

HD-4004 [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []

CORE-----

XCA-00 [] [] [] [] []
XCL-01 [] [] [] [] []
XCH-01 [] [] [] [] []
XXA/S0 [] [] [] [] []
XXL-D0 [] [] [] [] []

ARMS-----

AN-101 [] [] [] [] []
AN-201 [] [] [] [] []
AN-K1 [] [] [] [] []
AN-D-7001 [] [] [] [] []
AN-3001 [] [] [] [] []
ANKS-1A46J [] [] [] [] []
AN-863-B [] [] [] [] []
AN-25 [] [] [] [] []
AN-891-S [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
AW-MG25/2 [] [] [] [] []
AW-GT2000 [] [] [] [] []
AW-RF105 [] [] [] [] []
AW-30/3 [] [] [] [] []
AW-RF120 [] [] [] [] []
AW-S60/2 [] [] [] [] []
AW-XC5500 [] [] [] [] []
AW-XC65 [] [] [] [] []
AW-DC/2 [] [] [] [] []
AW-R/4 []

LEGS-----

LN-1001 [] [] [] [] []
LN-SSVT [] [] [] [] []
LN-3001 [] [] [] [] []
LN-1001-PX-0 [] [] [] [] []
LN-501 [] [] [] [] []
LN-SSVR [] [] [] [] []
LN-1001B [] [] [] [] []
LN-3001C [] [] [] [] []
LN-S3 []
LN-502 [] [] [] [] []
LN-D-8000R [] [] [] [] []
LN-2KZ-SP [] [] [] [] []
LNKS-1B46J [] [] [] [] []
LB-4400 [] [] [] [] []
LB-4401 [] [] [] [] []
LB-4303 [] [] [] [] []
LB-1000-P [] [] [] [] []
LBKS-2B45A [] [] [] [] []
LB-H230 []
LF-205-SF [] [] [] [] []
LFH-X3 [] [] [] [] []
LF-DEX-1 [] [] [] [] []
LF-TR-0 []
LFH-X5X [] [] [] [] []
LC-MOS18 [] [] [] [] []
LC-UKI60 [] [] [] [] []

LC-HTP-AAA [] [] [] [] []
LC-MOS4545 [] [] [] [] []
LC-HTP-H5 []

BOOSTER-----

B-P320 [] [] [] [] []
B-P350 [] [] [] [] []
B-T001 [] [] [] [] []
B-T2 [] [] [] [] []
B-P351 [] [] [] [] []
B-VR-33 [] [] [] [] []
B-HP25 [] [] [] [] []
B-PT000 []

FCS-----

COMDEX-C7 [] [] [] [] []
COMDEX-G0 [] [] [] [] []
COMDEX-G8 [] [] [] [] []
QX-21 [] [] [] [] []
QX-AF [] [] [] [] []
TRYX-BOXER [] [] [] [] []
TRYX-QUAD [] [] [] [] []
QX-9009 [] [] [] [] []
FBMB-18X [] [] [] [] []
RATOR [] [] [] [] []
P/CV [] [] [] [] [] [] [] [] [] [] []

GENERATOR-----

GPS-VVA [] [] [] [] []
GPS-V6 [] [] [] [] []
GRD-RX5 [] [] [] [] []
GRD-RX6 [] [] [] [] []
GRD-RX7 [] [] [] [] []
GBG-10000 [] [] [] [] []
GBG-XR [] [] [] [] []
GBX-TL [] [] [] [] []
GBX-XL [] [] [] [] []

BACK UNIT-----

WM-S40/1 [] [] [] [] []
WM-S40/2 [] [] [] [] []
WM-S60/4 [] [] [] [] []
WM-S60/6 [] [] [] [] []
WM-MVG404 [] [] [] [] []
WM-MVG802 [] [] [] [] []
WM-L201 [] [] [] [] []
WM-X201 [] [] [] [] []
WM-X5-AA [] [] [] [] []
WM-X10 [] [] [] [] []
WM-P4001 [] [] [] [] []
WM-PS-2 [] [] [] [] []
WM-AT [] [] [] [] []
WM-T0100 [] [] [] [] []
WM-SMSS24 [] [] [] [] []
M118-TD [] [] [] [] []
WM-MVG812 [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []

WM-X15-EX [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
 WR-S50 [] [] [] [] []
 WR-S100 [] [] [] [] []
 WR-M50 [] [] [] [] []
 WR-M70 [] [] [] [] []
 WR-L24 [] [] [] [] []
 WR-RST [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
 WRR-10 [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
 WC-CN35 [] [] [] [] []
 WC-ST120 [] [] [] [] []
 WC-LN350 [] [] [] [] []
 WC-GN230 [] [] [] [] []
 WC-XP4000 [] [] [] [] []
 WC-XC8000 [] [] [] [] []
 WC-01QL [] [] [] [] []
 WC-SPGUN [] [] [] [] []
 WC-IR24 [] [] [] [] []
 RXA-01WE [] [] [] [] []
 RZ-A0 [] [] [] [] []
 RXA-99 [] [] [] [] []
 RXA-77 [] [] [] [] []
 RZ-A1 [] [] [] [] []
 RZT-333 [] [] [] [] []
 RZ-BBP [] [] [] [] []
 RZ-Fw2 [] [] [] [] []
 WX-S800/2 [] [] [] [] []
 WX-S800-GF [] [] [] [] []
 XCS-9900 [] [] [] [] []
 WX-ED2 [] [] [] [] [] [] [] [] [] []
 WX-C/4 [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
 PP7-ST [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []

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 [] [] [] [] []
 WG-1-KAWASAWA [] [] [] [] []
 WG-RFM118 [] [] [] [] []
 WG-XFwPPk [] [] [] [] []
 WG-HG1 [] [] [] [] []
 WG-PB26 [] [] [] [] []
 WA-Finger [] [] [] [] []
 WG-HG770 [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
 WG-XW11 [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
 WG-FGI-00 [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
 WG-RF/E [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
 WG-MG500/E [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []

Left Arm Weapons-----

```

LS-2001      [] [] [] [] []
LS-200G      [] [] [] [] []
LS-3303      [] [] [] [] []
LS-99-MOONLIGHT [] [] [] [] []
LS-1000W     [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
    
```

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+       [] [] [] [] []
SP-DEhf     [] [] [] [] []
SP-ABS/Re
    
```

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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 -----FCS
- 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 -----Back Unit
- 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) If a part says "(AC1)" this part is really old. If it says "(AC1pp)" it is from the expansion. Saying "(AC1moa)" is self explanatory.

[]

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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 (AC1)

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...
Found: Shop (AC1)

HD-X1487 *****
Type: Head Unit
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: Shop (AC1)

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 (AC1)

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 (AC1)

HD-GRY-NX *****

Type: Head Unit
Price: 14700
Weight: 232
Energy drain: 218
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. (AC1)

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 (AC1)

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 (AC1)

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 (AC1)

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 (AC1)

HD-G780 *****

Type: Head Unit
Price: 82500
Weight: 393
Energy drain: 723
Armor points: 905
Def. Shell: 186
Def. Energy: 448
Computer Type: Rough
Map type: Area&Place Name
Noise canceler: Provided
Bio Sensor: Provided
Radar function: Provided
Radar Range: 7600
Radar Type: Standard
Text: Provides good protection against energy based weapons.
Note: Highest E DEF in the game also is heavy...
Found: Shop (AC1pp)

HD-12-RADAR *****

Type: Head Unit
Price: 72600
Weight: 180
Energy drain: 511
Armor points: 831
Def. Shell: 104
Def. Energy: 159
Computer Type: Standard
Map type: Area&Place Name
Noise canceler: Provided
Bio Sensor: Provided
Radar function: Provided
Radar Range: 8720
Radar Type: Standard
Text: A specialized unit equipped with a wide variety of radar functions.
Note: Best head in the game, makes your AC look like a Klan's men.
Found: Defeat Masquerade in the Master Arena (AC1moa)

HD-HELM *****

Type: Head Unit
Price: 63200
Weight: 134
Energy drain: 793
Armor points: 850
Def. Shell: 172
Def. Energy: 185
Computer Type: Detailed
Map type: Area&Place Name
Noise canceler: None
Bio Sensor: None
Radar function: Provided
Radar Range: 7300
Radar Type: Standard

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 (AC1)

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. (AC1)

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 (AC1)

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 (AC1)

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 (AC1)

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 (AC1)

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 (AC1)

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 (AC1)

AN-891-S *****

Type: Arm Unit

Price: 54200

Weight: 1790

Energy drain: 1290

Armor points: 1920

Def. Shell: 480

Def. Energy: 509

Text: High-defense model equipped with armor shielding.

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 better damage cap (Just like the 1000 having a better cap over the 500)

Found: Shop (AC1)

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 (AC1)

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 VERY LIGHT WEIGHT it's not even funny.

Found: Shop (AC1)

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 (AC1)

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 (AC1)

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 (AC1)

AW-XC65 *****

Type: Laser Cannon

Price: 98500

Weight: 1905

Energy Drain: 625

Armor Point: 792

Def. Shell: 0

Def. Energy: 0

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~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 (AC1)

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. (AC1)

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 (AC1)

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 (AC1)

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: Shop (AC1)

LN-S3 *****

Type: Humanoid Legs

Price: 75000

Weight: 2300

Energy drain: 2050

Armor points: 3426

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 staple heavy weight biped, thus I'm not going to rate and give notes.

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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: Shop (AC1)

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 (AC1)

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 (AC1)

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 (AC1)

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~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 (AC1)

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 (AC1)

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 (AC1)

LB-1000-P ---

Type: Reverse Joint

Price: 20500

Weight: 2095

- 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.

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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 (AC1)

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 (AC1)

LC-HTP-AAA ---

Type: Caterpillar

Price: 38500

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 (AC1)

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 (AC1)

B-VR-33 *****
Type: Boost Unit
Price: 52500
Weight: 186
Energy drain: 35
Boost Power: 8500
Charge Drain: 2520
Text: Small lightweight model. Low acceleration, but efficient.
Note: Fly the longest, but also almost the slowest.
Found: Shop (AC1pp)

B-PT000 *****
Type: Boost Unit
Price: 62500
Weight: 301
Energy drain: 52
Boost Power: 23400
Charge Drain: 7450
Text: Power on demand. For rapid approached and retreats.
Note: The fastest boosters and the fastest drain. They are sexy.
Found: Defeat Rob in the Arena. (AC1moa)

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~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 turrets.

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.

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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. (AC1)

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 (AC1)

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 (AC1)

QX-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.

Found: Shop (AC1)

QX-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: Shop (AC1)

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 (AC1)

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 (AC1)

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 (AC1)

FBMB-18X ---
Type: FCS
Price: 108000
Weight: 21
Energy drain: 65
Maximum Lock: 6
Lock Type: Wide & Shallow
Text: Maximum of 6 quick, wide area lock-ons.
Note: FASTEST missile lock ons, almost unreal.
Found: Shop (AC1pp)

RATOR ---
Type: FCS
Price: 12900
Weight: 18
Energy drain: 75
Maximum Lock: 2
Lock Type: Narrow & Deep
Text: Max lock-on 2, suitable for long distance missiles.
Note: Great for sniper rifles and long range fighting.
Found: Shop (AC1pp)

P/CV ---
Type: FCS
Price: 96000
Weight: 24
Energy drain: 55
Maximum Lock: 1
Lock Type: Standard
Text: Wide area model well suited for close to mid range encounters.
Note: Meh
Found: Found hidden in "Assist MTs" find the 'bank' in that level. Find it and shot it and make it blow up. Now follow the tunnels to find the part (take the left). Hurry up in case your MTs die.

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~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.

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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. (AC1)

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 (AC1)

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 (AC1)

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 (AC1)

GRD-RX7 *****

Type: Pulse Generator
Price: 38700

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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.

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WM-S40/1 *****

- Type: Small Missile
- Price: 18700
- Weight: 245
- 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. (AC1)

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. (AC1)

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: Shop (AC1)

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 (AC1)

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 (AC1)

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 (AC1)

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: Shop (AC1)

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 (AC1)

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 (AC1)

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 (AC1)

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 (AC1)

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 (AC1)

WM-AT **

Type: Large Missile

Price: 256800

Weight: 1507

Energy drain: 382

Weapon Lock: Standard

Attack Power: 9830

Number of Ammo: 4

Ammo Type: Solid

Ammo Price: 3510

Range: 5800

Maximum Lock: 1

Reload Time: 35

Text: Most powerful missile in an AC's inventory.

Note: This part got raped from the last game. With 6 less shots, 600 more weight and a quartered range.

Found: Shop (AC1pp)

WM-T0100 *****

Type: Small Missile

Price: 86200

Weight: 725

Energy drain: 290

Weapon Lock: Standard

Attack Power: 230

Number of Ammo: 120

Ammo Type: Solid

Ammo Price: 150

Range: 9000

Maximum Lock: 6

Reload Time: 5

Text: Lots of ammo, but low attack power.

Note: Too weak to be that great.

Found: Shop (AC1pp)

WM-SMSS24 *****

Type: Vertical Missile

Price: 118300

Weight: 655

Energy drain: 308

Weapon Lock: Standard

Attack Power: 1630

Number of Ammo: 40

Ammo Type: Solid

Ammo Price: 420

Range: 9000

Maximum Lock: 4

Reload Time: 10

Text: Mortar shell. Launches vertically.

Note: Only crappy indoors, great with the FBMB-18X

Found: Shop (AC1pp)

WM-MVG812 *****

Type: Small Missile

Price: 54000

Weight: 1016

Energy drain: 300

Text: Carries 50 small rockets
Note: Good because they are light.
Found: Shop (AC1)

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
Maximum Lock: 0
Reload Time: 12
Text: Carries 100 small rockets
Note: Double the ammo for about quad he weight? Not worth it.
Found: Shop (AC1)

WR-M50 *****

Type: Rocket
Price: 27600
Weight: 677
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 (AC1)

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 (AC1)

WR-L24 *****

Type: Large Rocket
Price: 29400
Weight: 805
Energy drain: 18

~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.

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WC-CN35 *****

Type: Chain Gun

Price: 32750

Weight: 593

Energy drain: 11

Weapon Lock: Special

Attack Power: 338

Number of Ammo: 250

Ammo Type: Solid

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 (AC1)

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 (AC1)

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 shots.

Note: I never really liked this part... It's like a handgun.

Found: Shop (AC1)

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 (AC1)

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 (AC1)

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: Shop (AC1)

WC-01QL *****
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 (AC1)

WC-SPGUN *****
Type: Slug Gun
Price: 89500
Weight: 912
Energy drain: 10
Weapon Lock: Special
Attack Power: 208
Number of Ammo: 50
Ammo Type: Energy
Ammo Price: 0
Range: 9200
Maximum Lock: 1
Reload Time: 8

Radar range: 8650
Radar type: Standard
Text: Old-style antenna but still holds up well in use.
Note: ---
Found: You start with this part. (AC1)

RZ-A0 ---
Type: Radar
Price: 17900
Weight: 480
Energy drain: 387
Radar range: 11500
Radar type: Circle
Text: This radar uses 2 dishes for enhanced enemy-search capability.
Note: ---
Found: Shop (AC1)

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 (AC1)

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 (AC1)

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 limit.
Note: ---
Found: Shop (AC1)

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: ---

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 (AC1)

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
Reload Time: 10
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: Shop (AC1)

XCS-9900 *****

Type: Multi Missile
Price: 94500
Weight: 1480
Energy drain: 310
Weapon Lock: Standard
Attack Power: 980
Number of Ammo: 20
Ammo Type: Solid
Ammo Price: 1125
Range: 12000
Maximum Lock: 1
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 (AC1)

WX-ED2 ***

Type: Plasma Cannon
Price: 74000
Weight: 1350
Energy drain: 750
Weapon Lock: Standard
Attack Power: 572

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.

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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. (AC1)

WG-RRM118 *****
Type: Rifle
Price: 95000
Weight: 512
Energy drain: 10
Weapon Lock: Wide & Shallow
Attack Power: 340
Number of Ammo: 200
Ammo Type: Solid
Ammo Price: 45
Range: 11000
Maximum Lock: 1
Reload Time: 5
Text: Improved fire speed.
Note: Don't under estimate this part, when up against it, it looks like you aren't taking that much, but the shots really stack up.
Found: Shop (AC1pp)

WG-RF/5 *****
Type: Sniper Rifle
Price: 41500
Weight: 235
Energy drain: 5

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~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...

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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 (AC1)

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

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.

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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 (AC1)

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 (AC1)

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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 (AC1)

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 (AC1)

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 (AC1)

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: Shop (AC1)

WG-XFwPPk *****

Type: Laser Rifle
 Price: 132000
 Weight: 893
 Energy drain: 395
 Weapon Lock: Special
 Attack Power: 1120
 Number of Ammo: 100
 Ammo Type: Energy
 Ammo Price: 0
 Range: 14000
 Maximum Lock: 1
 Reload Time: 10
 Text: Rapid fire energy weapon.
 Note: Another mini sawa.
 Found: Shop (AC1pp)

WG-XW11 *****

Type: Laser Rifle
 Price: 61000
 Weight: 547
 Energy drain: 451
 Weapon Lock: Special
 Attack Power: 549
 Number of Ammo: 70
 Ammo Type: Energy
 Ammo Price: 0
 Range: 10500
 Maximum Lock: 1
 Reload Time: 6
 Text: Laser rifle that is capable of firing two simultaneous shots.
 Note: Good, but double the drain...
 Found: Defeat Noble in the Sub-Arena. (AC1moa)

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~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.

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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. (AC1)

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 (AC1)

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 (AC1)

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: Shop (AC1)

LS-1000W *****

Type: Laserblade

Price: 67500

Weight: 212

Energy drain: 71

Charge Drain: 2430

Attack Power: 1849

Text: An irregular blade that emits an energy wave.

Note: No blade at all, just waves. Doesn't do as much as the Moonlight, but doesn't require PLUS to use.

Found: Given to you as a gift when you enter the arena. (AC1moa)

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~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.

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SP-MAW *

Type: Radar option

Price: 14200

Slot Spend: 1

Text: Adds a missile display function to the radar.

Note: Useless

Found: Shop (AC1)

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 (AC1)

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 (AC1)

SP-ABS *****

Type: Balancer Option

Price: 29600

Slot Spend: 1

Text: Reduces the recoil from shell hits.

Note: ---

Found: Shop (AC1)

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: Shop (AC1)

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 (AC1)

SP-AXL *****

Type: FCS Accelerator

Price: 24000

Slot Spend: 2

Text: Shortens lock-on time.

Note: ---

Found: Shop (AC1)

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 (AC1)

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 (AC1)

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 (AC1)

SP-E+ *****

Type: Energy Amplifier

Price: 45000

Slot Spend: 1

Text: Increase the firepower of energy weapons.

Note: Makes energy weapons stronger.

Found: Shop (AC1)

SP-DEhf *****

Type: Energy Reduce

Price: 245000

Slot Spend: 5

Text: Reduces energy weapon consumption by half.

Note: Great if you can't keep you gauge up.

Found: Shop (AC1pp)

SP-ABS/Re *****

Type: Balancer Option

Price: 68000

Slot Spend: 2

Text: Enhanced SP-ABS model.

Note: Great if you have the extra one slot.

Found: Conquer the Champion Arena. (AC1moa)

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~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. The only way you can get it is through file transfer from the original.

~Credits...

Thank you Mom for putting up with me
And thanks to CjayC for a great site!

~Copyright...

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