of caution for it though; do not and I'll say it again DO NOT get near the explosion from this as it could severely damage your AC as well. That single blast is the strongest normal weapon and about as powerful as throwing your MOONLIGHT at someone.

Offensive point	Defensive point	Overall
14998	3220	26672

3.d5 Kampfer- Gold Dragoon

Head: HD-ZERO
Core: XXA_SO
Arms: AN-101
Legs: LN-1001B
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: B-VR-33
L. Back: WC-SPGUN
R. Back: WC-SPGUN
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-1-KARASAWA

And yet another anime style AC. This one is from a Gundam series (can't think of the right one right now). I know that most people don't like the Slug Guns too much but in reality they are pretty good. It is kinda hard to miss if you are aiming and if they all hit it hurts the target pretty badly. The KARASAWA is always a nice touch to any AC and it really complements this ones lack of energy weapons. A few blasts from the Slug Guns and then smack them with either the KARASAWA or your laserblade and they should be near defeat.

3.d6 Gundam X- Gold Dragoon

Head: HD-G780
Core: XCL-01
Arms: AN-25
Legs: LN-1001B
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: B-VR-33
L. Back: WC-IR24
R. Back: WC-GN230
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-XFwPPK

Here's another Gundam and I'm pretty sure the series is called Gundam X. This is a really close resemblance in my opinion and is really strong as well. The two back weapons are the two most powerful weapons of their types unless you count the atomic missile. The arm weapon is a relatively good energy weapon with a good charge on it. Over all you can really use this one anyway but it is much better suited for fighting in the sky and aiming at the ground than anything else.

Offensive point	Defensive point	Overall
10466	3296	22686

3.d7 Hook- Gold Dragoon

Head: HD-G780
Core: XCL-01
Arms: AN-101
Legs: LN-1001B
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: B-P351
L. Back: WC-IR24
R. Back: WC-XC8000
L. Arm: LS-99-MOONLIGHT

R. Arm: WG-PB26

Another Transformer. I believe that he was the torso of the Gestalt Devastator and also the smartest of the Constructicons. This is good but most of its parts are expensive or in the case of the head and hand gun must be won in battle. This has solid attack on both types and is kind of fast as well. The basic strategy with this one is to move around and blast them with the hand gun until you get them jumping then knock them out of the sky with either back weapon.

Offensive point	Defensive point	Overall
10031	3426	22441

3.d8 Megatron- Gold Dragoon

Head: HD-GRY-NX
Core: XCA-00
Arms: AW-GT2000
Legs: LN-1001B
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: B-VR-33
L. Back: WC-SPGUN
R. Back: WC-IR24
L. Arm: NONE
R. Arm: NONE

The infamous leader of the Decepticons is as strong as you might think. I tried to get the arm cannon look but I ended up just putting the Gatling Guns on him with that shoulder Laser Cannon. Despite that fact this AC is pretty good. He has good boost along with the two strong solid type weapons and that laser has possibilities as well. Though if Megatron isn't your type and you like the other leader then see the next AC. In a way I'm kinda glad that Unicron got a hold of Megatron in the first movie...

Offensive point	Defensive point	Overall
3538	2491	14705

3.d9 Galvatron- Gold Dragoon

Head: HD-01-SRVT
Core: XCL-01
Arms: AN-201
Legs: LN-1001B
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: B-P351
L. Back: WC-01QL
R. Back: WC-IR24
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-B2120

Now what would those movies be like if Galvatron was never created out of Megatron? Completely boring! Galvatron added that diabolical trait to the destroyed Decepticons and completely crushed Starscream (I mean that literally). And this AC follows that pattern. Incredibly strong with the shoulder laser and the pulse cannon. I tried to make it seem that the bazooka was his arm cannon but once again the lack of parts made it a bit hard to do but if there are new parts like that then there will be better looking ACs. Just do basically the same as Megatron but this time you just can simply knock

things such as Rave out of the sky with the bazooka and then hammer him with the pulse cannon. To leave you with something I quote "All hail Galvatron! All hail Galvatron!"

Offensive point	Defensive point	Overall
9087	3218	20982

3.d10 Panzern Brigade- Gold Dragoon

Head: HD-ZERO
Core: XCL-01
Arms: AN-101
Legs: LN-1001B
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: B-P351
L. Back: WC-01QL
R. Back: WC-GN230
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-RFM118

I believe that this is yet another Anime AC. I think that it is from Macross. I have no clue where I got this one from because I just found it on my memory card but it is pretty cool. A solid AC with better solid than energy unless you don't go by strength. This one is fun because you can hit them with your rifle and do the same as with Galvatron and just destroy them with the pulse cannon.

Offensive point	Defensive point	Overall
8192	3358	20344

3.d11 Valkyrie Type Max- Gold Dragoon

Head: HD-G780
Core: XCL-01
Arms: AN-K1
Legs: LN-1001B
Generator: GBX-XL
FCS: TRYX-QUAD
Boost: B-P351
L. Back: WC-ST120
R. Back: WC-IR24
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-RFM118

Another Macross AC. This one is about the same except with the different weapon types. It has a much more solid type than the other one but still is pretty good. The slug gun takes a while to shoot but if you aim it is hard to miss and the laser takes care of the rest.

Offensive point	Defensive point	Overall
6349	3409	20344

3.d12 Custom DT-6800W- Gold Dragoon

Head: HD-ZERO
Core: XCL-01
Arms: AN-201
Legs: LN-1001B
Generator: GBG-XR

FCS: TRYX-QUAD
Boost: B-P351
L. Back: WC-GN230
R. Back: WM-X10
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-AR1000

I think that this is some Princess's Gundam from a series but I have no clue which one. This is amazingly good even though that on the outside it looks kind of simple. The bombs are over looked because they only fire close to you but once they are used right they are incredible. I think that each of those individual bombs is as strong as the attack so if each one hits then the damage can be incredibly high. A cool attack with these is to simply rush the opponent and shoot him with another weapon to stall him then get close enough and nail him with the bombs. Also if someone is above you then you can attack them because the bombs arc up. Once AC2 comes out I can make it look perfect with the new energy shield. Maybe I'll make Armuro's Gundam (even though I hate that thing, it's too plain).

Offensive point	Defensive point	Overall
7107	3286	19181

3.d13 Revenge- Gold Dragoon

Head: HD-06-RADAR
Core: XCL-01
Arms: AW-XC5500
Legs: LF1-1-X5X
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: B-VR-33
L. Back: WC-01QL
R. Back: WM-L201
L. Arm: NONE
R. Arm: NONE

This is my personal custom AC. Even though I said I really like the MOONLIGHT it just isn't as rewarding as seeing your opponent engulfed in a plasma fire from you arm cannons :). Now this AC may not be the strongest on defense but what it lacks there it makes up in pure power. The missile is one of the strongest solid weapon and the other two are in my opinion the strongest energy weapons. The only reason I didn't use the atomic missile is because it moves much too slow for my fast combat style. If a weapon is easily destroyed what is the use of using it. As I said earlier when you get the other AC on the ground after they land let them have it with you laser cannons because they are almost as rapid as the gatling guns and much, much more deadly. Just to tell the strength and usefulness of that little trick here is something. I destroyed Rave by simply hitting him in the sky with a missile then he crashed back down and after hitting him with both arms he was gone. He hadn't even had a chance to attack after I hit him.

Offensive point	Defensive point	Overall
7072	2602	29203

3.d14 Darkside- Commander Darkside

Head: HD-ONE
Core: XCH-01
Arms: AW-XC65
Legs: LC-MOS4545

Generator: GBG-XR
FCS: QX-9009
Boost: NONE
L. Back: WM-AT
R. Back: WC-GN230
L. Arm: NONE
R. Arm: NONE

As much as I dislike tanks I like this one. It has a good balance of energy and solid weapons but it is still slow. This has a high defense along with a high attack so it is an incredible AC. The atomic missile even though it is slow shows this AC's true power.

Offensive point	Defensive point	Overall
15672	2922	29203

3.d15 Marauder- Commander Darkside

Head: HD-ONE
Core: XCH-01
Arms: AW-XC65
Legs: LBKS-2B45A
Generator: GBG-10000
FCS: QX-9009
Boost: B-T001
L. Back: WC-SPGUN
R. Back: WC-GN230
L. Arm: NONE
R. Arm: NONE

This one is kind of like Darkside with legs. Another strong AC modeled after a Battletech mech. Has another good balance of all stats and it can jump quite high. A cool thing to do with this is to jump and trace the target on your way down because each blast of the grenade launcher will push you up a little.

Offensive point	Defensive point	Overall
6050	2518	19191

3.d16 Eliminator- Kevin

Head: HD-01-SRVT
Core: XCH-01
Arms: AN-863-B
Legs: LN-SSVR
Generator: GRD-RX7
FCS: TRYX-QUAD
Boost: B-P351
L. Back: WC-CN35
R. Back: WM-X201
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-AR1000

Kind of slow but still okay. Sort of like Speared Eagle except that it has a better weapon armanent. Except that it has no energy besides the laserblade it still has some pretty good ones. Relys on machine guns but if that is what you like then you'll like this one.

Offensive point	Defensive point	Overall
4224	3705	16175

3.d17 Gengar X- Duan

Head: HD-ONE
Core: XXA-S0
Arms: AN-K1
Legs: LN-501
Generator: GBX-XL
FCS: RATOR
Boost: B-P351
L. Back: WM-AT
R. Back: WC-IR24
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-1-KARASAWA

I wondered if anyone would make an AC after a Pokemon. This one is a lot like the Gengar in the GB game. Fast, strong and really cool looking. The Atomic missile is pretty good along with the two energy weapons it is a good mix. After all Gengar is my favorite Pokemon so I'm kinda partial to it but it is seriously good.

Offensive point	Defensive point	Overall
17206	3185	31781

3.d18 Wraith- Gold Dragon

Head: HD-4004
Core: XXL-D0
Arms: AW-XC65
Legs: LB-H230
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: B-PT000
L. Back: WC-GN230
R. Back: WRR-10
L. Arm: NONE
R. Arm: NONE

My personal AC. A few adjustments have been made from my version but this is what I used to beat MoA. Extremely cool, strong, and if used right incredibly deceptive. I didn't really think that those legs were the reverse at first glance but they are after all. To be really mean with this one you can go to an open arena against a human and walk around until they attack you and if they don't know what they're up against then just jump and see their expression as you avoid their karasawa or moonlight. The legs look human like to a person who doesn't know it so that's a plus in a battle. The arms are really strong and if they both hit you do some serious damage to the target. The mines are useful to plant in a dark corner and let the opponent charge you and laugh as they blow up along with the mine. I have a dark teal and greenish-black on mine to give it even more stealth in a dark arena. All in all my new favorite legs, boosters, and head in one AC that can stand up to anything.

Offensive point	Defensive point	Overall
8082	2627	21287

3.d19 Gundam Leopard- Gold Dragon

Head: HD-G780
Core: XXL-D0
Arms: AW-GT2000

Legs: LN-1001B
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: B-PT000
L. Back: WR-L24
R. Back: WM-X201
L. Arm: NONE
R. Arm: NONE

Another of my Gundam ACs. I got a few e-mails about them and all I can say is use your imagination. I can't make a perfect one since I can't have just one gun arm or a melee hand weapon. Ok now to the summary of this one. It is a AC that relies on power over speed but still has a pretty good speed for it's weapon armanent. The large missile is hard to use because of the lack of a lock but it is really strong if fighting someone who doesn't move around a lot. The cluster is to make the opponent think twice before dodging or trying to strafe you. Pretty cool for a Gundam fan and still cool anyways. A word of caution though this may seem like a weapon strong AC but you will still need to have a bit of skill to avoid shots since it has a lighter frame.

Offensive point	Defensive point	Overall
5265	2784	17973

3.d20 Vulture- Gold Dragoon

Head: HD-08-DISH
Core: XCL-01
Arms: AW-XC65
Legs: LB-4401
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: B-PT000
L. Back: WM-X201
R. Back: WM-VG812
L. Arm: NONE
R. Arm: NONE

My favorite Mech of the Mechwarrior series (besides the Cauldron-Born of course). A fast AC with the usual solid/energy combination that is found on most of my ACs. Some of the better missles that you can get and the strongest possible energy arm cannon. An AC more suited for air combat because of its high jump and missile capability. Move around with this one and avoid the others weapons and hit them when you have a clear shot. Try draining them of their weapons and then go after them. Now if they have the new laserblade they still have a chance but still you'll have the upperhand.

Offensive point	Defensive point	Overall
4132	2609	17120

3.d21 King Cobra- Gold Dragoon

Head: HD-4004
Core: XCH-01
Arms: AN-3001
Legs: LN-3001C
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: B-PT000
L. Back: WR-L24
R. Back: WC-CN35

L. Arm: LS-1000W
R. Arm: WG-B2180

Anyone heard of Heavy Gear? This is a slower AC but is usual compared to the other ones like Steel Dragon and Sledgehammer. The weapons and parts do a good job of recreating this devastating gear and still give it the strength to win battles. At first glance it looks like no energy weapons but that is the reason for the laserblade. It is capable of firing a blade at the push of a button so is more like another gun than a melee weapon.

Offensive point	Defensive point	Overall
7542	3698	20411

3.d22 Black Mamba- Gold Dragoon

Head: HD-ZERO
Core: XCL-01
Arms: AN-891-5
Legs: LN-53
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: B-PT000
L. Back: WR-M50
R. Back: WC-01QL
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-MG500/E

Another Gear from Heavy Gear and possibly my favorite one. A strong AC on both offense and defense but not real good speed so the boosters are there to make up for that. A pretty cool hand weapon and for those of you who liked the old machine gun then you'll love this one. All the power of energy packed into rapid fire bullets firing at an incredible rate. The rocket is somewhat worthless to those of you who favor guided missiles but an ok backup weapon. That does it for the more commonly known Heavy Gears now onto the rarer ones found only in the boardgame.

Offensive point	Defensive point	Overall
6757	3893	18884

3.d23 Flammjager- Gold Dragoon

Head: HD-HELM
Core: XXL-D0
Arms: AN-101
Legs: LN-53
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: B-PT000
L. Back: WR-Rs7
R. Back: WM-X15-EX
L. Arm: LS-1000W
R. Arm: WG-FGI-00

This one is yet another Gear from the Heavy Gear universe but is not used in either computer game. A Southern Gear that functions more as a status or poison kind of Gear rather than the traditional all out speed and force AC. To use this one requires skill due to the lack of strong weapons or speed. Try to get the target caught in both the rocket and the hand gun and let them try to even get a good shot at you. The flame gun helps to slowly lower the opponent's AP and to give you a better view in a dark arena. The special

rocket takes their energy down or at least that is what I think happens. Its been a while since I used that weapon but I think that is what it does. The last weapon requires a fast a mobile strategy to hit due to the fact that it is almost a point blank weapon.

Offensive point	Defensive point	Overall
3809	3765	15908

3.d24 Soundwave- Gold Dragoon

Head: HD-HELM
Core: XXL-D0
Arms: AN-101
Legs: LN-1001
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: B-PT000
L. Back: NONE
R. Back: WR-Rs7
L. Arm: LS-1000W
R. Arm: WG-MG500/E

Rely on your laserblade for this Decepticon. The rocket looks like an ok representation of his battery cannon and is effective if used correctly. Using this one to the fullest is a sure way to win but to do that first master both ranged weapons on another AC then put that into this one. Eventually this AC can be deadly especially if you drain their energy then hammer them with either the gun or blade.

Offensive point	Defensive point	Overall
2234	3420	15326

3.d25 Killah- Jeremy

Head: HD-4004
Core: XCA-00
Arms: AN-D-7001
Legs: LBKS-2B45A
Generator: GBX-XL
FCS: TRYX-QUAD
Boost: B-PT000
L. Back: WM-X201
R. Back: WC-CN35
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-FGI-00

Modeled after my best friend's little brother. An AC with no energy weapons besides the laserblade and that will probably be your best offense after a shot of the flame shell. Abuse the privilege of being a Plus with this one a lot like those japanese ACs in the EX Arena. A good solid fighter with a high AP and ok strength but you do need to move around a lot.

Offensive point	Defensive point	Overall
4319	3177	17465

3.d26 Tallgeese- Gold Dragoon

Head: HD-01-SRVT
Core: XCL-01
Arms: AN-891-S

Legs: LN-502
Generator: GBX-XL
FCS: TRYX-QUAD
Boost: B-PT000
L. Back: NONE
R. Back: WC-GN230
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-MG500/E

I can't believe it! My Wraith was actually defeated but by my own AC so it isn't as bad. This one is incredible and it looks a lot like Tallgeese from Gundam Wing. I'll have to go with Zech's strategy with this one, just attack fast, swiftly, and without warning. I've destroyed some of my best ACs using the machine gun and the laserblade. Being a Plus greatly helps this one since then you can destory the opponent using the Moonlight. A super fast AC with strength and a somewhat high AP gives this one my favorite humanoid leg AC. If you keep moving and use the grenade launcher when you are low on energy and you will kill the opponent before they have a chance to do much.

Offensive point	Defensive point	Overall
6506	3524	18329

3.d27 Jade's Fire- Stephen

Head: HD-HELM
Core: XXA-S0
Arms: AN-891-S
Legs: LN-1001B
Generator: GBX-XL
FCS: QX-9009
Boost: B-PT000
L. Back: WC-IR24
R. Back: WM-AT
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-B2120

I never thought I'd see a Star Wars AC but the Jade's Fire is a great start. To those of you who don't know Jade's Fire is Mara Jade's starship and she is a Jedi or the previous Emperor's hand but that's a different story. One starting "A long time ago in a galaxy far, far away..." Ok so I'm getting off track but this is a pretty good AC. The laser cannon is one of the strongest back weapons with a good range and reload. The atomic missle is always nice to add but use it as a last resort.

Offensive point	Defensive point	Overall
17386	3614	30320

3.d28 Abyss- Raven Omega

Head: HD-01-SRVT
Core: XXA-S0
Arms: AN-25
Legs: LN-2KZ-SP
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: B-T001
L. Back: WC-IR24
R. Back: M118-TD
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-MGA1

A fast AC with the usual assortment of laser and machine gun with the extra ammo. Has a good defense against energy and the speed helps against the slower and stronger bullets. Similar to most of those Japanese ACs especially around the legs and core. Move around and fire when you have a clear shot and you should be able to do pretty good.

3.d29 Oblivion- Raven Omega

Head: HD-GRY-NX
Core: XCH-01
Arms: ANKS-1A46J
Legs: LC-MOS4545
Generator: GBX-XL
FCS: TRYX-QUAD
Boost: NONE
L. Back: XCS-9900
R. Back: XCS-9900
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-XFwPPK

Amazing an AC with the max AP possible! Another tank so I won't say much but it does use its strength to its advantage. Ok but Rave is better than this one.

3.d30 Alpha Omega- Gold Dragoon

Head: HD-ONE
Core: XCL-01
Arms: AN-K1
Legs: LN-SSVT
Generator: GBG-XR
FCS: TRYX-QUAD
Boost: B-VR-33
L. Back: WM-X201
R. Back: WC-GN230
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-1-KARASAWA

This was the AC that I used to find all the hidden parts in Armored Core and the one that I used throughout most of PP. This was one of my first ones but that doesn't mean it can't still be useful. The back weapons are like Phoenix just in different spots but similarities end there. Expensive parts with great performance get this one near the superfine rating but if you feel better with the unguided rockets then use those instead of the missile and it should get you a superfine rating. Low ammo means you'll have to be careful when you fight so take your time, aim, and make sure most shots connect. Quite fast and an ok armor with the speed. Again very expensive so if you have these parts then make it but if you don't then go for an AC that costs less or one where you have to find most of the parts.

Offensive point	Defensive point	Overall
8831	3093	22022

3.d31 Bahamut- Stephen

Head: HD-4004
Core: XCH-01
Arms: AN-25
Legs: LB-H230

Generator: GBX-XL
FCS: FBMB-18X
Boost: B-PT000
L. Back: WM-AT
R. Back: WM-AT
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-1-KARASAWA

Extremely expensive especially around the back weapons. The other parts must be found though and only in MoA except for the MOONLIGHT. Great armor and named after a dragon so that makes it all the more cooler. The atomic missile is back and now you can have two of them. Really powerful and the deceptive legs have a high armor. All in all a really good reverse joint AC.

Offensive point	Defensive point	Overall
24011	3195	37771

3.d32 Heavy Arms- Raven Omega

Head: HD-HELM
Core: XXL-D0
Arms: AW-R/4
Legs: LN-1001B
Generator: GBX-XL
FCS: FBMB-18X
Boost: B-PT000
L. Back: WM-T0100
R. Back: WM-T0100
L. Arm: NONE
R. Arm: NONE

A good recreation of the Heavy Arms. It still retains the power seen on the show with all the missiles and rapid fire arms but it is missing its army knife but that can't be there because of part limitations. It is pretty good other than that.

Offensive point	Defensive point	Overall
1484	3007	12812

3.d33 Samus Aran- Stephen

Head: HD-ONE
Core: XXA-S0
Arms: AN-3001
Legs: LN-D-8000R
Generator: GBG-10000
FCS: QX-9009
Boost: B-P351
L. Back: WC-GN230
R. Back: WC-01QL
L. Arm: LS-99-MOONLIGHT
R. Arm: WA-Finger

I'm sure you all remember this infamous bounty hunter from the planet Zebes. Well if you're younger or never had an NES or SNES then you might not but Metroid is still a classic. A great AC and with the right coloring could actually start to look like her. The WA-Finger is a great weapon when you get close enough but it just doesn't remind me of her green arm cannon but maybe there will be a better one in AC2. The grenade launcher could be considered her missiles and the plasma cannon her wave gun. A pretty good AC that will

remind you of the golden age of Nintendo.

Offensive point	Defensive point	Overall
8007	3397	20692

3.d34 X-Wing- Stephen

Head: HD-ONE
Core: XCA-00
Arms: AN-201
Legs: LN-1001B
Generator: GBX-XL
FCS: QX-9009
Boost: B-PT000
L. Back: WX-C/4
R. Back: WX-C/4
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-1-KARASAWA

Relies heavily on energy so you must always watch your charge. If you look at it a certain way it does resemble the wings of an X-Wing with that new laser cannon. Some basic parts but other than that a really good AC.

Offensive point	Defensive point	Overall
5616	3110	18518

3.d35 Sakura- Gold Dragoon

Head: HD-ONE
Core: XCL-01
Arms: AN-K1
Legs: LB-1000-P
Generator: GBX-XL
FCS: RATOR
Boost: B-PT000
L. Back: WC-GN230
R. Back: WR-L24
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-XFwPPK

A few of you have heard of this AC from my e-mails and here it is. For those of you who don't know sakura is the Japanese word for "cherry blossom." Although the name is extremely misleading. Anyone who pushes this one aside because of the name has got another thing coming. This is my best AC no matter what. An extremely deadly opponent that can only be defeated by itself. I have played many a battle with this and have never lost. I believe that I finished someone with this AC in under 10 seconds. That's right something called "cherry blossom" is as deadly as my Tallgeese. Extremely agile with a great weapon assortment. Attack fast, swiftly, and without mercy and no one can stand up to this thing. Once I put up the arena zip files for the Dexdrive you will know what I mean. I have only defeated this thing with Sakura so even my Tallgeese or Wraith cannot destroy it. The power of this is very high. Without the hand weapon this will get a superfine rating so you know that it must be good. I suggest you try it at least once and once you master this you will have no problem defeating any opponent who dares to challenge you.

Offensive point	Defensive point	Overall
11421	3157	25964

3.d36 Lotus- Gold Dragoon

Head: HD-ONE
Core: XCL-01
Arms: AN-K1
Legs: LFH-X5X
Generator: GBX-XL
FCS: RATOR
Boost: B-VR-33
L. Back: WC-GN230
R. Back: WM-SMSS24
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-HG770

The equal of Sakura on 4 legs. Not as fast as above but still as deadly. Another one that should not be judged by the name but what you can do with it after you try it. The only flaw with this one is its inability to use the missiles in a few of the multiplayer arenas. Other than that this thing is incredible. The hand gun may be ignored by those of you who haven't tried it but it is by far better than all of the other hand guns. It doesn't shoot multiple bullets but the one bullet breaks apart to spread out after a while so the enemy will have a surprise when all of a sudden 5 bullets come at it instead of just one. Give it a try and if you like 4 legs then you will appreciate this one. Again if you have played MoA you know never to judge an AC by the looks or name. Just because it is named after a flower doesn't mean it can't be powerful.

Offensive point	Defensive point	Overall
8491	3301	23128

3.d37 Ace of Spades- Gold Dragoon

Head: HD-X1487
Core: XCL-01
Arms: AN-25
Legs: LN-1001B
Generator: GBX-XL
FCS: RATOR
Boost: B-VR-33
L. Back: RZ-Fw2
R. Back: WC-IR24
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-RFM118

I guess that my friends finally got to me. Playing cards is probably their favorite thing to do so it was just a matter of time before I made a card related AC. Despite that this AC is worth it. A great combination of weapons with the radar allow you to attack or dodge almost anything your enemy can throw at you. Having the farthest range of any radar helps you to plan where you could go to avoid them or where they are so you can destroy them. The weapons seem to be the favorites of the Japanese ACs so why won't they work for us. After all having an energy grenade launcher isn't always bad.

Offensive point	Defensive point	Overall
6166	3203	20657

3.d38 Archaic- Gold Dragoon

Head: HD-4004
Core: XXA-S0
Arms: AN-3001

Legs: LB-H230
Generator: GBX-XL
FCS: RATOR
Boost: B-VR-33
L. Back: WC-XC8000
R. Back: WM-PS-2
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-B2180

A different style AC than my normal ones. This is one of my few that have these weapons on them but this combination works well together. The legs are an added touch to make it jump extremely high giving you the advantage in open arenas. Use the missiles to your advantage to force someone down from the sky then attack with the bazooka. The laser cannon is the energy of this one and has a really high power with good reload time. A stranger design yes, but a real good design as well.

Offensive point	Defensive point	Overall
8026	3376	21977

3.d39 Dr. Evil- Gold Dragoon

Head: HD-G780
Core: XCH-01
Arms: AN-D-7001
Legs: LN-S3
Generator: GBX-XL
FCS: RATOR
Boost: B-PT000
L. Back: WC-GN230
R. Back: WC-LN350
L. Arm: LS-99-MOONLIGHT
R. Arm: WA-Finger

You read it right this is none other than Dr. Evil from Austin Powers. I just couldn't resist turning him into an AC and it does look relatively human like. Just paint him with gray tones and he looks like the person who held the world ransom for 1 million dollars... um no that's not right, oh yeah, 100 billion dollars. Now to the opinion. A well balanced AC with a slower speed than most but the armor makes up for that. The linear gun is usually overlooked and is used for little more than looks on this but it helps if you don't want to waste grenades. The finger is awesome once you get close enough that is.

Offensive point	Defensive point	Overall
7166	3787	19311

3.d40 Siren Valkyrie- Gold Dragoon

Head: HD-ONE
Core: XCL-01
Arms: AN-201
Legs: LN-1001B
Generator: GBX-XL
FCS: RATOR
Boost: B-PT000
L. Back: WC-GN230
R. Back: WC-GN230
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-RFM118

I don't know if the name is right but this is a Macross 2 AC. I didn't really see much of the movie I just found the tail end of it but I did get the model from it. A good AC that used by an experienced player can be really good. Some basic parts but with a plus skill it doesn't matter. Does anyone know if the UN Spacy symbol is the same for all Macross series. I would like to know to be sure my AC looks more like it.

Offensive point	Defensive point	Overall
10181	3177	23314

3.d41 Jade Saber- Stephen

Head: HD-12-RADAR
Core: XXA-S0
Arms: AN-891-S
Legs: LN-D-8000-R
Generator: GBX-XL
FCS: QX-9009
Boost: B-PT000
L. Back: WM-AT
R. Back: WC-GN230
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-RF/E

Another AC modeled after one of Mara Jade's (or should I say Mara ... never mind) ships. The atomic missile makes another appearance on this one as well as the common (but strong) grenade launcher.

Offensive point	Defensive point	Overall
19951	2558	32871

3.d42 JMan IIXIII- Jeff Man

Head: HD-ONE
Core: XXA-S0
Arms: AN-XC5500
Legs: LFH-X5X
Generator: GBG-10000
FCS: FBMB-18X
Boost: B-P351
L. Back: WM-AT
R. Back: RZ-Fw2
L. Arm: NONE
R. Arm: NONE

Another AC containing the ever popular atomic missile. An AC named using Roman numerals is a new site on my FAQ. Though this AC is a newer site as well. It has only one back weapon and a radar which few of these have except for Ace. A good fighter at both long and short range. A pretty good speed with the 4 legs as well as armor.

Offensive point	Defensive point	Overall
11071	2598	25330

3.d43 Dragonar- Gold Dragon

Head: HD-4004
Core: XCA-01
Arms: AN-201
Legs: LN-1001B

Generator: GBX-XL
FCS: RATOR
Boost: B-PT000
L. Back: WM-X15-EX
R. Back: WC-GN230
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-AR1000

Another Anime AC but I have never heard of the series before. The series is called Metal Armor Dragonar and I wouldn't mind seeing a few episodes. A really good AC came out of the design now all I need is a shield and it will be perfect (why did all of the mecha anime use shields on all the mechs during the 80s). It translated extremely well to an AC and resembles the dragonar very closely. The machine gun doesn't look exactly like the railgun but it does look the closest. A great AC but does anyone know if there was a certain symbol associated with the dragonars. If you know of one could you send me a pic then I can make an emblem and put him up as a zip file.

Offensive point	Defensive point	Overall
7986	3133	20897

3.d44 Gap- BlckDrgn0

Head: HD-ONE
Core: XCL-01
Arms: AW-GT2000
Legs: LC-HTP-AAA
Generator: GBG-10000
FCS: QX-9009
Boost: NONE
L. Back: WC-CN35
R. Back: WC-CN35
L. Arm: NONE
R. Arm: NONE

Hmm a tank AC that goes away from power and to reload. Interesting combination. Still it's a tank but with all the gatling and machine guns it isn't exactly the typical tank. Use with caution but you still have the armor to withstand what they can throw at you.

3.d45 Maelstrom- Gold Dragoon

Head: HD-X1487
Core: XCL-01
Arms: AN-25
Legs: LN-1001B
Generator: GBX-XL
FCS: RATOR
Boost: B-T001
L. Back: WC-IR24
R. Back: WR-L24
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-XP2000

This is one of my old PP versions that I dug out of my memory card and modified to make it better. It is actually based on the song The Maelstrom that was commissioned for the 1995 Alpena Junior High Symphony band. I played this when I went to Ann Arbor and I got the idea from the music. I still remember my conductor saying that it must be loud, full of energy (hence the energy weapons), and powerful (the rocket). As you can see it still follows

this theme. To use it correctly you would have to have heard the song but I'll give you the basic strategy. Once the battle begins you must NOT attack head on. Instead hang back and avoid the others attacks to understand the strengths and weaknesses of the enemy. The attack as fast and as strong as possible for a little then back off and recharge while dodgin attacks. Just keep attacking then backing off and you will have a great chance at victory. My old model had all energy but using that in MoA would be suicidal since you would always have to be recharging. The song is just like that quiet in the beginning but it escalates to a really loud and fast part for a while then quiet and then loud again. Oh and it finishes extremely loud. In other words finish them in a shower of bullets or laserblades.

Offensive point	Defensive point	Overall
10241	3203	23114

3.d46 Scatter Shot- Gold Dragoon

Head: HD-H10
Core: XCL-01
Arms: AN-101
Legs: LBKS-2B45A
Generator: GBX-XL
FCS: FBMB-18X
Boost: B-VR-33
L. Back: WC-SPGUN
R. Back: WC-ST120
L. Arm: LS-3303
R. Arm: WG-HG770

A strange type of AC but kinda fun to use. As you can guess from the name all the weapons spread out. Don't use this is you don't like the spread weapons but it works just fine for me. All of the weapons spread out once shot even the laserblade if used by a Plus. Of course the FCS helps because this is definitely a short range fighter. Get close and pummel them with shots and they won't be able to move without being hit. Jus be careful though because the weapons are relatively weak.

Offensive point	Defensive point	Overall
2141	3373	15362

3.d47 Saber- Gold Dragoon

Head: HD-12-RADAR
Core: XCL-01
Arms: AN-K1
Legs: LN-2KZ-SP
Generator: GBX-XL
FCS: RATOR
Boost: B-VR-33
L. Back: P77-SP
R. Back: P77-SP
L. Arm: LS-99-MOONLIGHT
R. Arm: NONE

Ammo? What does that mean? As you can see this uses NO ranged weapons. Heh heh. This is incredible if used right especially against a human since they won't be able to see you on radar. Though I think the computer could tell where you are (after all the computer does cheat). You of course have to get really close to the target and attack but if you have Plus then go all out. Kinda like the Japanese ACs (can you tell that I model a lot of my AC strategies

after them). Hey if it works for those ACs this one will abuse it. Never let up. Once they enter that deadly line of fire you won't lose if you fire off at most 3 straight into them. Don't use it if you aren't good with a laserblade though because you'll have to be able to hit the crescent blade every time or close to it.

Offensive point	Defensive point	Overall
2801	3496	20202

3.d48 Lt. Pain- David

Head: HD-ONE
Core: XCH-01
Arms: AW-XC65
Legs: LN-3001
Generator: GBG-10000
FCS: QX-9009
Boost: B-VR-33
L. Back: WM-L201
R. Back: WM-L201
L. Arm: NONE
R. Arm: NONE

Hmm... an AC that was created to destroy Sakura. Interesting... anyways this has limited ammo but all of its weapons are really quite strong. The strategy behind this one from the creator himself is to just blast the opponent. It might also help if you do move around because if your opponent gets smart and comes after you with their laserblade.

3.d49 Ifrit 02- RemDogg 13

Head: HD-ONE
Core: XCH-01
Arms: AN-3001
Legs: LN-3001C
Generator: GBG-10000
FCS: QX-9009
Boost: B-P351
L. Back: WM-AT
R. Back: WM-X201
L. Arm: LS-99-MOONLIGHT
R. Arm: WG-PB26

A strong AC that will grace the creators arena and possibly an arena available for download sometime. The strong weapons with the cluster missile, in my opinion, just to confuse the opponent. A high AP with the strength make this similar to Steel Dragon and Sledgehammer but it seems to have a higher power.

3.d50 Falcon- the company itself

Head: HD-4004
Core: XXA-S0
Arms: AN-25
Legs: LN-1001B
Generator: GBX-XL
FCS: RATOR
Boost: B-VR-33
L. Back: WC-IR24
R. Back: WM-SMSS24
L. Arm: LS-3303

No this AC wasn't sent to me by the company. It was instead the AC seen in the opening movie. I couldn't seem to think of any other legendary bird for the name so I went with Falcon. If anyone can think of one besides Phoenix then tell me. It has a good balance with the missile and laser cannon. The missile fires vertically making it useless in low ceilings but helpful in other arenas. I don't have any idea why it showed a blue laserblade in the FMV when the parts list in the FMV said the 3303. Put the energy decreaser on and you won't have to worry about your energy as much. A pretty solid AC. I could have put it in MoA section but since it wasn't in the game itself it will just go here.

4.Thanks

Of course thanks to me "Gold Dragoon" for making this FAQ
Visit my site at http://www.geocities.com/gengar_4/FFC.html
This site is for Final Fantasy Card.
Thanks to From Software and ASCII for the Armored Core games
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Thanks to BlckDrgn0 for Gap.
Thanks to David for his AC.
Thanks to RemDogg13 for his AC.

5. Future

- Add a link to a Dexdrive save with all weapons and both Plus and the overweight code
- Add the rest of the ranking ACs
- Add color configurations

6. Copyright

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