

(Since this is actually small enough to do, I will list the missions in a tree in which you can take them.

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    Search and Destroy
        []
        []
        []
    Infiltrate Amber Base
        []
        []
        []
    Rescue the Allies
        []
        []
        []
    Raid the Laboratory
        []
        []
    [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
    Disrupt Military Units
        []
        []
        []
    The Underground Maze
        []
        []
        []
    Disrupt Shipping Lanes
        []
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        []
    Capture the VIP
        []
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        []
    Protect the VIP
        []
        []
    [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
    Destroy Receiving Base
        []
        []
        []
    Destroy the Detachment
        []
        []
        []
    Destroy Main Facility
        []
        []
        []
    Confrontation
        []
        []
    [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
    Intercept Enemy Units
        []
        []
    Destroy Secret Base
        []
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Search the Facility

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The Final Battle

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

One more important thing. You may notice I use certain parts a lot. Those are just my choices most of the time. If you are better with Quads, go for it. Oh yeah, if you can't get some of the parts I mention, just use crappier ones.

Want some tips?

- Always save before every mission.
- Use energy weapons at first so you can get a lot of credits.
- Missiles & Grenades are a great way to run your money into a hole.
- Read my guide and get lots of sleep.
- Even with a perfect setup, you still need to have some talent.
- If you have trouble with regular enemies, look at the enemy section.
- If you load up your AC1 data, you will be off to a good start.
- USE a laser blade for ALL mission your first time through. I assume you have the heaviest blade you can carry and that you have one in the first place.

(Stars in dictate difficulty in levels.)

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

This is the path I took. (Look at the walkthrough for that level) I will write this part as IF you DID NOT load up data. Why? Chances are, are that if you loaded up from the first one, you will have no trouble with the games missions. I am also assuming you do not fight in the arena (but you can, as it will make the game much easier.)

First off, learn the basics of the game, because this game doesn't give you a training round to begin. Any ways, I sold off my legs, generator, booster, and all my weapons except for the laser blade. I bought the LN-1001 legs, GBG-10000 gen, B-T2 boosters, and the WG-MG500 machine gun. You should have 65600 left over, I would buy maybe another weapon if you like (or change the arm weapon to an energy one) and either upgrade other parts or buy optional parts. Ok take the mission. You should get about 50000 Credits from this mission if you kill as much stuff as possible. Now after this mission you should have enough money to buy more stuff, so have a field day... buy optional parts if you don't need anything else but the next mission you will need rockets (or you should take them to try them out.) Since this game is pretty strait forward, you pick your own choice :)

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Any ways, once you start, take out the large guns with you long range weapon. If you bought a long range FCS, you can pick these off pretty easily. Any ways, it takes four shots each to kill them if you use the weapon I did. After you kill them, head down closer and equip the rockets. Shoot all the generators and destroy them all, don't use your blade since it will damage you. They take a rocket each. Any ways, head inside the structure and hit the switch and wait till the elevator reaches the bottom.

Once you are down, you should be hearing the same radio message over and over again... "Trespassers detected! Get rid of them immediately!" Run down and kill the crawling MT, use what ever weapon you like. Now open the door and watch the pretty pink things fly up. No these enemies will be seen all though out this game, so get used to them, any ways, they take two hits with that weapon (WG-XC4) so shoot them. Now look to the north wall and hit the switch.

Once you hit this switch the elevator will go down. You need the elevator to open the door at the end of the shaft so don't forget about hitting the switch. Now on this trip, you will have to take out gun batteries and more of those pink flying MTs. Just stay on the elevator and snipe them all with you plasma rifle. Once you are at the bottom, open the door and follow the hallway to the end. Kill the two crawling MTs and shoot the vent in the floor at the end of the hallway. Once you are down in it, blow up the blue shielding and then the generators.

You really don't need the rockets for this mission, but it makes great back up.

Hidden Parts: None

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~Rescue the Allies ***

Requester: Unknown

Advanced: 0

Upon Success: 35000

Briefing:

"Conduct a rescue operation. Your target will be brought through AMBER CROWN at Loop Line Angle Junction. Save the target at all costs."

"The enemy convoy consists of three vehicles and a couple of MT guard tanks. Destroy the convoy, but save the transport that contains our target."

"We will take care of things after that. Good Luck."

Walkthrough:

This mission takes place in a rock canyon with a highway. This missions is only hard because the explain the mission so badly in the briefings, any ways...

Right from the beginning, kill all but the middle transport. You should take out all the Blue MTs as you can see. Now just protect the middle transport until you reach the end. Or just kill all the MTs.

Once you get to the end, you will see your new best friend.

Hidden Parts: None

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~Raid the Laboratory *****

Requester: Unknown

Advanced: 0

Upon Success: 34000

Briefing:

"We have located the area where the prisoner is being held. We request that you plan on a rescue mission."

"The prisoner we must rescue is being held in an enemy laboratory."

"Destroy the power supply and then take advantage of the ensuing confusion to rescue the prisoner."

"After completing the rescue, head for the upper section of the lab and escape in the lightweight plane we have stashed there."

Walkthrough:

This mission take place in a lab, so don't equip missiles, but I would equip a strong weapon that can take out an AC...

Start by going in the little door. Now follow all the two elevators down. Now open the door and kill the MT, if you kept the same weapon I recommended for the previous mission, it will kill it in one shot. Any ways, proceed down the hall. Now take the west door when you come to a choice of three doors. Now kill all the MTs that get in the way too. Now when you get to the next big room prepare yourself.

The next room contains a one-on-one fight with Stinger, that same ass that killed your transport in the mission before this one. He has this triple laser rifle type weapon and a dual blade coming out of a shield like part. All you have to do is shoot him :P

Any ways, head out in right behind where you re-appear after the cut scene. Take north when you get to the first choice then take a west when you approach another. Now once you get to the end of this hallway, you must kill some generators in a room. Stand back because they explode.

Now head out and take the elevator down. Now enter the next room killing both MTs and take a right. Keep going, killing all the MTs along the way until you see a ramp going up. Go up it. Keep going through different hallways until you are in a glassed area in the middle of a room, keep heading up. If you followed the directions right, you should be going up an elevator in the next area. Now keep following the right way until you see a cut scene.

In this area must save your prisoner, kill the Battle rigs. Now follow her through the hallways and take the elevator up. Once it begins, you will now have one minute to finish the mission. Once you are up top, go through the door and jump in the plane, you can ignore the MTs.

Hidden Parts: None

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~Disrupt Military Units **

"When the battle begins, choppers will not be able to approach the testing plant. Ignore the enemies and keep going."

Walkthrough:

This is a very hard mission, not because of skill but because it is a stealth mission. It takes place in forest area, and it is best you take a pair of quad legs.

We'll begin like they tell you and head north. Follow the river to the right. Once you lock on to some enemies (tanks) wait till they go by, as I'm not sure they can end the mission, so play it safe. Anyways, go past the two bridges. Once you see the second bridge, stand on it and go west. You might need to take out a tanky or two and some choppers. Now keep following the path until you see some "Caution" (yellow and black) designs on the ground.

She will tell you to wait for the chopper... so wait. Now once you get back into action, the stealth aspect has been lifted. Now kill the three white MTs and the Helicopter. This will end the mission and you will see the ONLY human in Armored Core in full person.

Hidden Parts: None

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~Protect the VIP ****
Requester: Sumika
Advanced: 0
Upon Success: 41000

Briefing:

"We have decided to transfer our prisoner to an abandoned factory located in the slums of AMBER CLOWN."

"The DOOMSDAY ORGANIZATION is also seriously investigating this matter, so we would like you to guard the prisoner on the way to the factory."

Walkthrough:

This mission takes place in an enclosed area. There isn't much I can say about a strategy here, but kill everything. A good idea is to stay on the top level with you back against the wall. Try and kill the Spider MTs before anything, as they kill really fast.

Once you are done with all the regular enemies, Stinger will come again. He is at the same old power and is easy to kill at this point. The VIP you are protecting can either take a lot of damage or can't really die in the first place... either way, I never had him die.

Hidden Parts: None

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~Destroy Receiving Base *****
Requester: Sumika
Advanced: 0
Upon Success: 31000

Briefing:

"In order to occupy the AMBER CROWN "Rectenna" facility, the DOOMSDAY ORGANIZATION has deployed a detachment."

"The purpose of this facility is to convert electric power to microwaves to be used by their satellite system. If they occupy this facility, we have a problem."

"Defeat all opposing forces. By the way, any underground condensers that are destroyed will be deducted from your pay."

"The microwaves can be strong in certain areas above the antenna, so be careful."

Walkthrough:

This mission takes place in two places.

The first area is outside... You first must kill a couple enemies. You have to kill two flying MTs and a couple helicopters. Do what ever you want, just don't touch the antennas. Once you are done with these enemies head northeast.

Now once you are down the bottom, you must take out security MTs and try not to kill any generators. They aren't that hard, just watch what you shot...

I would avoid this mission your first time through because you probably will not make a good profit.

Hidden Parts: None

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~Destroy the Detachment ****

Requester: Sumika

Advanced: 0

Upon Success: 32000

Briefing:

"We need you to completely destroy the DOOMSDAY ORGANIZATION detachment"

"The detachment has been seen gathering in the downtown area of AMBER CROWN."

"Their intent is currently unknown, but it's a perfect opportunity for us. We're hoping that if the detachment is destroyed, Project Phantasma will fall through."

Walkthrough:

This mission takes place in an underground city and is a common destroy mission. If you just take a lot of ammo you can stand back the whole time.

The battle starts off with you and Sumika fighting 3 blue MTs, just kill them. You also need to kill the three cars there too.

The next wave is three of those Quad MTs... these can be dangerous if you don't take care.

Once you are done with those, have more fun with four more blue Acs.

Hidden Parts: None

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~Destroy Main Facility *****

Requester: Sumika

Advanced: 0

Upon Success: 35000

Briefing:

"We request that you begin an assault on the DOOMSDAY ORGANIZATION'S HQ."

"We have recently heard that they are near completion on a new weapons system code-named "PROJECT PHANTASMA"."

"Before the project is on-line, sneak into the main office and extract detailed data about the project from their computer system."

"The target is located in the lower room of the office complex. On your way, destroy all obstructions as you see fit."

"This will be an extended mission, so prepare your AC ammunition stores accordingly."

Walkthrough:

This is one of the longest missions in Armored Core history. First off, I am using this set up, you can use what ever you want, but this will get you by on your first try... This AC is over kill for ammo and such.

Head HD-ONE (For mapping)

Core XCH-01 (For DEF)

Arms AN-863-B (For DEF)

Legs MOS18 (For DEF)

Booster ---

FCS COMDEX-G0 (or is you prefer a wide and shallow)

Generator GBG-10000 (Doesn't matter)

Back Unit R WC-CN35 (Good strong weapon for one part)

Back Unit L WR-M70 (Lots of ammo)

Arm Unit R WG-AR1000 (Ditto)

Arm Unit L LS-3303 (In case you actually ran out)

Op Parts SP-S/SCR, SP-E/SCR (DEF)

You can use better parts, if you got the cash. Any ways... (PS I'm assuming you are using this AC)

Strat by heading down the shaft. Now keep going until you reach an elevator, go down it. There should be two MTs in this room, get used to killing them since they are every where. Keep heading forward, it is one track. When you go a little farther, there should be turrets all on the ceilings, try and stay in the door way and pick as many off as possible, keep going none the less. You can ignore the Mts that are lower than you are.

Now once you reach the second part of the level you will see another elevator, but this one is different. Any ways, hit the switch on it and go down it. Ignore the MT on the bottom, once again. Any ways, once you are in the hallways, there is multiple MTs and Turrets, kill them has you see them but here is where to go. Keep going forward from the elevator then turn right when you can't go any farther. Now keep going strait until you are forces to turn again, then go all the way to the

end and turn again.

This room is a kill house, after you open the door, Sumika, that useless consort, will appear. Once she is doing her thing, you have to kill several Strong MTs in that little room. They drop from the top and look like the Core you should be using. Any ways, use that chain gun you have on your back for the best results.

Once you are done, you will get all your ammo back. Now you must head out to the beginning of the level... Have fun getting back as more MTs have respawn.

Once you get to the beginning, that place starts to get bombed, so you must kill 3 Acs. Don't worry, they are easy and are on a MT's scale.

Hidden Parts: None

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~Confrontation *****

Requester: Sumika

Advanced: 0

Upon Success: 50000

Briefing:

"We have determined that STINGER is behind the new PHANTASMA weapons system. He has been seen hiding with some remaining DOOMSDAY ORGANIZATION officials in The North Highland."

"We're not sure what the purpose of Project Phantasms is, but in the hands of Stinger, we are all in extreme danger."

"Completely destroy all aspects of the PROJECT PHANTASMA operation."

Walkthrough:

This mission takes place in a snowy area. Make sure you take at least one strong weapon and a laser blade.

You start the mission by seeing three aerial combat MTs appear. You must kill them, just don't get sloppy because they are really hard to see. Now once they are out of the way, you must hunt down a couple more enemies. You should first notice the mammoth Mts, you should just blade these to death, then take out the tank mortars.

After you kill all the Mts, The new Stinger will come out. He is wide and a big target, you should miss him. All you really have to do is watch out for his vertical missiles and shot back. He can take much damage either and is fun to try and blade to death.

Hidden Parts: None

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~Intercept Enemy Units ***

Requester: Sumika

Advanced: 0

Upon Success: 33000

Briefing:

"THIS IS AM URGENT MESSAGE. THE DOOMSDAY ORGANIZATION HAS DISCOVERED

THE LOCATION OF OUR BASE. THEY WILL BE ARRIVING QUICKLY."

"YOU MUST ASSIST US. DESTROY ALL REMNANTS OF THE ORGANIZATION."

Walkthrough:

This mission takes place around a castle and is a protect mission. But don't worry, the actually castle can not be hurt. If you take a long range weapon, this mission will easier.

You start off with just 4 white MTs. If you took a long range weapon, they shouldn't even touch you at all.

Then more enemies come, now it is time for the pink umbrellas. Now keep killing them and even more should come. With this next flow, about 5 blue Mts should come now. Just mop them up.

This mission shouldn't be hard, even if you just stand in the corner.

Hidden Parts: None

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~Destroy Secret Base
Requester: Sumika
Advanced: 0
Upon Success: 34000

Briefing:

"We have discovered a secret base abandoned by the DOOMSDAY ORGANIZATION. It can be found on the east side of AMBER CROWN. Destroy the base completely."

"Research materials and pertaining to PROJECT PHANTASMA have probably been left behind in the base."

"Destroy the base, and all evidence of PHANTASMA along with it."

"Locate the self-destruct device in the deepest area of the base, then set the countdown timer."

"You will then have TWO MINUTES to escape."

Walkthrough:

This mission takes place in side a lab. You will need speed for this level, I would HIGHLY suggest using a light weight.

You start outside, look closely at the mountain in front of you. Keep sidestepping to the right to see an opening. Go in.

Once inside kill these MTs and hit the switch on the elevator. Once you are off the elevator, take note of the big thing in the middle of the room. Now head to the south side a look back at it, go in the door. On your way to this door, don't bother killing any enemies as they keep respawning.

Now once you are in this little room, hit the switch on the elevator and go down. This will take awhile... any ways, once you are down, keep going strait down the hallway. Once the cut scene is over hit circle to place the bomb then head out. For elevators, fly up them, don't just wait, it's not that hard to do.

Hidden Parts: None

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~Search the Facility *****

Requester: Sumika

Advanced: 0

Upon Success: 45000

Briefing:

"Information has been gathered on the whereabouts of the PHANTASMA PROJECT. It can be located in the subway area of AMBER CROWN."

"I assume STINGER is planning on seizing the operation as well, so be on the lookout."

"Locate your target immediately and destroy it before STINGER arrives."

Walkthrough:

This mission takes place what looks like a dead city. Any ways, take your favorite strong weapon and a weapon with some ammo. The idea of this level is to open a couple doors then hop in a crater and follow a shaft to the end and kill Stinger... again.

Start by heading down the tunnel you can see right from the beginning. You can also just ignore all the enemies on the surface. Now go down it to the end and hit the switch, this will open a set of bars that you will need to past for later, now you have to hit two more of them, so head back out.

Go to the northwestern corner of the map and find two more tunnels, do the same things in these tunnels that you did in the last. Now head back to that huge crater in the beginning of the level.

Once you are in it, just kill all the Core Mts and gun batteries that get in the way. When you get to the end of the tunnel and see some rocks turn and look to the right. You should see a door. Now keep going.

In this large room you will have to fight Stinger again, back in his weak AC. If you got this far, this shouldn't be too hard for you. Once he is done with follow him where he went and the mission ends.

Hidden Parts: None

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~The Final Battle *****

Requester: Phantasma

Advanced: 0

Upon Success: -----

Briefing:

"THIS IS NOT A REQUEST! I HAVE BECOME PHANTASMA! I WILL DESTROY EVERYTHING!"

"YOU HAVE BEEN A NUISANCE, BUT I WILL INVITE YOU TO THE PARTY. COME TO THE BUILDING KNOW AS ABYSS."

- Death Master/B.H.I.
- Eagle/Spared Star
- Fire Crest/Glorious
- Sundown/Spider
- Eliminator/Swordsman
- Bruiser/Changer
- Burn/Flamer
- Sadistic/Scorpion Ver 1.0
- Gepard/Panzer IV
- Dill/Pickle
- Slick/Triple Hunter
- Psychotic/ Scorpion Ver 2.0
- Seeker/Mobile Hunter
- Panther/Panzer V
- Rabid/Green Dog
- Demise/ Scorpion Ver 3.0
- Tiger/Panzer VI
- Lord Slayer/Red Dragon
- Entity/ Scorpion Ver 4.0
- Shadow/Dark Knight
- Rave/Panzer VII
- Tiamat/Steel Dragon
- Dark Rider/Pale Horse
- Millicona/ Scorpion Ver 5.0
- Necron/Black Dragon

The arena is a place where you can fight in to get money, and most importantly, parts. The arena has started with this game and is a fight to the death, sort of. Although I am giving you really easy ways to kill these Acs, I would rather you experiment with different weapons. Please note that the parts may not be correct, as a friend of mine did that part.

Here are some tips for overall fighting in the arena.

- Don't be afraid to get close and out turn your enemy
- If you use top strat too much, don't be afraid to run and dodge
- There is no use cost in the arena, so use all those costly parts
- If one arena doesn't work, try another (I assume you are in the Zahm Desert Base, as that is the most well rounded area, in my opinion)
- Again, stars mean difficulty (Based on rank)
- If one of my set ups don't work, make one up!
- You should try new weapons; machine guns are just cheap in the beginning so I tend to love them

I am writing this as if you are staying away from missions and as if you didn't load up your data. Well keep in mind that this is the AC I am using to make things easier... if the parts I use don't appeal to you, then change the AC around, I will keep you updated on what I am using. I sold off my head, legs, generator, boosters, FCS, all my weapons (except for the blade), and the Radar. I bought the HD-ZERO (Head) LN-1001 (legs) GBG-10000 (gen) TRYX-QUAD (FCS) B-T2 (boosters) and WG-MG500 (Machine gun) My Ac looks like this...

- Head HD-ZERO (Cheapest head with Radar, but get a better one later)
- Core XCA-00
- Arms AN-201
- Legs LN-1001 (Average legs)
- Booster B-T2 (Booster that lets you fly around the longest)
- FCS TRYX-QUAD (Not sure why...)
- Generator GBG-10000 (Lets you recharge the fastest)

Back Unit R ---
Back Unit L ---
Arm Unit R WG-MG500 (Good weapon that will kill enemies by itself)
Arm Unit L LS-2001

You should have about 5900 left so start a fight with the first guy.

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~Danger/Wasp
Rank 49 **
Bio: Always at the bottom, he pilots that standard AC with no upgrades to speak of.

Head HD-GRY-NX
Core XCA-00
Arms AN-201
Legs LN-1001-PX-0
Booster B-P320
FCS COMDEX-C7
Generator GPS-VVA
Back Unit R RXA-01WE
Back Unit L ---
Arm Unit R WG-RF35
Arm Unit L LS-2001

Why is he a 2 starter if he is the first guy? Well for some reason he is harder than the first 20 or so people In my opinion, why? Because he actually has a laser blade that can kill while most of the other people have one weapon that sucks. Any ways, with that machine gun you have, you should be able to just stand there and kill him without any effort.

Reward: 6000 Credits

I would us this money and switch the head to something better. This is what my Ac looks like now.

Head HD-2002 (I just prefer it rather than the HD-ZERO)
Core XCA-00
Arms AN-201
Legs LN-1001
Booster B-T2
FCS TRYX-QUAD
Generator GBG-10000
Back Unit R ---
Back Unit L ---
Arm Unit R WG-MG500
Arm Unit L LS-2001

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~Luke/Evader
Rank 48 *
Bio: Good at high speed battles, his AC is equipped with a large missile battery.

Head HD-ONE
Core XCH-01
Arms AW-30/3
Legs LFH-X3

Booster B-P320
FCS COMDEX-C7
Generator GRD-RX6
Back Unit R ---
Back Unit L ---
Arm Unit R ---
Arm Unit L ---

Nice, a quad with just missile arms... the hardest part of this fight will be not missing him. Any ways, if you do run out of ammo or just want to have fun, practice with you blade. I don't think he can kill you so practice aiming as well. By the way, it should take you about 200 shots.

Reward: 7000 Credits and the GBX-TL generator. I would sell the generator first off. Then sell off you blade and by the final one in the shop. My Ac looks like this.

Head HD-2002
Core XCA-00
Arms AN-201
Legs LN-1001
Booster B-T2
FCS TRYX-QUAD
Generator GBG-10000
Back Unit R ---
Back Unit L ---
Arm Unit R WG-MG500
Arm Unit L LS-3303

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~Roach/Dragon Fly

Rank 47 **

Bio: Piloting his light, well armored AC, he is expected to move through the ranks quickly.

Head HD-08-DISH
Core XCA-00
Arms AW-XC5500
Legs LF-205-SF
Booster B-P320
FCS TRYX-BOXER
Generator GRD-RX6
Back Unit R ---
Back Unit L ---
Arm Unit R ---
Arm Unit L ---

He can actually kill you but he runs out of energy really quick and will not shoot for some time. If you have a hard time with him, you need to work with you killing speed and aggressiveness.

Reward: You get 8000 Credits. I saved my money for now.

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~Thorn/Black Rose

Rank 46 *

Bio: Believing that luck is controllable, he could be right - he has

since he hardly ever boosts and stays on the ground with his slow ass AC.

Reward: 10000 Credits. I would save this money for now.

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~Killer Rabbit/Hopper

Rank 44 **

Bio: The pilot is still learning his AC, thus he's ranked near the bottom of the ladder.

Head HD-01-SRVT

Core XCL-01

Arms AN-101

Legs LN-1001

Booster B-P320

FCS COMDEX-C7

Generator GRD-RX6

Back Unit R ---

Back Unit L ---

Arm Unit R WG-MG500

Arm Unit L ---

This AC is easy if you stay really close to him. If you are farther away, then you might fall victim to a lose because of a even damage race, but if you are close, he will have a hard time turning.

Reward: 12000 Credits and the WC-SPGUN slug gun. Sell the slug gun, this will be a big pay off. I bought the SP-ABS, SP-CND-K, and the SP-E/SCR optional parts. They all fit perfectly in your core.

My AC looks like this.

Head HD-2002

Core XCA-00

Arms AN-201

Legs LN-1001

Booster B-T2

FCS TRYX-QUAD

Generator GBG-10000

Back Unit R ---

Back Unit L ---

Arm Unit R WG-MG500

Arm Unit L LS-3303

SP-ABS, SP-CND-K, SP-S/SCR, SP-E/SCR

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~Salamander/Back Fire

Rank 43 ***

Bio: Piloting the AC known as the "Back Fire," he is well equipped and expected to make progress.

Head HD-06-RADAR

Core XCA-00

Arms AW-MG25/2

Legs LB-1000-P

Booster B-P320

FCS COMDEX-C7

Generator GRD-RX6
Back Unit R ---
Back Unit L ---
Arm Unit R ---
Arm Unit L ---

In this fight you should try something different. Be a wuss. Go on, run away when he shots at you. Why? He only has 400 machine gun shots then is totally out of ammo. If you didn't learn how to boost yet, learn how to, or else you WILL die. If you need more help, I suggest a tank, but that's no fun...

Reward: 14000 Credits. I would save the money for an expensive weapon...

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~Gear Crusher/Anti-Tank

Rank 42 *

Bio: He belongs to the group known as the "Anti-tank Committee." They have reached their goal.

Head HD-X1487
Core XCH-01
Arms AW-30/3
Legs LC-HTP-AAA
Booster ---
FCS TRYX-QUAD
Generator GRD-RX6
Back Unit R ---
Back Unit L ---
Arm Unit R ---
Arm Unit L ---

Very easy to kill. He is a tank Ac with weapon arms... Which means not only is he slow, his defense also is weak for a tank... If you die by him, just quit the game, NOW!

Reward: 15000 Credits. I would save this cash. You should have 60100 if you followed me this far.

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~Neptune/Pisces

Rank 41 *

Bio: He controls a well-balanced AC with good mobility and a sniper rifle.

Head HD-01-SRVT
Core SCL-01
Arms AN-K1
Legs LB-4400
Booster B-P320
FCS COMDEX-C7
Generator GRD-RX6
Back Unit R ---
Back Unit L ---
Arm Unit R WG-MGA1
Arm Unit L LS-2001

I love the big ass errors they have in the test... he has no sniper rifle :P Any ways, this is the latest Machine gunner... and easy one, if you got this far, this should just be a speed bump.

Reward: 18000 Credits. I would save this money also.

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~Shaman/Desert Wind

Rank 40 *

Bio: With an extremely unbalanced AC (heavy armor an a sniper rifle) he stays near the bottom.

Head HD-ONE

Core XCA-00

Arms ANKS-1A46J

Legs LN-3001

Booster B-P320

FCS COMDEX-C7

Generator GRD-RX6

Back Unit R ---

Back Unit L ---

Arm Unit R WG-RF/5

Arm Unit L ---

I want you to learn a new way to blade. Dash towards this slow bastard and keep hitting circle while you hold in left or right. This will give you a faster recovering time and make this fight last a lot shorter.

Reward: 19000 Credits. I still kept this money.

[]

~Hilda/Trick or Treat

Rank 39 *

Bio: Piloting a typical low rank machine, weapons are always hard to come by at this level.

Head HD-X1487

Core XCA-00

Arms AN-25

Legs LF-205-SF

Booster B-P320

FCS COMDEX-C7

Generator GRD-RX6

Back Unit R ---

Back Unit L WM-S60/4

Arm Unit R ---

Arm Unit L ---

Wow! A quad with JUST small missiles. If you die, again, turn off the system and bash you head off this game disc.

Reward: 20000 Credits. I am still saving up...

[]

~Icarus/Super Nova

Rank 38 **

Bio: A musician in his hometown, his AC is equipped only light-weight

Reward: 22500 Credits.

[]

~Slugger/Grand Slam

Rank 36 ****

Bio: The Home Run King is back in his hometown, he controls a gattling-gun equipped AC.

Head HD-ZERO
Core XCH-01
Arms AW-GT2000
Legs LN-1001
Booster B-P320
FCS COMDEX-C7
Generator GRD-RX6
Back Unit R ---
Back Unit L ---
Arm Unit R ---
Arm Unit L ---

This is probably the first guy that can actually kill you. Any ways, try and stay out of his tiny ass lock box and it will be all good. If he is too much for you, try hiding behind buildings (remember, we are in the desert base) using those Vertical missiles...

Reward: 23000 Credits. I bought the HD-ONE... your AC should look like this. Now your AC should look mid weight sexy.

Head HD-ONE
Core XCA-00
Arms AN-201
Legs LN-1001
Booster B-T2
FCS FBMB-18X
Generator GBG-10000
Back Unit R WM-SMSS24
Back Unit L ---
Arm Unit R WG-MG500
Arm Unit L LS-3303
SP-ABS, SP-CND-K, SP-S/SCR, SP-E/SCR

[]

~Nobody/Slash Goat

Rank 35 ****

Bio: New to the competition, his uncanny fighting style has him making rapid progress to the top.

Head HD-2002
Core XCA-00
Arms AN-K1
Legs LC-HTP-AAA
Booster ---
FCS TRYX-QUAD
Generator GRD-RX6
Back Unit R ---
Back Unit L ---
Arm Unit R WG-B2120

Arm Unit L ---

He's just like Icarus, only hey will murder you if you try that thing with him... Well try and just get to where he can't lock on to you as hey is actually hard to blade with out boosting...

Reward: 24000 Credits. Until now, I am not changing this AC, so unless I give a special set up, then revert to this AC. I'm trying to keep it mid weight and very average, which is very good.

Head HD-ONE
Core XCA-00
Arms AN-201
Legs LN-1001
Booster B-T2
FCS FBMB-18X
Generator GBG-10000
Back Unit R WM-SMSS24
Back Unit L ---
Arm Unit R WG-MG500
Arm Unit L LS-3303
SP-ABS, SP-CND-K, SP-S/SCR, SP-E/SCR

[]

~Gunner/Diamond Arm

Rank 34 *

Bio: With a typical AC for the bottom of the ladder, his vehicle is believed to have a rifle or two.

Head HD-X1487
Core XCL-01
Arms AN-25
Legs LB-4303
Booster B-P320
FCS COMDEX-C7
Generator GRD-RX6
Back Unit R ---
Back Unit L ---
Arm Unit R WG-RF35
Arm Unit L ---

You shouldn't need any help. With just the starting rifle and NO blade, he's not even any where close to the starting AC. Do what you did before, and kill him.

Reward: 25000 Credits.

[]

~Striker/Attack Hawk

Rank 33 *

Bio: He is well suited for high speed battles and has multiple chain guns to suit his purpose.

Head HD-ZERO
Core XCA-00
Arms AW-GT2000
Legs LF-DEX-1
Booster B-P320

FCS TRYX-QUAD
Generator GRD-RXD
Back Unit R WC-CN35
Back Unit L ---
Arm Unit R ---
Arm Unit L ---

He just has a single chain gun. Not only does it almost lack the damage to actually kill you, but it is very inaccurate.

Reward: 26000 Credits.

[]

~Leader Leader/Grim Reaper
Rank 32
Bio: Even though strapped for cash, he maintains an AC with extremely powerful armor.

Head HD-X1487
Core XCL-01
Arms AN-101
Legs LC-UK160
Booster ---
FCS COMDEX-C7
Generator GRD-RX6
Back Unit R ---
Back Unit L WR-S100
Arm Unit R ---
Arm Unit L ---

He does get stars, it's no mistake. He is just so easy, you can't see them :) This is with out a doubt the easiest AC in the game and the second easiest in the whole series (The tank with a flame thrower in MOA is first...) You shouldn't even get hit ONCE.

Reward: 28000 Credits.

[]

~Spike/SMJ
Rank 31 *
Bio: His AC is equipped with all types of machine guns and I quite durable for its lightweight.

Head HD-REDEYE
Core XCH-01
Arms AW-MG25/2
Legs LC-MOS18
Booster ---
FCS TRYX-QUAD
Generator GRD-RX6
Back Unit R ---
Back Unit L ---
Arm Unit R ---
Arm Unit L ---

This is the same type of match as all the other Machine gun armed Acs. But he is even easier since he is on a tank... Just mop the floor with him...

~Roughneck/Dual Terror

Rank 28 ****

Bio: With high-class gattling-guns, his AC has great offensive strength for its lightweight class.

- Head HD-REDEYE
- Core XCL-01
- Arms AW-GT2000
- Legs LN-501
- Booster B-T001
- FCS TRYX-QUAD
- Generator GRD-RX7
- Back Unit R WM-S40/2
- Back Unit L WC-LN350
- Arm Unit R ---
- Arm Unit L ---

Well you should know the basics of the gattling gun already. But only now you are fighting a fast light weight that can catch up with you. Try to fly very far away and high so he has to take constant crack shots at you. This way he is easier to dodge and you don't get hit with 75% to 100% of the hits.

Reward: 34000 Credits.

[]

~Darwin/Evolution

Rank 27 ****

Bio: Although his AC is of average quality, his long-range guns assure there won't be a close battle.

- Head HD-08-DISH
- Core XCH-01
- Arms AW-FR120
- Legs LC-MOS18
- Booster ---
- FCS TRXY-QUAD
- Generator GRD-RX7
- Back Unit R WM-PS-2
- Back Unit L WC-GN230
- Arm Unit R ---
- Arm Unit L ---

This is your first grenade launcher user... You should practice just trying to dodge them for a while, it will help you out later. Any ways, start out with you missiles (almost all of which should hit) once you see him with a grenade, fly up high. When you are in mid air (falling down) you should see three missiles coming down from the sky. Hold in either sidestep button to sway them (Sidestep in the way he is least face). Now once you are on the ground close to him, safe from all the grenades, try to lightly boost and turn with him, you will find out how easy it is to take on any tank. Now pay attention when he tries to turn the other way, he may try and trick you...

Reward: 36000 Credits.

[]

~Executioner/Hell Bent

Rank 26 ***

Bio: Although piloting an average AC at best, he is known simply as the "Executioner."

Head HD-X1487
Core XCA-00
Arms AW-RF120
Legs LN-1001B
Booster B-T2
FCS TRYX-QUAD
Generator GRD-RX7
Back Unit R WC-01QL
Back Unit L WC-CN35
Arm Unit R ---
Arm Unit L ---

For this fight, you should take him at mid range. Don't try and go close or far, but try to stay at a average mid range. Any ways, his cannons are slow, so you can dodge them at this range greatly. What to do is to keep hopping/skipping/boosting in vertical circles and he should never hit you. He also uses a weapon in which he needs to kneel.

Reward: 38000 Credits.

[]

~Death Master/B.H.I.

Rank 25 ***

Bio: Known as he "Death Master," he is at odds his arch rival The Executioner.

Head HD-2002
Core XCL-01
Arms AN-K1
Legs LN-501
Booster B-T2
FCS TRYX-QUAD
Generator GRD-RX7
Back Unit R WC-01QL
Back Unit L WR-M70
Arm Unit R WG-XP2000
Arm Unit L LS-3303

Don't let the first five seconds scare you, once he is out of juice for that pulse rifle, he will either use that in weak bursts, kneel, or use inaccurate rockets.

Reward: 40000 Credits and the WG-PB26 Arm Grenade Launcher.

[]

~Eagle/Speared Star

Rank 24 **

Bio: Using a heavily armored AC, his presence can be felt from a long distance.

Head HD-REDEYE
Core XCH-01
Arms AN-863-B
Legs LN-SSVR

Booster B-T2
FCS TRYX-QUAD
Generator GRD-RX7
Back Unit R WM-S40/2
Back Unit L WC-ST120
Arm Unit R WG-XP2000
Arm Unit L LS-2001

This AC may take a while to take down if you keep the same set up...
but if you change to the WG-XFwPPk you will be able to kill him a lot
quicker and ammo will not be an issue. Other than that, treat him like
a slower Death Master. He is also a fan of kneeling like an idiot...

Reward: 41000 Credits.

[]

~Fire Crest/Glorious

Rank 23 **

Bio: Not great at short-range combat, he prefers to use rockets and
missiles.

Head HD-2002
Core XCL-01
Arms AW-S60/2
Legs LB-4303
Booster B-T2
FCS TRYX-QUAD
Generator GRD-RX7
Back Unit R WC-ST120
Back Unit L WR-M70
Arm Unit R ---
Arm Unit L ---

Although he is the first arena opponent to boast a decent flying
ability, he is weak. He arms missiles are inaccurate, so are his
rockets, and he has to kneel for the sluggish. Any ways, have fun flying
around and practice aim either up when he's in the air and down when
you are in the air.

Reward: 420000 Credits.

[]

~Sundown/Spider

Rank 22 *****

Bio: Considered to be an average pilot, he controls his flashy AC with
confidence.

Head HD-06-RADAR
Core XCA-00
Arms AW-MG25/2
Legs LFH-X5X
Booster B-T2
FCS TRYX-QUAD
Generator GRD-RX7
Back Unit R WM-P4001
Back Unit L WC-XC8000
Arm Unit R ---
Arm Unit L ---

This is the hardest guy so far. The enemy AI is great with linear plasma cannons and they are deadly accurate with them. Once he uses this cannon, try and get above him, because not only can't he fly and use it, but he won't even be able to hit you at this angle. The dual missiles he uses aren't that hard to shake off, but when he switches to his machine guns arms, run away like always. But here's is how you take down quads... you want to fly and shoot at them, because they are a much bigger target this way and you will rarely miss them.

Reward: 44000 Credits.

[]

~Eliminator/Swordsman

Rank 21 *****

Bio: Eliminating his enemies with a sword is what he does best.

Head HD-D-9066

Core XCA-00

Arms AN-D-7001

Legs LN-D-8000R

Booster B-T2

FCS TRYX-QUAD

Generator GRD-RX7

Back Unit R WR-S50

Back Unit L WC-CN35

Arm Unit R WG-HG512

Arm Unit L LS-200G

His handgun is annoying, there is no reason to get mad. Any ways, try and stay at a long range than him (you may need to change a FCS). His rockets aren't anything to worry about and when he uses his chain gun, DO NOT try and blade him. He will not only start using his hand gun, but may follow up with a blade of his own. If you are still having trouble, use a tank AC and hide behind buildings, maybe buy a second set of vertical missiles too.

Reward: 46000 Credits.

[]

~Bruiser/Changer

Rank 20 *****

Bio: "The Bruiser," as he is known, is very aggressive and prefers to attack his victims from the front.

Head HD-X1487

Core XCH-01

Arms AW-XC65

Legs LBJS-2B45A

Booster B-T2

FCS TRYX-QUAD

Generator GBG-10000

Back Unit R WC-LN350

Back Unit L WR-L24

Arm Unit R ---

Arm Unit L ---

He used to be the hardest guy for me to fight... Any ways, he is the

first PLUS pilot you are up against (Read the end of this guide to figure out what it is, and all the rest of the arena used it too). Any ways, you MUST use the cover of the desert base or you will die. His weapon arms are strong as all hell. Any ways, try and dodge them till he is stressing his energy, then launch vertical missiles. Since he won't be dodging that well due to a lack of energy, he is one of the easiest to hit with vertical missiles... He is also very over weight too, as are some of the next opponents.

Reward: 47000 Credits.

[]

~Burn/Flamer

Rank 19 *****

Bio: Pilot if an ominous looking AC, he has a well balanced machine at his command.

Head HD-D-9066

Core XCH-01

Arms AW-XC65

Legs LNKS-1B46J

Booster B-T001

FCS TRYX-QUAD

Generator GBG-10000

Back Unit R WM-L201

Back Unit L WR-M70

Arm Unit R ---

Arm Unit L ---

He is almost the same as the last opponent, except he is slower. Any ways, he is even easier to run away from because of this and easier to hit with a vertical missile. His missiles are strong, so try what ever you can to avoid them.

Reward: 49000 Credits.

[]

~Sadistic/Scorpion Ver 1.0

Rank 18 *****

Bio: Low man on the Scorpion team, his ability is more than average within the arena.

Head HD-ZERO

Core XCL-01

Arms AN-3001

Legs LFH-X5X

Booster B-T2

FCS TRYX-QUAD

Generator GBG-10000

Back Unit R WC-XC8000

Back Unit L WM-X201

Arm Unit R WG-B2120

Arm Unit L LS-99-MOONLIGHT

DO NOT HARD LAND EVER WHEN YOU SEE THE LS-99-MOONLIGHT BEING USED. You will probably get about half your AP chopped off because of it by a wave (a PLUS ability). Any ways, he does have a very big weakness, he can't aim for crap. Just stay at longer range (use a longer range

weapon and FCS if you need more help). At long range he will miss with almost all of his laser cannon, his bazooka will too if you keen in dodging. Only his missiles should peg you. If you step in close range, his bazooka and moonlight will surely rape you to pieces.

Reward: 51000 Credits and the AW-DC/2 Grenade launcher weapon arms.

[]

~Gepard/Panzer IV

Rank 17 ****

Bio: Member of the AC tech Research Center, he uses an AC with a multitude of weapons.

Head HD-X1487
Core XCH-01
Arms AW-RF105
Legs LC-HTP-AAA
Booster ---
FCS TRYX-QUAD
Generator GBG-10000
Back Unit R WC-GN230
Back Unit L WC-GN230
Arm Unit R ---
Arm Unit L ---

This tank can be taken down in two ways. Either do what I told you to do with all the other tanks, and hug them in close. Or you can buy the AW-XC65 or the WG-XFwPPk and just snipe him out. Use all the energy weapon upgrades and you will win in a damage race. You may have to buy a new core to fit all these in (The XCL-01 might be a good choice)

Reward: 52000 Credits.

[]

~Dill/Pickle

Rank 16 *****

Bio: Piloting a speedy and energy-efficient AC, he battles for the sheer fun of it.

Head HD-D-9066
Core XCH-01
Arms AN-D-7001
Legs LN-D-8000R
Booster B-P320
FCS TRYX-QUAD
Generator GBG-10000
Back Unit R WR-L24
Back Unit L WC-CN35
Arm Unit R WG-1-KARASAWA
Arm Unit L LS-99-MOONLIGHT

See his arm weapon? That think is dangerous. From the beginning of this fight, back off a bit until he runs out of juice. Now attack him head on (Again, you may need a strong non-machine gun try weapon, a bazooka for some reason would be good). Doing this will make him use either one of his other inaccurate weapons and keep him flustered. Getting him in this state will make him strain his crappy ass boosters and he will mostly likely never change to that Karasawa again.

Reward: 54000 Credits.

[]

~Slick/Triple Hunter

Rank 15 *****

Bio: Brother of Seeker, he controls the hover AC "Triple Hunter."

Head HD-ONE

Core XCH-01

Arms AW-XC65

Legs LC-HTP-AAA

Booster ---

FCS TRYX-QUAD

Generator GBG-10000

Back Unit R WX-S800-GF

Back Unit L WX-S800-GF

Arm Unit R ---

Arm Unit L ---

Use the same strat as I mention for Gepard/Panzer IV, only he will be harder. If you don't get to him quick enough, he will eat you down. But once you start blading him, he will usually just take it all until he is dead. If you try the long range approach, dodge those missiles at all cost.

Reward: 56000 Credits.

[]

~Psychotic/ Scorpion Ver 2.0

Rank 14 *****

Bio: Fourth in command of team Scorpion, his teammates know their ranking is because of him.

Head GD-08-DISH

Core XCH-01

Arms AW-XC65

Legs LF-DEX-1

Booster B-T2

FCS TRYX-QUAD

Generator GBG-10000

Back Unit R WX-S800/2

Back Unit L WX-S800/2

Arm Unit R ---

Arm Unit L ---

It's not like you haven't seen this set up in a while... Any ways, do the same thing that got you this far with dealing with this type of AC. His missiles can easily be sidestep/dashed. Remember, take to the sky to hit him more and try and circle him while lightly boosting in the air. Oh and if he gets you low on AP, hide behind a building and launch all your vertical missiles.

Reward: 62000 Credits.

[]

~Seeker/Mobile Hunter

Rank 13 ***

Bio: Brother of Slick, he pilots one of the most difficult ACs, the "Mobile Hunter."

Head HD-X1487
Core XCL-01
Arms AW-FR105
Legs LB-4304
Booster B-T2
FCS TRYX-QUAD
Generator GBG-10000
Back Unit R XCS-9900
Back Unit L XCS-9900
Arm Unit R ---
Arm Unit L ---

True his missiles will kill you a lot, but this AC is way to freaking easy up close. He will constantly jump up and fly... then hard land. If you keep him jumping he won't even fire back I found, he is easy.

Reward: 70000 Credits.

[]

~Panther/Panzer V

Rank 12 *

Bio: A member of AC Tech Research Center, his future is considered a profitable one.

Head HD-REDEYE
Core XCA-00
Arms AW-RF120
Legs LC-MOS4545
Booster ---
FCS TRYX-QUAD
Generator GBG-10000
Back Unit R WR-L24
Back Unit L WC-10QL
Arm Unit R ---
Arm Unit L ---

For where this guy is ranked, he is easy as all hell. Not only his he using the slowest legs in the game, he is also at piss poor defense.

Reward: 75000 Credits.

[]

~Rabid/Green Dog

Rank 11 **

Bio: Well known for his piloting of the difficult AC "Green Dog," he is obviously a top-gunner.

Head HD-2002
Core XCL-01
Arms AW-MG25/2
Legs LB-1000-P
Booster B-T2
FCS TRYX-QUAD
Generator GBG-10000

Back Unit R WC-01QL
Back Unit L WM-X201
Arm Unit R ---
Arm Unit L ---

If you beat Seeker/Mobile Hunter the way I mentioned above, try that to him. He's even easier using this method.

Reward: 81000 Credits.

[]

~Demise/ Scorpion Ver 3.0

Rank 10 ****

Bio: The third in command of team Scorpion, he is expected to perform remarkably in future battles.

Head HD-06-RADAR
Core XCA-00
Arms AW-RF120
Legs LF-DE-1
Booster B-T2
FCS TRYX-QUAD
Generator GBG-10000
Back Unit R WC-01QL
Back Unit L WC-GN230
Arm Unit R ---
Arm Unit L ---

I honestly kept sidestepping/boosting in one direction and he didn't touch me once... chances are you won't have too much trouble on him.

Reward: 90000 Credits and the RZ-Fw2 Radar.

[]

~Tiger/Panzer VI

Rank 9 **

Bio: As a member of the AC Tech Research Center, he is currently challenging the team leader, Rave.

Head HD-06-RADAR
Core XCA-00
Arms ANKS-1A46J
Legs LC-MOS4545
Booster ---
FCS TRYX-QUAD
Generator GBG-10000
Back Unit R XCS-9900
Back Unit L XCS-9900
Arm Unit R WG-B2180
Arm Unit L LS-99-MOONLIGHT

I would seriously recommend a tank-killing weapon like the WG-XFwPPk or an energy weapon. He has high shell defense. Any ways he shouldn't be hard if you stick close to him. He should only get off one or two set of missiles and maybe hit you once or twice with his bazooka, but once you are on his sides he won't touch you again (unless you slip up...).

Reward: 100000 Credits.

[]

~Lord Slayer/Red Dragon

Rank 8 *****

Bio: Another of Necron's kin, he is always in direct competition with his sworn nemesis, Tiamat.

Head HD-X1487

Core XCL-01

Arms AN-25

Legs LN-SSVT

Booster B-T2

FCS TRYX-QUAD

Generator GBG-10000

Back Unit R RZ-A0

Back Unit L WC-ST120

Arm Unit R WG-XC4

Arm Unit L LS-99-MOONLIGHT

Just treat him like any other Karasawa or heavy energy weapon user. Only he uses the smallest one. His slug gun cause you to bounce back, but it is weak and slow to reload. He isn't all that hard if you got this far.

Reward: 120000 Credits.

[]

~Entity/ Scorpion Ver 4.0

Rank 7 *****

Bio: Second in command of the Scorpion team, he set his sight to become top dog in the team and arena alike.

Head HD-REDEYE

Core XCH-01

Arms AN-863-B

Legs LFH-X5X

Booster B-T2

FCS TRYX-QUAD

Generator GBG-10000

Back Unit R WR-L24

Back Unit L WC-CN35

Arm Unit R WG-XC4

Arm Unit L LS-99-MOONLIGHT

I don't know why he is actually hard... It's probably because he actually has very high defense and all. His arm weapon is annoying as hell, and un like Lord Slayer/Red Dragon, he doesn't boost a lot so his little laser rifle never stops coming. Do what you must to beat him, you should be able to devise some plan.

Reward: 180000 Credits.

[]

~Shadow/Dark Knight

Rank 6 *****

Bio: A vigilante of sorts, he always finds a way to destroy his opponent with little outside assistance.

Head HD-2002
Core XCL-01
Arms AN-K1
Legs LN-502
Booster B-T2
FCS TRYX-QUAD
Generator GBG-10000
Back Unit R WX-S800-GF
Back Unit L WX-S800-GF
Arm Unit R WG-1-KARASAWA
Arm Unit L LS-99-MOONLIGHT

This battle is hard to dictate. Any ways he is hard. So this is what my fight looked like when making this FAQ... The battle started off, I got pegged with one set of missiles and then he switched to his Karasawa. Then he used a bunch of it and was at the red in his generator. So all I did then was stick close to him so not only did I have a better chance a sidestepping this idiot's long gun, but also he would constantly try and throw his moonlight wave at me. This is hard and a very risky approach to this AC. I finished this battle with 8 AP left over and him with only a mere 5 shots left in his gun.

Reward: 240000 Credits.

[]

~Rave/Panzer VII

Rank 5 *****

Bio: Belonging to AC Technical Research Center, firepower is obviously his strong suit.

Head HD-08-DISH
Core XCH-01
Arms AW-MG25/2
Legs LC-MOS4545
Booster ---
FCS QX-9009
Generator GBG-10000
Back Unit R WC-GN230
Back Unit L WC-01QL
Arm Unit R ---
Arm Unit L ---

This is the last tank you'll have to face. Nothing fancy, just try and have fun dodging the grenades :)

Reward: 300000 Credits.

[]

~Tiamat/Steel Dragon

Rank 4 *****

Bio: One of Necron's disciples, he finishes off opponents with his devastating firepower.

Head HD-REDEYE
Core XCH-01
Arms AN-3001
Legs LN-3001C

Booster B-T2
FCS TRYX-QUAD
Generator GBG-10000
Back Unit R XCS-9900
Back Unit L XCS-9900
Arm Unit R WG-B2180
Arm Unit L LS-99-MOONLIGHT

Don't bother with the machine/vertical missiles set up, he will rape you. You will most likely have to resort to your blade only. Any ways, pick up any of those two energy weapon alternatives I keep giving you... (The AW-XC65 or the WG-XFwPPk). Now when he is far away, try your best to go the other way of his missiles to try the least amount of damage. When he is close, LISTEN to the rhythm of his fire. He never stops shooting, so switch directions once you here him shoot.

Reward: 800000 Credits.

[]

~Dark Rider/Pale Horse

Rank 3 *****

Bio: He is referred to only as "The Pale Horse," the bringer of death.

Head HD-01SRVT
Core XCA-00
Arms AW-XC5500
Legs LBKS-2B45A
Booster B-T2
FCS TRYX-QUAD
Generator GBG-10000
Back Unit R WC-GN230
Back Unit L WC-GN230
Arm Unit R ---
Arm Unit L ---

IF you haven't figured out how to dodge grenades, now is the time. Any ways, you want to stay as close as possible to him so he doesn't hit you. I would take the WG-XFwPPk. If he starts using his plasma cannon arms, let him, don't run off, he'll only fall to the ground and may open up a change to blade.

Reward: 1000000 Credits and the WM-AT large ass missiles. You may want to swap these with your vertical missiles...

[]

~Milicona/ Scorpion Ver 5.0

Rank 2 *

Bio: The leader of the quad AC team called Scorpion, he is attempting to overthrow the current leader.

Head HD-06-RADAR
Core XCA-00
Arms AW-XC5500
Legs LFH-X3
Booster B-T2
FCS TRYX-QUAD
Generator GBG-10000
Back Unit R WC-XP4000

stuns.

Found in...

Search and Destroy

Capture the VIP

Intercept Enemy Units

Search the Facility

--Tank **

These are standard tanks. From long range they use strong bazooka form short range they have a weak machine gun. They are easy to kill as they don't move fast.

Found in...

Search and Destroy

Disrupt Shipping Lanes

Capture the VIP

--Gun Battery **

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

Found in...

Infiltrate Amber Base

Destroy Main Facility

Search the Facility

The Underground Maze

Destroy Secret Base

--Walker Security MT **

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

Found in...

Infiltrate Amber Base

Destroy Receiving Base

Destroy Main Facility

--Pink Umbrella MT ***

These are the most common and annoying MT in the game. They are pink and have a weak but annoying weapon that stacks up the damage. Any ways, the best way to deal with these is probably with the Karasawa or the XFwPPk, since it takes them out with one shot.

Found in...

Infiltrate Amber Base

Disrupt Military Units

Protect the VIP

Intercept Enemy Units

--Blue MT *****

These are fairly strong MTs that look like Acs themselves. They are big and blue and equip a bazooka. But since they are big, they are easy to hit and thus they are only harder than the average MT because they can take some punishment.

Found in...

Rescue the Allies

Disrupt Military Units

Disrupt Shipping Lanes

Intercept Enemy Units

Destroy the Detachment

--Security MT *

These are Mts that are ground bound and shot a weak ass rifle. They are easy to kill and pose very little threat.

Found in...

Raid the Laboratory
The Underground Maze
Destroy Secret Base

--Battle Rig *

These are the "Cars" that you have to kill to protect Sumika. They don't even turn back to you so you can blade or kill them any way you can think of.

Found in...

Raid the Laboratory

--Mortar MT *****

These are MTs that look like mammoths. All they really do is launch vertical missiles. They also can take a lot of damage. They are easy to blade though, which makes them cake if you have one.

Found in...

Disrupt Military Units
Confrontation

--Helicopter *

These have to be the weakest and easiest to kill helicopter in the whole series, they only really use missiles.

Found in...

Disrupt Shipping Lanes
Capture the VIP
Destroy Receiving Base

--Quad MT *****

These aren't hard to kill, they just pose a threat. From long range they employ missiles. From any range they try and hit you with their machine gun arms. They can mow you down but there weakness is their slow turning speed.

Found in...

Protect the VIP
The Underground Maze
Destroy the Detachment

--Aerial MT *****

These are MTs that are on the ground that can move in the air pretty well too. They actually take a lot to take down but they only have a weak rifle.

Found in...

Destroy Receiving Base
Confrontation

--Core Mt *****

These look like just the heavy weight core and fly around. They stun, hit well, and do too much damage. They are, with out a doubt, the enemies with the biggest threat.

Found in...

Destroy Main Facility
Search the Facility
Destroy Secret Base

--Blue AC (Paratroopers) *****

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

LEGS-----

LN-1001 [] [] [] [] []
LN-SSVT []
LN-3001 []
LN-1001-PX-0 [] [] [] [] []
LN-501 [] [] [] [] []
LN-SSVR [] [] [] [] []
LN-1001B [] [] [] [] []
LN-3001C [] [] [] [] []
LN-502 [] [] [] [] []
LN-D-8000R []
LN-2KZ-SP [] [] [] [] [] [] [] [] [] [] []
LNKS-1B46J [] [] [] [] []
LB-4400 [] [] [] [] []
LB-4401 [] [] [] [] []
LB-4303 [] [] [] [] []
LB-1000-P [] [] [] [] []
LBKS-2B45A [] [] [] [] []
LF-205-SF [] [] [] [] []
LFH-X3 [] [] [] [] []
LF-DEX-1 [] [] [] [] []
LFH-X5X []
LC-MOS18 [] [] [] [] []
LC-UKI60 [] [] [] [] []
LC-HTP-AAA [] [] [] [] []
LC-MOS4545 []

BOOSTER-----

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

FCS-----

COMDEX-C7 [] [] [] [] []
COMDEX-G0 [] [] [] [] []
COMDEX-G8 [] [] [] [] []

QX-21 [] [] [] [] []
 QX-AF []
 TRYX-BOXER [] [] [] [] [] []
 TRYX-QUAD [] [] [] [] [] []
 QX-9009 [] [] [] [] [] []
 FBMB-18X [] [] [] [] [] [] [] [] [] [] []
 RATOR [] [] [] [] [] [] [] [] [] [] []

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 [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
 WR-S50 [] [] [] [] [] []
 WR-S100 [] [] [] [] [] []
 WR-M50 [] [] [] [] [] []
 WR-M70 [] [] [] [] [] []
 WR-L24 []
 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 [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []

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: Found hidden in AC1 (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: Defeat Spike/SMJ in the arena. (AC1pp)

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~Cores...

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

The core stats...

Type: What this part is.

Price: How much it costs.

Weight: How heavy a part is.

Energy drain: How much drain the part has.

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

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

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

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

Anti-Missile-Response: The ability of the AMS

Anti-Missile-Angle: The angle of the anti missile system (AMS)

Extension Slots: The amount of optional parts that can be used

Text: What is actually says in the game.

Note: My personal note.

Found: Where to get the part.

[]

XCA-00 *****

Type: Core Unit

Price: 61500

Weight: 1103

Energy drain: 1046

Armor points: 2710

Def. Shell: 530

Def. Energy: 505

Maximum Weight: 2770

Anti-Missile-Response: 48

Anti-Missile-Angle: 48

Extension Slots: 8

Text: Standard core unit with average performance overall.

Note: Basic. Use if you are a mid.

Found: You start with this part. (AC1)

XCL-01 *****

Type: Core Unit

Price: 88000

Weight: 885

Energy drain: 1380

Armor points: 2380

Def. Shell: 492

Def. Energy: 610

Maximum Weight: 2450

Anti-Missile-Response: 48

Anti-Missile-Angle: 64

Extension Slots: 16

Text: Electronic warfare core with many slots for special equipment.

Note: Light and has the best auxiliary stats.

Found: Shop (AC1)

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

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

[]

AW-MG25/2 *****

Type: Machine Gun
Price: 54500
Weight: 1193
Energy Drain: 78
Armor Point: 812
Def. Shell: 0
Def. Energy: 0
Weapon Lock: Special
Attack Power: 158
Number of Ammo: 400
Ammo Type: Solid
Ammo Price: 33
Range: 8800
Maximum Lock: 1
Reload Time: 2
Text: Can strafe with 4 rifles at once.
Note: Fast and accurate. Great for a weapon to rape lightweights with.
Found: Shop (AC1)

AW-GT2000 *****

Type: Gattling Gun (The game spells it wrong)
Price: 48600
Weight: 1415
Energy Drain: 92
Armor Point: 1132
Def. Shell: 0
Def. Energy: 0
Weapon Lock: Special
Attack Power: 305
Number of Ammo: 300
Ammo Type: Solid
Ammo Price: 62
Range: 7800
Maximum Lock: 1
Reload Time: 2
Text: Dual gatling guns can concentrate high-speed rounds at a single point.
Note: Just like the MG500 to 1000; These are the 1000 to the other machine guns arms. These are less accurate than the other machine gun arms but have a 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

Weapon Lock: Narrow & Deep

Attack Power: 2322

Number of Ammo: 40

Ammo Type: Energy

Ammo Price: 0

Range: 8300

Maximum Lock: 1

Reload Time: 10

Text: Energy weapon. Fires two beams.

Note: VERY STRONG! One of the fastest killing weapons in the game. I also think it is the most expensive part in the game. This part is the single handed arena killer, so have fun...

Found: Shop (AC1)

AW-DC/2 *****

Type: Dual Cannon

Price: 188500

Weight: 1805

Energy Drain: 220

Armor Point: 892

Def. Shell: 0
Def. Energy: 0
Weapon Lock: Special
Attack Power: 3822
Number of Ammo: 20
Ammo Type: Solid
Ammo Price: 1800
Range: 15300
Maximum Lock: 1
Reload Time: 60
Text: Dual grenade launcher.
Note: Does tons of damage, just low ammo.
Found: Defeat Sadistic/Scorpion Ver 1.0 in the arena. (AC1pp)

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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: Found in AC1 (AC1)

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~Lightweight Humanoid legs...
These are the all around fastest legs in AC.
-High speed
-Low load
-Low armor
-High air speed
-Cannon restrictions

The light weight leg's Stats...
Type: What kind of part this is.
Price: How much it costs.
Weight: How heavy a part is.
Energy drain: How much drain the part has.
Armor points: How much AP you get from the part.
Def. Shell: How strong the part is VS solid weapons.
Def. Energy: How strong the part is VS energy weapons.
Maximum weight: How much these legs can hold before going overweight.
Speed: How fast the legs walking speed is.
Stability: How fast you recover form things like grenades.
Jump Function: Can this leg jump?
Text: What it says for the part.
Note: My personal note.
Found: Where to get the part.

[]

LN-SSVT *****
Type: Humanoid Legs
Price: 44000
Weight: 1528
Energy drain: 2338
Armor points: 2795
Def. Shell: 482
Def. Energy: 507

Maximum weight: 3560

Speed: 445

Stability: 596

Jump Function: Provided

Text: Light, fast humanoid legs but with low load capacity and AP.

Note: Fast dashing legs in the game, these are great with one weapon in use.

Found: Found in (AC1)

LN-501 *****

Type: Humanoid Legs

Price: 71800

Weight: 1675

Energy drain: 2910

Armor points: 2947

Def. Shell: 508

Def. Energy: 535

Maximum weight: 3990

Speed: 451

Stability: 854

Jump Function: Provided

Text: Has the shield performance and load capacity of a middleweight.

Note: This part is just a little bit more noobie friendly than the SSVT

Found: Shop (AC1)

LN-2KZ-SP *****

Type: Humanoid Legs

Price: 118000

Weight: 1820

Energy drain: 3024

Armor points: 2210

Def. Shell: 648

Def. Energy: 820

Maximum weight: 4420

Speed: 383

Stability: 3025

Jump Function: Provided

Text: Able to carry heavier loads, but AP is sacrificed.

Note: My favorite leg part, great stability and load for its weight.

Found: Shop (AC1pp)

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~Heavyweight Humanoid legs...

These are very heavy legs in AC, yet they can still boost.

- Low speed
- High load
- High armor
- Low air speed
- Cannon restrictions

The Heavy weight leg's Stats...

- Type: What kind of part this is.
- Price: How much it costs.
- Weight: How heavy a part is.
- Energy drain: How much drain the part has.
- Armor points: How much AP you get from the part.
- Def. Shell: How strong the part is VS solid weapons.
- Def. Energy: How strong the part is VS energy weapons.
- Maximum weight: How much these legs can hold before going overweight.
- Speed: How fast the legs walking speed is.
- 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.

[]

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: Found in AC1 (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

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 ---

Maximum weight: How much these legs can hold before going overweight.
Speed: How fast the legs walking speed is.
Stability: How fast you recover form things like grenades.
Jump Function: Can this leg jump?
Text: What it says for the part.
Note: My personal note.
Found: Where to get the part.

[]

LF-205-SF *****

Type: Four Legs Type
Price: 42600
Weight: 2137
Energy drain: 2810
Armor points: 2841
Def. Shell: 446
Def. Energy: 654
Maximum weight: 3450
Speed: 483
Stability: 580
Jump Function: Provided
Text: Standard four-leg type. Top-class maneuverability.
Note: They are the fastest legs in the game without boosting, but they have low load.
Found: Shop (AC1)

LFH-X3 *****

Type: Four Legs Type
Price: 56000
Weight: 2400
Energy drain: 2988
Armor points: 3100
Def. Shell: 468
Def. Energy: 610
Maximum weight: 3810
Speed: 421
Stability: 710
Jump Function: Provided
Text: Energy gage recovers quickly when halted.
Note: I never really used these...
Found: Shop (AC1)

LF-DEX-1 ****

Type: Four Legs Type
Price: 69000
Weight: 2650
Energy drain: 4016
Armor points: 3179
Def. Shell: 557
Def. Energy: 553
Maximum weight: 4450
Speed: 360
Stability: 820
Jump Function: Provided
Text: Increased load carrying capacity requires vast amounts of power.
Note: I don't like these, the X5X is better in so many ways...
Found: Shop (AC1)

LFH-X5X *****

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
Weight: 2915
Energy drain: 2877
Armor points: 2688
Def. Shell: 728
Def. Energy: 694
Maximum weight: 4130
Speed: 250
Stability: 630
Jump Function: None
Text: Has performance near that of a four-legged type.
Note: ---
Found: Shop (AC1)

LC-MOS4545 ---
Type: Caterpillar
Price: 59000
Weight: 3610
Energy drain: 2609
Armor points: 3990
Def. Shell: 905
Def. Energy: 753
Maximum weight: 7400
Speed: 211
Stability: 5101
Jump Function: None
Text: A dreadfully durable monster machine.
Note: ---
Found: Found in AC1 (AC1)

Found: Found in AC1 (AC1)

B-T2 *****

Type: Boost Unit
Price: 31500
Weight: 235
Energy drain: 38
Boost Power: 14800
Charge Drain: 3850
Text: Power itself is low but offers the highest efficiency.
Note: You can fly the longest and farthest with these.
Found: Shop (AC1)

B-P351 *****

Type: Boost Unit
Price: 25500
Weight: 288
Energy drain: 41
Boost Power: 21000
Charge Drain: 6980
Text: High-performance model with both high power and energy consumption.
Note: The fastest booster in the game. Only for experts.
Found: Shop (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)

[]

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~Firing Control Systems...

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: Found in AC1 (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: Where to get the part.

[]

GPS-VVA *

Type: Pulse Generator

Price: 19500

Weight: 308

Energy Output: 4728

Maximum Charge: 28000

Redzone: 7200

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

Note: Sucks X5

Found: You start with this part. (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

Weight: 348

Energy Output: 6810

Maximum Charge: 31500

Redzone: 6000

Text: Very good power but poor stamina.

Note: Sucks X1

Found: Shop (AC1)

GBG-10000 *****

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: Found in AC1 (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: Found in AC1 (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: 910

Energy drain: 382

Weapon Lock: Standard

Text: What the game says for the part.

Note: My personal note.

Found: Where to get the part.

[]

WR-S50 *****

Type: Small Rocket

Price: 15900

Weight: 218

Energy drain: 8

Weapon Lock: None

Attack Power: 1310

Number of Ammo: 50

Ammo Type: Solid

Ammo Price: 110

Range: 12500

Maximum Lock: 0

Reload Time: 8

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

-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.

[]

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: Found in AC1 (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: Found in AC1 (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
Text: Fires a seven shell spread.
Note: Reloads quick, and is actually easy to hit with.
Found: Defeat Killer Rabbit/Hopper in the arena. (AC1pp)

WC-IR24 *****

Type: Laser Cannon
Price: 159500
Weight: 528
Energy drain: 806
Weapon Lock: Narrow & Deep
Attack Power: 3025
Number of Ammo: 20
Ammo Type: Energy
Ammo Price: 0
Range: 15000
Maximum Lock: 1
Reload Time: 40
Text: Triple barrel energy weapon.

Note: Makes the grenade launcher obsolete, with 1/3 more ammo and less than half the weight. Don't get used to this weapons as its weight increases a ton in the next game.

Found: Shop (AC1pp)

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~Back Unit Radars...

Back radar is just radar itself. True they are better than the heads radar, but they take up a back slot and weight something. If both your head and radar are on, the radar on the back is the one used. Equipping two Radars is pointless, unless you want fake wings.

The back radar's stats...

- Type: What kind of part this is.
- Price: How much it costs.
- Weight: How heavy a part is.
- Energy drain: How much drain the part has.
- Radar range: How far the Radar can search.
- Radar type: What the Radar looks like.
- Text: What is actually says in the game.
- Note: My personal note.
- Found: Where to get the part.

I have NEVER used a back radar in my whole life, except for the 3 qualifying missions in AC history. Thus I can't rate these at all.

[]

RXA-01WE ---
Type: Radar
Price: 12100
Weight: 210
Energy drain: 243
Radar range: 8650
Radar type: Standard
Text: Old-style antenna but still holds up well in use.
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: ---

Found: Found in AC1 (AC1)

RZ-BBB ---

Type: Radar

Price: 40900

Weight: 454

Energy drain: 566

Radar range: 16300

Radar type: Circle

Text: Highest-quality radar with highest-class performance.

Note: ---

Found: Shop (AC1)

RZ-Fw2 ---

Type: Radar

Price: 82100

Energy drain: How much it drains.
Weapon Lock: What type of lock this weapon is.
Attack Power: How strong this weapon is.
Number of Ammo: The amount of ammo in this weapon.
Ammo Type: Solid or energy.
Ammo Price: The cost of each round fired.
Range: How far it can travel.
Maximum Lock: The max lock, as long as your FCS is high enough.
Reload Time: The weapon's rate of fire.
Text: What the game says for the part.
Note: My personal note.
Found: Where to get the part.

[]

WG-RF35 **
Type: Rifle
Price: 11400
Weight: 415
Energy drain: 6
Weapon Lock: Wide & Shallow
Attack Power: 218
Number of Ammo: 200
Ammo Type: Solid
Ammo Price: 18
Range: 8500
Maximum Lock: 1
Reload Time: 5
Text: Standard portable rifle. Suitable for various missions.
Note: Two slow and weak. Buy something else.
Found: You start with this part. (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
Weapon Lock: Special
Attack Power: 530
Number of Ammo: 80
Ammo Type: Solid
Ammo Price: 83

WG-MGA1 *****

Type: Machine Gun

Price: 14000

Weight: 370

Energy drain: 4

Weapon Lock: Wide & Shallow

Attack Power: 85

Number of Ammo: 500

Ammo Type: Solid

Ammo Price: 9

Range: 6300

Maximum Lock: 1

Reload Time: 1

Text: Fast-reloading solid round machine gun. Low single-round firepower.

Note: Good for when you don't have the cash for the other Machine guns. It is accurate and fast, but you may run out of ammo.

Found: Shop (AC1)

WG-MG500 *****

Type: Machine Gun

Price: 28400

Weight: 458

Energy drain: 4

Weapon Lock: Wide & Shallow

Attack Power: 135

Number of Ammo: 500

Ammo Type: Solid

Ammo Price: 15

Range: 7800

Maximum Lock: 1

Reload Time: 2

Text: Enhanced version of the machine gun with higher firepower.

Note: More accurate and strong than the 1000 shooter. It only lacks ammo.

Found: Shop (AC1)

WG-AR1000 *****

Type: Machine Gun

Price: 42400

Weight: 516

Energy drain: 8

Weapon Lock: Special

Attack Power: 105

Number of Ammo: 1000

Ammo Type: Solid

Ammo Price: 12

Range: 7000

Maximum Lock: 1

Reload Time: 1

Text: Most powerful portable type machine gun.

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

Found: Shop (AC1)

WA-Finger *****

Type: Machine Gun

Price: 275000

Weight: 250

Energy drain: 120

Weapon Lock: Special

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

The right arm bazooka's stats...

Type: What kind of part this is.

Price: How much it costs.

Weight: How much it weighs.

Energy drain: How much it drains.

Weapon Lock: What type of lock this weapon is.

Attack Power: How strong this weapon is.

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

Ammo Type: Solid or energy.

Ammo Price: The cost of each round fired.

Range: How far it can travel.

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

Reload Time: The weapon's rate of fire.

Text: What the game says for the part.

Note: My personal note.

Found: Where to get the part.

[]

WG-B2120 *****

Type: Bazooka

Price: 59740

Weight: 778

Energy drain: 13

Weapon Lock: Narrow & Deep

Attack Power: 1150

Number of Ammo: 80

Ammo Type: Solid

Ammo Price: 163

Range: 8200

Maximum Lock: 1

Reload Time: 16

Text: High firepower but slow moving bazooka fire is easily avoidable.

Note: I say it's more of the situation which bazooka you pick.

Found: Shop (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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~Miscellaneous...
...

The right arms special weapon's stats...
Type: What kind of part this is.
Price: How much it costs.
Weight: How much it weighs.
Energy drain: How much it drains.
Weapon Lock: What type of lock this weapon is.
Attack Power: How strong this weapon is.
Number of Ammo: The amount of ammo in this weapon.
Ammo Type: Solid or energy.
Ammo Price: The cost of each round fired.
Range: How far it can travel.
Maximum Lock: The max lock, as long as your FCS is high enough.
Reload Time: The weapon's rate of fire.
Text: What the game says for the part.
Note: My personal note.
Found: Where to get the part.

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WG-FG99 *
Type: Flamethrower
Price: 58300
Weight: 352
Energy drain: 9
Weapon Lock: None
Attack Power: 512
Number of Ammo: 500
Ammo Type: Solid
Ammo Price: 41
Range: 900
Maximum Lock: 1
Reload Time: 1
Text: Close-in combat gun shows off its true worth in hand-to-hand combat.
Note: It sucks, not worth the effort.
Found: Found in AC1 (AC1)

WG-PB26 *****
Type: Grenade Launcher
Price: 113000
Weight: 681
Energy drain: 34
Weapon Lock: Wide & Shallow
Attack Power: 2200
Number of Ammo: 15
Ammo Type: Solid
Ammo Price: 1015
Range: 9000

Maximum Lock: 1
Reload Time: 10
Text: Grenade launcher, powerful but has limited ammo supply.
Note: Faster reload, less weight, and biped friendly grenade launcher.
Found: Defeat Death Master/B.H.I. in the arena. (AC1pp)

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~Energy Guns...
Energy weapons come in a bunch of sizes.

Pulse Rifle: Shots a weak dinky pulse

Laser Rifle: Shots an accurate linear laser.

I WOULD HIGHLY SUGGEST YOU EQUIP ALL THE ENERGY OPTIONAL PARTS

- The right arm energy weapon's stats...
- Type: What kind of part this is.
- Price: How much it costs.
- Weight: How much it weighs.
- Energy drain: How much it drains.
- 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-XP1000 *****
Type: Pulse Rifle
Price: 46000
Weight: 183
Energy drain: 246
Weapon Lock: Special
Attack Power: 302
Number of Ammo: 180
Ammo Type: Energy
Ammo Price: 0
Range: 15000
Maximum Lock: 1
Reload Time: 3
Text: Energy weapon. Noted for its long range and reload speed.

Note: Good for missions and just starting one.

Found: Shop (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: Found in AC1 (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)

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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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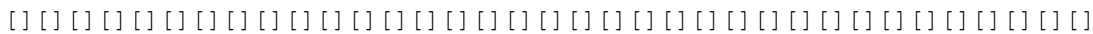
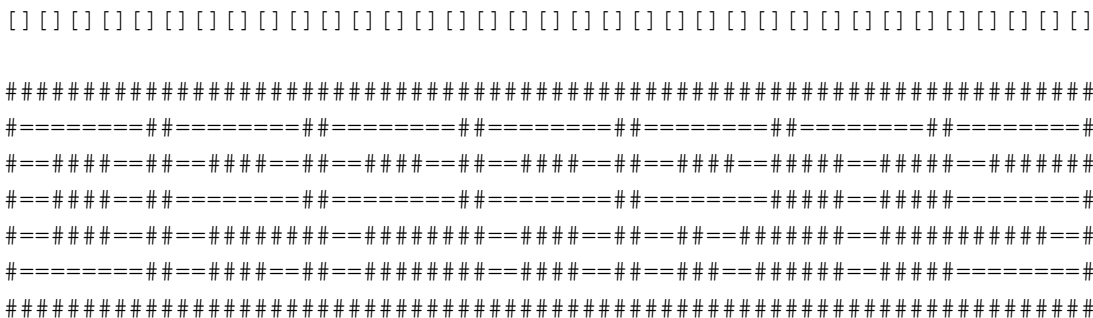
LS-2001 *
Type: Laserblade
Price: 11500
Weight: 123
Energy drain: 28
Charge Drain: 2050
Attack Power: 738
Text: Infinitely reusable laser blade.
Note: What did you expect from the starting blade?
Found: You start with this part. (AC1)

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)

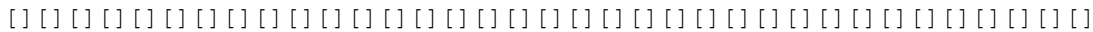
LS-99-MOONLIGHT *****
Type: Laserblade
Price: 54000
Weight: 336
Energy drain: 93
Charge Drain: 810
Attack Power: 2801
Text: Blade weapon with more than twice the power of conventional blades.
Note: The best. With its PLUS wave, you can deal about 4000 damage.
Found: Found in AC1 (AC1)



~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.



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: Found in AC1 (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: Found in AC1 (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)

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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.

So if you are going to mail at all, don't tell me "This mission can be done easier with PLUS"

~Credits...

Thank you Mom for putting up with me
And thanks to CjayC for a great site!
Thanks to my one friend for finding out what the arena opponents use.

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