Armored Core: Project Phantasma FAQ/Walkthrough

by Vesperas

Updated to v3.0 on Feb 25, 2004

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Armored Core (1): Project Phantasm

<Your objective is to raid the underground city compound, "Amber
Crown". It is imperative that you successfully accomplish this goal.
This is a very straightforward request but one that is shrouded in
mystery. Prepare yourself, as another skirmish is about to begin.>

Why should you use this FAQ?
+To beat missions your first time through
+Tips to beat all 49 arena opponents
+What the arena equips
+To get ALL the hidden parts
+To see a checklist of all the parts
+To see ALL the parts

What isn't in this guide?
-Controls
-Over view of the game itself

-Perfect English, although I only speak it.

-Advanced tactics section

NOTE! This guide is no where next to done yet!

Table of Contents (Put a " \sim " in front of what ever you put in the find, to Find hold in "control" and press F) Don't worry, there is sub tables when you get there.

- -Intro
- -Walk Through
- -Arena
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- -Credits
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Version history

- 3.0 Did all of the arena
- 2.0 Did all the missions and enemies
- 1.0 Did 5 missions and the shop/checklist/parts section.

This is a walkthrough for Armored Core 1 Project Phantasm.

I wrote this guide for mainly helping with the harder missions.

If you need to know controls, open that thing called an instruction manual.

~Walk Through...

(Put a "~" in front of what ever you put in the find, to Find hold in "control" and press F) Read the Intro and the beginning of this part.

(Since this is actually small enough to do, I will list the missions in a tree in which you can take them. Search and Destroy [] [] [] Infiltrate Amber Base [] [] [] Rescue the Allies [] [] [] Raid the Laboratory [] [] [] [] [] Disrupt Military Units The Underground Maze [] [] [] [] [] Disrupt Shipping Lanes [] [] [] Capture the VIP [] [] [] 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

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:)

~Search and Destroy * Requester: Unknown

Advanced: 0

Upon Success: 33000

Briefing:

"Before actual employment, we would like to gauge your true power. Destroy all opposing forces."

"Target any troops you see defending the materials dump. Destroy all opposition. You will have THREE MINUTES."

"If possible, destroy the materials dump as well. Do not worry, we will provide an additional reward depending on your skills."

Walkthrough:

This mission takes place out doors and the main point of it is to just destroy as much stuff as possible and kill all the enemies. This mission can be taken two ways, just killing the enemies or going out of your way and destroying as much as possible.

The mission starts with you landing on a rock, you can see most of the boxes and trains that you should kill from here, any ways, drop down and start the game off. Any ways, kill the first white MT, they are not that hard, but can stun the hell out of you, now have some fun and kill some supplies. Jump ahead and kill the tank in the wide open area, then turn left (to the west). Now there is two more tanks out there, and those are the last two enemies you have to kill. So if you want the most out of this mission save those for until the clock gets down to about 30 seconds.

Hidden Parts: None

~Infiltrate Amber Base ***

Requester: Unknown

Advanced: 0

Upon Success: 32000

Briefing:

"Raid the underground city, AMBER CROWN. It should be easy to pass the entrance, although take note there is a security system."

"In order to bypass entrance security, simply destroy the four energy generators located outside."

"The entrance gate to access the city is secured by computer. Destroy the underground condensers then go inside."

"Once we confirm a successful raid, we will provide further instructions. Good luck."

Walkthrough:

This mission takes place out doors then moves inside of a lab type area. I would take rockets and/or some type of long range weapon like a sniper rifle or laser rifle. I took the 50 shot mid rockets and the WG-XC4 plasma rifle (The WG-XFwPPk is a better choice, but at this point and time, you can't afford it without killing your AC)

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 down 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

~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

~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, heard 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

Requester: Sumika Advanced: 0

Upon Success: 33000

Briefing:

"We would like you to disrupt the DOOMSDAY ORGANIZATION'S military

"We have been informed that the Organization has been using these exercises to collect data for PROJECT PHANTASMA. Destroy all opposing forces."

Walkthrough:

Ok this mission takes place in a wide open field type area. You also get Sumika as a consort (Actually you are her consort) but she really doesn't do anything, nor can she die.

You should need help in this mission, just kill everything. If you need help, refer to the enemies section.

Hidden Parts: None

~The Underground Maze ***

Requester: Sumika

Advanced: 0

Upon Success: 32000

Briefing:

"We would like you to locate and destroy all of the DOOMSDAY ORGANIZATION'S research materials."

"It has been discovered that these research materials are concealed in an extensive underground maze complex."

"Infiltrate the deepest section of this maze and destroy all materials."

Walkthrough:

This mission takes place in a dungeon like maze. I would take a head with good mapping.

Any ways, head strait once you begin. Now keep going until you have to turn North. Well turn and you will be in another hallway. Now there should be two rooms on the east wall with a box in them, destroy the box. You should be picking off these MTs as you need also. Now keep going north until you see a third room. Look to the opposite side of it and you will see a camouflaged door.

Keep going strait and ignore all these enemies except for the one turret right in the middle. If you keep going forward you should reach a door, enter it and take out these MTs as fast as possible since they can really kill you fast! Once you are out of that room keep going strait then turn south and follow the path. You should come to a downward ramp if you are on the right choice.

When you are down the ramp take a left and you should see a door, well once you hit this door keep moving forward, kill if you want to. The last room forward as a big pay off of containers and will end the

mission.

Hidden Parts: None

~Disrupt Shipping Lanes ****

Requester: Sumika

Advanced: 0

Upon Success: 36000

Briefing:

"We want you to disrupt "PROJECT PHANTASMA" related shipping lines. Although we do not have many details on the project, we should not ignore it's (its) existence."

"The targets are the ENEMY TRANSPORT VEHICLES. Note that the Rampart bridge is located in front of the military zone."

"Before they cross the bridge, destroy all ENEMY TRANSPORTS. If even one of them gets through, the mission will be considered a failure."

"We have established a surveillance operation before the bridge at points A, B, and C. we will keep you updated, so listen for details."

Walkthrough:

This mission takes place in a mountain valley with a bunch of high ways. The main idea is to jump to 3 different points and kill all the cars. Take a light weight with you on this one, I will only assume you do. You also should take a head with a mapping function (like the HD-06-RADAR)

Ok, first off head to north but hit select. Locate the left hand tunnel and follow the path there. Now kill the 3 cars, they can take some punishment. Now once you are done with these, jump over the cliff in the middle and head to the right side (This cliff is bigger and higher than you think...). Any ways, dispose of four more in this area. Once you do this, the mission is over...

Hidden Parts: None

~Capture the VIP *****

Requester: Sumika

Advanced: 0

Upon Success: 40000

Briefing:

"We have been informed that a high ranking official will be visiting the DOOMSDAY ORGANIZATION weapon test facility in SE AMBER CROWN. Run interference and capture him." $\,$

"The weapon testing area is secured with both anti-aerial radar and anti-tank land mines. Beware of these deterrents - they can prematurely end the mission."

"We will divide into two groups. You should head north from the riverside, cross two bridges, then head west."

"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.

Well 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. Any ways, 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

~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 in closed 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

~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

~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

~Destroy Main Facility ******

Requester: Sumika

Advanced: 0

Upon Success: 35000

Briefing:

"We request that you begin an assault on the DOOMSDAY ORGANIZATION'S ${\rm HQ."}$

"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-GO (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

~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

~Intercept Enemy Units ***

Requester: Sumika

Advanced: 0

Upon Success: 33000

Briefing:

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

THE LOCATION OR 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

~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, them 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

~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

~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."

Walkthrough:

If there was one level in armored core that looked like it didn't belong, this would be it. It looks like a rave party...

Any ways, this missions is VERY easy for the final battle. Remember that Yellow version of Stinger you killed? Well this one is a Red version. He is the same except for two parts... one, he has tons more AP. The second, is a new move... he surrounds himself in energy and blasts it every where. Well if you stop, you DIE. Try not to use energy weapons on him. I would use the strongest generator you can get with low drain boosters and rockets. He is actually easy to kill with rockets, no joking. The best choice for legs in this mission would be the LN-2KZ-SP in my opinion. Trust me, he's not hard. A pack of 70 rockets will put him out by itself.

If you really need help on this mission, take the 100 shot cannon arms. They will kill him with just one batch and have more than enough to spare, so go wild with it.

Hidden Parts: None

~Arena

(Put a " \sim " in front of what ever you put in the find, to Find hold in "control" and press F)

- -Danger/Wasp
- -Luke/Evader
- -Roach/Dragon Fly
- -Thorn/Black Rose
- -Snake/Broken Heart
- -Killer Rabbit/Hopper
- -Salamander/Back Fire
- -Gear Crusher/Anti-Tank
- -Neptune/Pisces
- -Shaman/Desert Wind
- -Hilda/Trick or Treat
- -Icarus/Super Nova
- -Artillery/Mine Layer
- -Slugger/Grand Slam
- -Nobody/Slash Goat
- -Gunner/Diamond Arm
- -Striker/Attack Hawk
- -Leader Leader/Grim Reaper
- -Spike/SMJ
- -Brutus/Back Stab
- -Jester/Majesty
- -Roughneck/Dual Terror
- -Darwin/Evolution
- -Executioner/Hell Bent

- -Death Master/B.H.I.
- -Eagle/Speared 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
- -Milicona/ Scorpion Ver 5.0
- -Necron/Black Dragon

The arena is a place were 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 on 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.

~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 \mbox{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

~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

Leas 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

~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.

~Thorn/Black Rose

Rank 46 *

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

not lost in a long while.

Head HD-08-DISH

Core XCL-01

Arms AN-201

Legs LN-501

Booster B-P320

FCS COMDEX-C7

Generator GRD-RX6

Back Unit R ---

Back Unit L ---

Arm Unit R WG-MGA1

Arm Unit L ---

Machine gun Vs Machine gun, only yours is stronger. This match will teach you the essence of a damage race. If you choose to take heavy armor, he can't kill you.

Reward: 9000 Credits. I just bought the SP-S/SCR Optional part. I'm not going into lighter weight parts as of yet, but Optional parts will always help you.

My AC looks like this and I have 8700 Credits left over.

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-S/SCR

~Snake/Broken Heart

Rank 45 ***

Bio: Piloting a well-armored AC, he is expected to make progress with this practical choice.

Head HD-REDEYE

Core XCH-01

Arms AN-863-B

Legs LB-4401

Booster B-P320

FCS COMDEX-C7

Generator GRD-RX6

Back Unit R ---

Back Unit L ---

Arm Unit R WG-AR1000

Arm Unit L ---

This AC could beat you, if it aimed the right way, but it doesn't even use his machine gun like one... more like a rifle. Any ways, if you are using the set up I gave, you might not be able to kill him, if you miss a lot... any ways, this is a great time to use your blade as well,

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.

~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

~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...

~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.

~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.

~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

weapons.

Head HD-GRY-NX
Core XCH-01
Arms AN-3001
Legs LC-UK160
Booster --FCS TRYX-QUAD
Generator GRD-RX6
Back Unit R --Back Unit L --Arm Unit R WG-HG512

Arm Unit L ---

This AC can stun the hell out of you. To counter this, don't get hit by hit. Just boost as close as possible to him then walk around him shooting him. Blade him if he gets a little too close to you. You might take a lot of damage, but it will pay off.

Reward: 21000 Credits and two M118-TP ammo containers. BIG PAYOFF. Each ammo thingy sells for about 10000! Sell them both off and buy the WM-SMSS24 and sell your FCS and pick up the FBMB-18X. You AC should look like this if you followed my design.

Head HD-2002
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

~Artillery/Mine Layer

Rank 37 **

Bio: Known only as thee Mine Layer, he annoys others by dropping mines around the arena.

Head HD-06-RADAR
Core XCL-01
Arms AW-MG25/2
Legs LFH-X3
Booster B-P320
FCS TRYX-QUAD
Generator GRD-RX6
Back Unit R --Back Unit L --Arm Unit R --Arm Unit L ---

Do the same thing here you did for Back Fire, dodge him. Only this time, test out your new missiles. Watch how insane they lock and how much damage they do if they all land. Any ways, you shouldn't need help.

Reward: 22500 Credits.

~Slugger/Grand Slam

Rank 36 ****

Bio: The Home Run King is back in his hometown, he controls a gattlinggun 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...

Reward: 30000 Credits and the HD-6780 Head.

~Brutus/Back Stab

Rank 30 *****

Bio: With long range sensors, his strong suit is the long distance fight.

Head HD-2002

Core XCA-00

Arms AN-K1

Legs LN-1001-PX-0

Booster B-T2

FCS TRYX-QUAD

Generator GRD-RX7

Back Unit R RZ-A0

Back Unit L WM-S40/2

Arm Unit R WG-RF/5

Arm Unit L LS-200G

YAY! This is the actually first guy they purposely didn't make suck. First off, if you don't know how to boost yet, welcome to your first lose:) Ok, he is weak and can't really do too much damage in a short period of time. His missiles are piss ass weak and so is his rifle. Also, he will shoot even if you are behind things sometimes... So he shouldn't be too hard.

Reward: 32000 Credits.

~Jester/Majesty

Rank 29 ****

Bio: Extremely mobile, the "Jester" attempts to scare off his opponents before they begin.

Head HD-X1487

Core XCL-01

Arms AW-MG25/2

Legs LN-501

Booster B-T2

FCS COMDEX-G8

Generator GRD-RX7

Back Unit R WM-S40/2

Back Unit L WC-XP4000

Arm Unit R ---

Arm Unit L ---

This guy would be a lot harder, since he is the first machine gun arm guy that can aim, boost, and has back up weapons... but he has a weapon that makes him kneel... Once you see him shot a pulse, that means he is kneeling so use your strongest weapons and try and blade him as much as possible.

Reward: 33000 Credits.

~Roughneck/Dual Terror

Rank 28 ****

Bio: With high-class gattling-guns, his AC has great offensive strengh 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.

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 sluggy. 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-OUAD

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 quy 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

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.

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

Back Unit L WC-ST120
Arm Unit R --Arm Unit L ---

Why is he so easy? He has almost a fully set up consisting of high drain parts and energy weapons. Once he uses he juice, he is nothing.

Reward: 1200000 Credits.

~Necron/Black Dragon

Rank 1 *******

Bio: Those who have witnessed his chaotic powers call him "Creeping Death." He is the strongest Raven.

Head HD-06-RADAR
Core XCA-00
Arms AN-101
Legs LN-100B
Booster B-P320
FCS TRYX-QUAD
Generator GBG-10000
Back Unit R WM-S60/4
Back Unit L WC-GN230
Arm Unit R WG-AR1000

Arm Unit L LS-99-MOONLIGHT

First off, he is a really great shot with his grenade launcher. What you want to do is to dodge them as best as possible. Then whip out your vertical missiles and hide. Fire all of them away. Hopefully you got him as low (or lower) are you are. Now go machine gun to machine gun and have a ball!

Reward: 3000000 Credits, the WA-Finger machine gun, and the top rank in the arena!

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#	==	==	-=	= ‡	##	##	 =	=	#=	=	#=	==	##	‡=	==		-	=:	# #	##	#:	==	#	==	=#	‡=	=‡	##	#	##	‡=	=#	#	# =	##	==	==	==	==	=#	##	#	==	-	==	=	==	=#
#	==	##	##	# #	##	##	 =	=	##	=	==	==	##	‡=	= :	# #	#	# :	# #	##	#:	==	#	# :	##	‡=	=‡	##	#	##	‡=	=#	#	# =	##	==	=#	# :	##	#	##	#	##	#	##	#	==	=#
#	==	==	-=	==	==	##	 =	=	##	#:	==	==	##	‡=	==		-	==	==	=#	#:	==	#	# :	##	‡=	=‡	##	=	==	==	==	-=	= 7	##	==	==	==	==	-	=#	#	==	-	==	=	==	=#
#	##	# #	± ±	# #	##	# #	##	#:	##	#	##	Е#	##	£ #	# :	##	##	# :	# ±	± #	#	##	#	# :	##	£ #	# #	± ±	#	##	± #	##	£ #	# :	##	# 4	± ±	# :	##	# #	##	#	##	##	##	#	##	± ±

~Enemies...

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

--White MT ****

A mid durable MT that will use a weak rifle that is annoying because it

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 done 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) *******

They take a lot to kill and are armed with a bazooka. They shouldn't take too much out of you, but in numbers... These are just like the PLUS Escapee from the original and even make a funny noise. Found in... Destroy Main Facility --Mortar Tank * This is a little tank like truck that launches grenade like bombs in the air that hit the ground and blow up. You just have to boost away from the area they attack and you will never get hit by them. Found in... Confrontation ~Shop/Checklist This is a list of parts. It also serves as a shop guide. The shop part of this quide is if you started in Project Phantasm and didn't load up. -Five boxes ([][][][]]), means you either start with the part or it is in the shop from the beginning of the game. -10 means this is a new part in Project Phantasm that is in the shop. -15 boxes means this is a reward from the Arena. -20 Boxes means this part is found in AC1 ONLY and cannot be found without transferring data. HEAD-----HD-01-SRVT [][][][] HD-2002 [][][][][] HD-X1487 HD-REDEYE [][][][] HD-D-9066 [][][][][] HD-GRY-NX [][][][] HD-06-RADAR [][][][][] HD-ONE [][][][] HD-08-DISH [][][][] HD-ZERO [][][][][] HD-G780 [][][][][][][][][][][][][][][] CORE-----XCA-00 [][][][][] XCL-01 [][][][][] XCH-01 [][][][] XXA/S0 [][][][][][][][][][]

ARMS-----

AN-101 [][][][]

```
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-1001-PX-0 [][][][][]
       [][][][][]
[][][][][][]
LN-501
LN-SSVR
LN-1001B [][][][][]
LN-3001C [][][][][][]
LN-502 [][][][][][]
LN-2KZ-SP [][][][][][][][][]
LNKS-1B46J [][][][][]
LB-4400 [][][][][]

LB-4401 [][][][][][]

LB-4303 [][][][][][]

LB-1000-P [][][][][][]
LBKS-2B45A [][][][][]
LC-MOS18 [][][][][]
LC-UKI60 [][][][][]
LC-HTP-AAA [][][][]
BOOSTER-----
B-P320 [][][][]
B-P350 [][][][]
B-T2
     [][][][][]
B-P351 [][][][]
B-VR-33 [][][][]
B-HP25 [][][][][][][][][]
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-S60/6 [][][][][]
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-GN230 [][][][]
WC-XP4000 [][][][][]
WC-01QL
      [][][][][]
WC-SPGUN [][][][][][][][][][][][][]
WC-IR24 [][][][][][][][][]
RXA-01WE [][][][][]
     [][][][][]
RZ-A0
RXA-99
     [][][][][]
RXA-77
      [][][][][]
RZ-A1
     [][][][][]
RZT-333
      RZ-BBP
     [][][][][]
RZ-Fw2
```

```
WX-S800/2 [][][][][]
XCS-9900
   [][][][][]
ARM UNIT R------
WG-RF35
    [][][][][]
WG-MGA1
    [][][][][]
WG-MG500
    [][][][][]
WG-AR1000
    [][][][][]
WG-HG235
    [][][][][]
WG-RF/5
    [][][][][]
WG-RF/P
    [][][][][]
WG-HG512
    [][][][][]
WG-FG99
    WG-B2120
    [][][][][]
WG-B2180
    [][][][][]
WG-XP1000
    [][][][][]
    WG-XP2000
WG-XC4
    [][][][][]
WG-RFM118
    WG-XFwPPk
    WG-HG1
     WG-PB26
    WA-Finger
    Left Arm Weapons-----
LS-2001
     LS-200G
     [][][][][]
LS-3303
     [][][][][]
OPTIONAL PARTS-----
SP-MAW
   [][][][][]
SP-JAM [][][][]
SP-M/AUTO [][][][]
SP-ABS [][][][]
SP-SAP
   SP-CND-K [][][][]
SP-AXL
  SP-S/SCR [][][][][]
SP-E/SCR [][][][][]
SP-EH
   [][][][][]
   [][][][][]
SP-E+
SP-DEhf [][][][][][][][][]
```

~Parts...(Put a "~" in front of what ever you put in the find, to Find hold in "control" and press F)

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

This section will tell you a lot about the parts. I will list important things about the part type and then a note about the part it's self. A number of stars will be on the part, rating its effectiveness. These are things I added in myself. The rating is just my opinion of the part, note that I prefer light weight. If I don't rate a part, that means I never really used it. (This is true with a lot of frame parts) If a part says "(AC1)" in the found area, that means you can get it in both AC games. But if it doesn't say shop and says found in AC1, that means you can ONLY get this part with a file transfer, so if you don't have AC1, do bother trying to find the part. If I say "(AC1pp)" that means this part is new.

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~Heads...

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

The heads stats

Type: What kind of part this is.

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

Energy drain: How much drain the part has.

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

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

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

Computer Type: The heads performance level.

Map type: When you press select in missions, how good it is.

Noise canceler: I still do not know WTF this is...

Bio Sensor: Can it lock on to Bio weapons? Radar function: Does this head have radar?

Radar Range: How far the radar goes.
Radar Type: What type is this radar.
Text: What is actually says in the game.

Note: My personal note.

Found: Where to get the part.

HD-01-SRVT ***
Type: Head Unit
Price: 26500
Weight: 122

Energy drain: 350 Armor points: 816 Def. Shell: 154 Def. Energy: 149

Computer Type: Detailed Map type: Area Memory Noise canceler: None Bio Sensor: Provided Radar function: None

Radar Range: --Radar Type: ---

Text: Head unit with build-in bio sensor.

Note: I never really this head, no radar either...

Found: Shop (AC1)

HD-2002 ******
Type: Head Unit
Price: 29000
Weight: 156
Energy drain: 457

Armor points: 787 Def. Shell: 140 Def. Energy: 154

Computer Type: Standard
Map type: Area Memory
Noise canceler: None
Bio Sensor: None

Radar function: Provided

Radar Range: 6000 Radar Type: Standard

Text: Head unit equipped with radar function.

Note: Average head, looks like it's put on backwards...

Found: Shop (AC1)

HD-X1487 ****** Type: Head Unit Price: 19000 Weight: 166 Energy drain: 420 Armor points: 975 Def. Shell: 160 Def. Energy: 185 Computer Type: Rough Map type: No Memory Noise canceler: Provided Bio Sensor: Provided Radar function: None Radar Range: ---Radar Type: ---Text: Full range of sensors but without the auto-map function. Note: Not for missions and is good with plus or back radars. Found: 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) #######==####==####==####==####==####

~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

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

Extension Slots: 8

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)

XCH-01 ****** Type: Core Unit Price: 72000 Weight: 1384 Energy drain: 873 Armor points: 3015 Def. Shell: 615 Def. Energy: 543 Maximum Weight: 3600 Anti-Missile-Response: 48 Anti-Missile-Angle: 32 Extension Slots: 12 Text: Heavyweight core with an excellent shoulder load and heavy armor. Note: Use if you are a heavy... Found: Shop (AC1) XCL-01 ******* Type: Core Unit Price: 122000 Weight: 784 Energy drain: 1273 Armor points: 2050 Def. Shell: 600 Def. Energy: 580 Maximum Weight: 2820 Anti-Missile-Response: 50 Anti-Missile-Angle: 50 Extension Slots: 17 Text: Test model. Lightweight, but with low AP. Note: The lightest core, good if you are an expert. Found: Shop (AC1pp) #########=====#######=====###### #########==####==#####==#####==##### ~Arms... Arms, the regular ones, are the things you need to hold weapons. I mostly never worry about arms unless I blade or need armor. So I usually just use light ones... The Arm stats... Type: What kind of part this is. Price: How much it costs. Weight: How heavy a part is. Energy drain: How much drain the part has. Armor points: How much AP you get from the part. Def. Shell: How strong the part is VS solid weapons.

Text: What it says for the part.
Note: My personal note.

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

Found: Where to get the part. AN-101 ***** Type: Arm Unit Price: 19000 Weight: 1228 Energy drain: 1006 Armor points: 1670 Def. Shell: 384 Def. Energy: 374 Text: Normal arm units with average performance. Note: The most average arms, I say. Found: Shop (AC1) AN-201 ***** Type: Arm Unit Price: 15300 Weight: 1054 Energy drain: 877 Armor points: 1635 Def. Shell: 352 Def. Energy: 334 Text: Low energy consumption version of the AN-101. Note: Nothing that sticks out... Found: You start with this part. (AC1) AN-K1 ******* Type: Arm Unit Price: 49000 Weight: 905 Energy drain: 930 Armor points: 1790 Def. Shell: 339 Def. Energy: 402 Text: Reduced-weight arm units with full AP and shields. Note: Good in everything, even looks. Found: Shop (AC1) AN-D-7001 ***** Type: Arm Unit Price: 23000 Weight: 1445 Energy drain: 1512 Armor points: 1743 Def. Shell: 305 Def. Energy: 453 Text: Average arm units with enhanced performance. Note: Good VS energy. Found: Shop (AC1) AN-3001 ***** Type: Arm Unit Price: 39500 Weight: 1612 Energy drain: 1258

Armor points: 1935 Def. Shell: 487 Def. Energy: 353

Text: Middleweight arms with maximum energy shielding. Note: Odd... The above arms have higher E DEF... I honestly still think they did the text wrong, and mixed them both up. (Hell this is a heavy weight's arm) Found: Shop (AC1) ANKS-1A46J **** Type: Arm Unit Price: 42100 Weight: 2120 Energy drain: 1415 Armor points: 1990 Def. Shell: 679 Def. Energy: 496 Text: Offers the maximum AP but interferes with some parts. Note: With this part, you can only equip two of the three dualies and a few radars. This part is just "CASK" Found: Shop (AC1) AN-863-B ***** Type: Arm Unit Price: 34000 Weight: 1726 Energy drain: 1394 Armor points: 1880 Def. Shell: 517 Def. Energy: 406 Text: Weight is increased for added durability. Note: Better choice than the ANKS. Found: Shop (AC1) AN-25 ******* Type: Arm Unit Price: 28400 Weight: 853 Energy drain: 682 Armor points: 1826 Def. Shell: 344 Def. Energy: 284 Text: Lightweight type arm units with better performance. Note: Great for light weights when DEF shouldn't matter. Found: Shop (AC1) #######==####==####=====#####=====##### #######=#==#=#####=====###### ~Weapon Arms... Weapon arms are just as they sound. They are arms that are weapons them selves. They come in many flavors. WARNING these arms do not have defensive points. If you need more help in these weapons separately,

look to the other weapons. All the stats are explained there.

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

AW-MG25/2 ******* Type: Machine Gun Price: 54500 Weight: 1193 Energy Drain: 78 Armor Point: 812 Def. Shell: 0 Def. Energy: 0 Weapon Lock: Special Attack Power: 158 Number of Ammo: 400 Ammo Type: Solid Ammo Price: 33 Range: 8800 Maximum Lock: 1 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

Attack Power: 1530

Weapon Lock: Narrow & Deep

Armor Point: 1280 Def. Shell: 0 Def. Energy: 0

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) #--####--###---###-----##-----##----~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

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) #--########=---####----## #----##---###----###----##--######## ~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)
IN-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)
~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

Energy drain: 2418

Price: 64100 Weight: 3528

Armor points: 3977 Def. Shell: 889 Def. Energy: 602 Maximum weight: 7100 Speed: 151 Stability: 2977 Jump Function: Provided Text: Best AP and shields among the humanoid legs. Note: ---Found: Shop (AC1) LNKS-1B46J ---Type: Humanoid Legs Price: 48000 Weight: 3065 Energy drain: 2304 Armor points: 3788 Def. Shell: 822 Def. Energy: 618 Maximum weight: 6100 Speed: 146 Stability: 3802 Jump Function: Provided Text: 3802 Note: ---Found: Shop (AC1) ~Reverse Joint legs... These legs actually come in mid and heavy, but are too low in number to get two more spots. (The second one is the heavy ones) -Mid speed (low) -Low-mid load (mid-high) -Low armor (mid-high) -Fast air speed (mid) -Cannon restrictions The Reverse Joint leg's Stats... Type: What kind of part this is. Price: How much it costs. Weight: How heavy a part is. Energy drain: How much drain the part has. Armor points: How much AP you get from the part. Def. Shell: How strong the part is VS solid weapons. Def. Energy: How strong the part is VS energy weapons. Maximum weight: How much these legs can hold before going overweight. Speed: How fast the legs walking speed is. Stability: How fast you recover form things like grenades. Jump Function: Can this leg jump?

```
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 ---
```

Text: What it says for the part.

Type: Reverse Joint Price: 20500 Weight: 2095 Energy drain: 1228 Armor points: 3514 Def. Shell: 609 Def. Energy: 444 Maximum weight: 3775 Speed: 286 Stability: 2310 Jump Function: Provided Text: Phenomenal maneuverability but low load carrying capacity. Note: ---Found: Shop (AC1) LBKS-2B45A ---Type: Reverse Joint Price: 27000 Weight: 2480 Energy drain: 1703 Armor points: 3731 Def. Shell: 584 Def. Energy: 515 Maximum weight: 3990 Speed: 299 Stability: 1985 Jump Function: Provided Text: Deluxe type with enhanced shielding against energy weapons. Note: ---Found: Shop (AC1) ######==####================###===###===### ~Ouadruped legs... These legs actually come in all sizes, but are too low in number to get more spots. These are averaged -High speed -Low-mid load -Mid-high armor -Mid air speed -Cannon restrictions only when flying < - Good! The Quadruped leg's Stats... Type: What kind of part this is. Price: How much it costs. Weight: How heavy a part is. Energy drain: How much drain the part has. Armor points: How much AP you get from the part. Def. Shell: How strong the part is VS solid weapons. Def. Energy: How strong the part is VS energy weapons.

```
Maximum weight: How much these legs can hold before going overweight.
Speed: How fast the legs walking speed is.
Stability: How fast you recover form things like grenades.
Jump Function: Can this leg jump?
Text: What it says for the part.
Note: My personal note.
Found: Where to get the part.
LF-205-SF *****
Type: Four Legs Type
Price: 42600
Weight: 2137
Energy drain: 2810
Armor points: 2841
Def. Shell: 446
Def. Energy: 654
Maximum weight: 3450
Speed: 483
Stability: 580
Jump Function: Provided
Text: Standard four-leg type. Top-class maneuverability.
Note: They are the fastest legs in the game without boosting, but they
have low load.
Found: Shop (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 *******
```

Type: Four Legs Type Price: 82000 Weight: 2880 Energy drain: 3584 Armor points: 3328 Def. Shell: 497 Def. Energy: 700 Maximum weight: 5000 Speed: 442 Stability: 1110 Jump Function: Provided Text: New four-leg type pushes the specs to the limit. Note: Second highest E DEF in the game... This part is also VERY good for how fast it moves. Found: Found in AC1 (AC1) ~Tank legs... These are the heavy load/strong DEF legs of AC. -Very low speed -High load -High armor -Low air speed -No cannon restrictions The tank leg's Stats... Type: What kind of part this is. Price: How much it costs. Weight: How heavy a part is. Energy drain: How much drain the part has. Armor points: How much AP you get from the part. Def. Shell: How strong the part is VS solid weapons. Def. Energy: How strong the part is VS energy weapons. Maximum weight: How much these legs can hold before going overweight. Speed: How fast the legs walking speed is. Stability: How fast you recover form things like grenades. Jump Function: Can this leg jump? Text: What it says for the part. Note: My personal note. Found: Where to get the part. I don't use tanks, thus I can't rate them equally. LC-MOS18 ---Type: Caterpillar

Price: 16000

Weight: 4182

Energy drain: 978 Armor points: 3928 Def. Shell: 858 Def. Energy: 572 Maximum weight: 8000 Speed: 105 Stability: 4245 Jump Function: None Text: Maximum load carrying capacity but poor speed and weight. Note: ---Found: Shop (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)

~Boosters...

Boosters are the things that let you dash and fly. Just remember, Boosters and your weight affect flying and dashing, not mobility.

The booster stats...

Type: What kind of part this is.

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

Energy drain: How much it drains.

Boost Power: How strong the boost is.

Charge Drain: How much this drains your energy bar.

Text: What the game says for the part.

Note: My personal note.

Found: Where to get the part.

B-P320 *

Type: Boost Unit Price: 10800 Weight: 208 Energy drain: 28 Boost Power: 9800 Charge Drain: 4360

Text: Low priced but seems a bit underpowered. Note: Sucks, sell it. Now good in anything.

Found: You start with this part. (AC1)

B-P350 ***

Type: Boost Unit Price: 13700 Weight: 162 Energy drain: 33 Boost Power: 12800 Charge Drain: 4410

Text: Economy type with high power but high energy consumption.

Note: Not that much better than the starting booster.

Found: Shop (AC1)

B-T001 ********

Type: Boost Unit
Price: 34000

Weight: 149

Energy drain: 30

Boost Power: 17300

Charge Drain: 4600

Text: Achieves both enhanced power and low weight at the same time.

Note: Good. Most well rounded booster.

```
Found: Found 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)
~Firing Control Systems...
```

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

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

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

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

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

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

Wide: These In my opinion are the best type. Since AC's turn slower than they look up and down, these can be used to get to a target faster. These are also good if you like to ground boost. These actually suck in hallways, especially when there is multiple ceiling gun turrets.

The FCS stats...

Type: What kind of part this is.

Price: How much it costs.

Weight: How much it weighs. In FCS, this will hardly matter.

Energy drain: How much it drains.

Maximum Lock: The max amount of lock ons you can get with missiles.

Lock Type: Which on of the 5 from above. Text: What the game says for the part.

Note: My personal note.

Found: Where to get the part.

Even though I said it's all a matter of what you are using, I'm not going to give them stars.

COMDEX-C7 ---

Type: FCS
Price: 11100
Weight: 14

Energy drain: 24
Maximum Lock: 4
Lock Type: Standard

Text: Maximum of 4 lock-ons, average performance.

Note: ---

Found: You start with this part. (AC1)

COMDEX-G0 ---

Type: FCS
Price: 22500
Weight: 14

Energy drain: 24

```
Maximum Lock: 4
Lock Type: Standard
Text: Maximum of 4 lock-ons, fast lock-on.
Note: Better than the C7 in every way except for price.
Found: Shop (AC1)
COMDEX-G8 ---
Type: FCS
Price: 16400
Weight: 14
Energy drain: 24
Maximum Lock: 6
Lock Type: Standard
Text: Maximum of 8 lock-ons, long-distance lock-on.
Note: ---
Found: Shop (AC1)
QX-21 ---
Type: FCS
Price: 20300
Weight: 8
Energy drain: 12
Maximum Lock: 1
Lock Type: Wide & Shallow
Text: Maximum of 1 lock-on, short lock over a wide area.
Note: Good with machine guns and bazookas.
Found: Shop (AC1)
QX-AF ---
Type: FCS
Price: 35700
Weight: 10
Energy drain: 16
Maximum Lock: 2
Lock Type: Wide & Shallow
Text: Maximum of 2 lock-ons, short lock.
Note: ---
Found: 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: Shop (AC1) OX-9009 ---Type: FCS Price: 96000 Weight: 24 Energy drain: 55 Maximum Lock: 6 Lock Type: Narrow & Deep Text: Maximum of 6 lock-ons, longest lock distance. Note: Great for sniper rifles and long range fighting. Found: Shop (AC1) FBMB-18X ---Type: FCS Price: 108000 Weight: 21 Energy drain: 65 Maximum Lock: 6 Lock Type: Wide & Shallow Text: Maximum of 6 quick, wide area lock-ons. Note: FASTEST missile lock ons, almost unreal. Found: Shop (AC1pp) RATOR ---Type: FCS Price: 12900 Weight: 18 Energy drain: 75 Maximum Lock: 2 Lock Type: Narrow & Deep Text: Max lock-on 2, suitable for long distance missiles. Note: Great for sniper rifles and long range fighting. Found: Shop (AC1pp) ##########==##===#######=====######## ~Generators... Generators are the things that power your Acs up. Try and use low drain part as it will make your energy refresh faster. The generators stats... Type: What kind of part this is. Price: How much it costs. Weight: How much it weighs. Energy Output: The max amount of charge for the gen. Maximum Charge: The un-condensed size of the energy bar. Redzone: The size of the red part of the energy bar. Text: What the game says for the part.

Note: My personal note.

Found: Where to get the part.

GPS-VVA *

Type: Pulse Generator

Price: 19500 Weight: 308

Energy Output: 4728
Maximum Charge: 28000

Redzone: 7200

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

Note: Sucks X5

Found: You start with this part. (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 *******

Type: Pulse Generator Price: 43500 Weight: 398 Energy Output: 9988 Maximum Charge: 34000 Redzone: 2980 Text: High power provided a wide selection of equipment. Note: The vest Generator. This should be used on EVERY design. Except for one exception. Found: Shop (AC1) GBG-XR ****** Type: Pulse Generator Price: 56000 Weight: 452 Energy Output: 8207 Maximum Charge: 48000 Redzone: 3250 Text: Custom-made unit having both power and capacity. Note: Use this over the BGB-10000 when you want to fly for the longest possible time. Found: Found in AC1 (AC1) GBX-TL **** Type: Pulse Generator Price: 38000 Weight: 1582 Energy Output: 9055 Maximum Charge: 50000 Redzone: 22000 Text: Large output and capacity, offset by its heavy weight. Note: This is only good when you KNOW you can beat an opponent with one energy bar. Found: Defeat Luke/Evader in the arena. (AC1pp) GBX-XL ****** Type: Pulse Generator Price: 139000 Weight: 975 Energy Output: 8500 Maximum Charge: 52000 Redzone: 3300 Text: Modified GRD-RX6. Above average efficiency. Note: Would be great if it weighted a little less. Found: Shop (AC1pp) ~Back Unit Missiles...

These are the back weapon missiles. Missiles are different from most

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

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

The back unit missile's stats...

Type: What kind of part this is.

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

Energy drain: How much it drains.

Weapon Lock: What type of lock this weapon is.

Attack Power: How strong this weapon is.

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

Ammo Type: Solid or energy.

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

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

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

Note: My personal note.

Found: Where to get the part.

WM-S40/1 *****

Type: Small Missile

Price: 18700 Weight: 245

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

Maximum Lock: 1
Reload Time: 10

Text: Pod that fires single small missiles.

Note: Not strong, but accurate.

Found: You start with this part. (AC1)

WM-S40/2 *****

Type: Small Missile

Price: 23000 Weight: 337

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

Ammo Price: 130
Range: 9000
Maximum Lock: 2
Reload Time: 10

Text: Fires up to 2 small missiles at once.

Note: Strait fowardly launched.

```
Found: Shop. (AC1)
WM-S60/4 ****
Type: Small Missile
Price: 28800
Weight: 520
Energy drain: 349
Weapon Lock: Standard
Attack Power: 830
Number of Ammo: 60
Ammo Type: Solid
Ammo Price: 130
Range: 9000
Maximum Lock: 4
Reload Time: 10
Text: Fires up to 4 small missiles at once.
Note: Heavy and harder to hit with. Does have more ammo however.
Found: 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

Attack Power: 9830
Number of Ammo: 10
Ammo Type: Solid
Ammo Price: 3510
Range: 20000
Maximum Lock: 1
Reload Time: 35
Text: Most powerfu
Note: This is chea
pretty good. They
best range also. D

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

Note: This is cheap. Each hit will do about 2000 damage and they home pretty good. They only lack a good speed. Other than that they have the best range also. Do not get used to this part, in the next series it gets neutered... by giving it 4 shots and a quarter of the range.

Found: Defeat Dark Rider/Pale Horse in the arena. (AC1pp)

WM-T0100 ****

Price: 86200

Type: Small Missile

Weight: 725
Energy drain: 290
Weapon Lock: Standard
Attack Power: 230
Number of Ammo: 120

Ammo Type: Solid Ammo Price: 150 Range: 9000 Maximum Lock: 6 Reload Time: 5

Text: Lots of ammo, but low attack power.

Note: Too weak to be that great.

Found: Shop (AC1pp)

WM-SMSS24 ********

Type: Vertical Missile

Price: 118300
Weight: 655
Energy drain: 308
Weapon Lock: Stan

Weapon Lock: Standard Attack Power: 1630 Number of Ammo: 40 Ammo Type: Solid Ammo Price: 420 Range: 9000 Maximum Lock: 4

Text: Mo(r)tar shell. Launches vertically.

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

Found: Shop (AC1pp)

Reload Time: 10

~Back Unit General Magazines...

This is just the extra ammo unit in this game. These are usually needed if you prefer using just one weapon. If you're using a tank it's usually better just to use another weapon, but this can be good... Since things like the Karasawa and finger...

The magazines stats...

Price: How much it costs.

Type: What kind of weapon this part is.

Weight: How much it weighs.

Energy drain: How much it drains.
Text: What the game says for the part.

Note: My personal note.

Found: Where to get the part.

M118-TD *******

Type: Magazine Price: 96300 Weight: 455 Energy Drain: 0

Text: Additional ammo. Increases a weapons ammo capacity.

Note: This adds 50% more ammo, which is awesome. Don't get used to this, as this part drops to 10 or 20% in the next version of this game.

Found: Beat Icarus/Super Nova in the arena. (AC1pp)

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~Back Unit Rockets...

Rockets are very strong. They also come out very fast and come in a lot of ammo. So what balances these weapons? The lack of a true lock. All you get it 3 || red lines to aim with. Rocket take a lot of skill to use effectively. Rockets are also a good choice for bipeds and reverse joints has you don't need to kneel with them and can provide a kick just like a grenades launcher.

The back unit rocket's stats...

Type: What kind of part this is.

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

Energy drain: How much it drains.

Weapon Lock: What type of lock this weapon is.

Attack Power: How strong this weapon is.

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

Ammo Type: Solid or energy.

Ammo Price: The cost of each round fired.

Range: How far it can travel.

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

Reload Time: The weapon's rate of fire.

```
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
```

Text: What the game says for the part.

Price: 36500

Weight: 718
Energy drain: 24
Weapon Lock: None
Attack Power: 2240
Number of Ammo: 70
Ammo Type: Solid
Ammo Price: 220
Range: 14000
Maximum Lock: 0
Reload Time: 16

Text: Carries 70 rockets

Note: This is the best value for its weight.

Found: Shop (AC1)

WR-L24 ******

Type: Large Rocket

Price: 29400
Weight: 805
Energy drain: 18
Weapon Lock: None
Attack Power: 3980
Number of Ammo: 24
Ammo Type: Solid
Ammo Price: 417

Range: 17700 Maximum Lock: 0 Reload Time: 16

Text: This rocket has the greatest firepower of any single weapon.

Note: STRONG!

Found: Found in AC1 (AC1)

~Back Unit Cannons...

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

NOTE!

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

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

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

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

The back unit cannon's stats...

Type: What kind of part this is.

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

Energy drain: How much it drains.

Weapon Lock: What type of lock this weapon is.

Attack Power: How strong this weapon is.

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

Ammo Type: Solid or energy.

Ammo Price: The cost of each round fired.

Range: How far it can travel.

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

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

Note: My personal note.

Found: Where to get the part.

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

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
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)

~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:

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 dished 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

Weight: 352 Energy drain: 826 Radar range: 21300

Radar type: Octagon

Text: Wide forward search area. Note: Lame prize, in my opinion.

Found: Defeat Demise/Scorpion Ver 3.0 in the arena. (AC1pp)

~Dual Back Weapons...

These are just back weapons so big, they take up both back weapon slots.

~The dual stats...

Type: What kind of part this is.

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

Energy drain: How much it drains.

Weapon Lock: What type of lock this weapon is.

Attack Power: How strong this weapon is.

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

Ammo Type: Solid or energy.

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

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

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

Note: My personal note.

Found: Where to get the part.

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

Price: 69400
Weight: 1650

Energy drain: 415
Weapon Lock: Standard
Attack Power: 1120
Number of Ammo: 60
Ammo Type: Solid
Ammo Price: 515
Range: 11000

Reload Time: 12
Text: Fires 2 missiles with 1 lock-on.

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

Found: Shop (AC1)

Maximum Lock: 1

WX-S800-GF ******* Type: Dual Missile Price: 90900 Weight: 1110 Energy drain: 656 Weapon Lock: Standard Attack Power: 1120 Number of Ammo: 60 Ammo Type: Solid Ammo Price: 515 Range: 11000 Maximum Lock: 1 Reload Time: 10 Text: Fires 6 missiles with 1 lock-on. Note: SICK! The fastest/most missiles that can be launched. They also weight a lot less than the other Dualies. Found: Found in AC1 (AC1) XCS-9900 ****** Type: Multi Missile Price: 94500 Weight: 1480 Energy drain: 310 Weapon Lock: Standard Attack Power: 980 Number of Ammo: 20 Ammo Type: Solid Ammo Price: 1125 Range: 12000 Maximum Lock: 1 Reload Time: 15 Text: Fires 2 multi-warhead missiles simultaneously. Note: The single shoulder multi missiles are more ammo/weight efficient, but less time eff. These can also be equipped with the ANKS arms. Found: Shop (AC1) ###==###===###====###===########### ~Rifles... Rifles are broken up into 2 main types. Regular rifles, with mid range, power, reload... basically the most average weapon. Or Sniper Rifles, long range and high power, only down side is its little lock box.

Rifles are average in missions.

The right arm rifle's stats... Type: What kind of part this is.

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

```
Energy drain: How much it drains.
Weapon Lock: What type of lock this weapon is.
Attack Power: How strong this weapon is.
Number of Ammo: The amount of ammo in this weapon.
Ammo Type: Solid or energy.
Ammo Price: The cost of each round fired.
Range: How far it can travel.
Maximum Lock: The max lock, as long as your FCS is high enough.
Reload Time: The weapon's rate of fire.
Text: What the game says for the part.
Note: My personal note.
Found: Where to get the part.
WG-RF35 **
Type: Rifle
Price: 11400
Weight: 415
Energy drain: 6
Weapon Lock: Wide & Shallow
Attack Power: 218
Number of Ammo: 200
Ammo Type: Solid
Ammo Price: 18
Range: 8500
Maximum Lock: 1
Reload Time: 5
Text: Standard portable rifle. Suitable for various missions.
Note: Two slow and weak. Buy something else.
Found: You start with this part. (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
```

Energy drain: 5
Weapon Lock: Special
Attack Power: 530
Number of Ammo: 80
Ammo Type: Solid
Ammo Price: 83

Range: 20000 Maximum Lock: 1 Reload Time: 10

Text: Long-barrel sniper rifle.

Note: Good, especially when you consider its weight.

Found: Shop (AC1)

WG-RF/P ******

Type: Sniper Rifle

Price: 3310
Weight: 308
Energy drain: 4
Weapon Lock: Special
Attack Power: 612
Number of Ammo: 60
Ammo Type: Solid
Ammo Price: 95
Range: 16000
Maximum Lock: 1

Text: Superior firepower and range, but low reload rate.

Note: Slower and a lower damage cap then the other rifle.

Found: Shop (AC1)

Reload Time: 12

~Machine Guns...

If you don't know what a machine gun does or what is used for, you shouldn't be playing this game. They are, of course, best used with a Wide and Shallow FCS.

The right arm Machine gun's stats...

Type: What kind of part this is.

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

Energy drain: How much it drains.

Weapon Lock: What type of lock this weapon is.

Attack Power: How strong this weapon is.

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

Ammo Type: Solid or energy.

Ammo Price: The cost of each round fired.

Range: How far it can travel.

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

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

Note: My personal note.

Found: Where to get the part.

WG-MGA1 ***** Type: Machine Gun Price: 14000 Weight: 370 Energy drain: 4 Weapon Lock: Wide & Shallow Attack Power: 85 Number of Ammo: 500 Ammo Type: Solid Ammo Price: 9 Range: 6300 Maximum Lock: 1 Reload Time: 1 Text: Fast-reloading solid round machine gun. Low single-round firepower. Note: Good for when you don't have the cash for the other Machine guns. It is accurate and fast, but you may run out of ammo. Found: Shop (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

Attack Power: 250 Number of Ammo: 3000 Ammo Type: Solid Ammo Price: 8 Range: 3700

Maximum Lock: 1
Reload Time: 1

Text: Very powerful for close-in combat.

Note: The all time cheapest and strongest weapon ever in Armored Core, with it's kill speed, ammo, and weight it makes it way too unbalanced. This part loses 5/6 of its ammo in the next game (500) and lose 11/12

of its shots in Armored Core 3 Silent Line.

Found: Conquer the arena. (AC1pp)

~Hand Guns...

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

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

The right arm hand gun's stats...

Type: What kind of part this is.

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

Weapon Lock: What type of lock this weapon is.

Attack Power: How strong this weapon is.

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

Ammo Type: Solid or energy.

Ammo Price: The cost of each round fired.

Range: How far it can travel.

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

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

Note: My personal note.

Found: Where to get the part.

I don't really use Hand guns...

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

Weapon Lock: Wide & Shallow

Attack Power: 226

```
Number of Ammo: 100
Ammo Type: Solid
Ammo Price: 68
Range: 4800
Maximum Lock: 1
Reload Time: 5
Text: Wide scatter-shot pistol. Very short range.
Note: Like a weak shotgun.
Found: Shop (AC1)
WG-HG512 ---
Type: Hand Gun
Price: 26200
Weight: 324
Energy drain: 10
Weapon Lock: Wide & Shallow
Attack Power: 437
Number of Ammo: 120
Ammo Type: Solid
Ammo Price: 48
Range: 5800
Maximum Lock: 1
Reload Time: 8
Text: Lower performance but inexpensive.
Note: ---
Found: Shop (AC1)
WG-HG1 ---
Type: Hand Gun
Price: 72000
Weight: 283
Energy drain: 52
Weapon Lock: Wide & Shallow
Attack Power: 280
Number of Ammo: 100
Ammo Type: Solid
Ammo Price: 56
Range: 6300
Maximum Lock: 1
Reload Time: 8
Text: Upgraded hand gun.
Note: ---
Found: Shop (AC1pp)
#==####==###==####==####==####==###==###==###==###==###
#==####==####==####==####==#####==####==###==###
#======##==####==##===##======##===##==###==###==###==###==###
~Bazookas...
Bazookas are close range weapons that move slow. These are very easy to
dodge and anything but close range. These cause a lot of damage and
```

stun. Think of them as a bigger hand gun in a way.

I still say they are weak rockets with a lock, and were always similar to each other in every AC. The right arm bazooka's stats... Type: What kind of part this is. Price: How much it costs. Weight: How much it weighs. Energy drain: How much it drains. Weapon Lock: What type of lock this weapon is. Attack Power: How strong this weapon is. Number of Ammo: The amount of ammo in this weapon. Ammo Type: Solid or energy. Ammo Price: The cost of each round fired. Range: How far it can travel. Maximum Lock: The max lock, as long as your FCS is high enough. Reload Time: The weapon's rate of fire. Text: What the game says for the part. Note: My personal note. Found: Where to get the part. WG-B2120 ***** Type: Bazooka Price: 59740 Weight: 778 Energy drain: 13 Weapon Lock: Narrow & Deep Attack Power: 1150 Number of Ammo: 80 Ammo Type: Solid Ammo Price: 163 Range: 8200 Maximum Lock: 1 Reload Time: 16 Text: High firepower but slow moving bazooka fire is easily avoidable. Note: I say it's more of the situation which bazooka you pick. Found: Shop (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

Text: Ultra-attack bazooka for betting it all on one shot.

Note: ---

Found: Shop (AC1)

Reload Time: 22

#==#######==####==###==########### ~Miscellaneous... The right arms special weapon's stats... Type: What kind of part this is. Price: How much it costs. Weight: How much it weighs. Energy drain: How much it drains. Weapon Lock: What type of lock this weapon is. Attack Power: How strong this weapon is. Number of Ammo: The amount of ammo in this weapon. Ammo Type: Solid or energy. Ammo Price: The cost of each round fired. Range: How far it can travel. Maximum Lock: The max lock, as long as your FCS is high enough. Reload Time: The weapon's rate of fire. Text: What the game says for the part. Note: My personal note. Found: Where to get the part. WG-FG99 * Type: Flamethrower Price: 58300 Weight: 352 Energy drain: 9 Weapon Lock: None Attack Power: 512 Number of Ammo: 500 Ammo Type: Solid Ammo Price: 41 Range: 900 Maximum Lock: 1 Reload Time: 1 Text: Close-in combat gun shows off its true worth in hand-to-hand combat. Note: It sucks, not worth the effort. Found: Found 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. (AClpp)

~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 EOUIP 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.

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

Range: 14000 Maximum Lock: 1 Reload Time: 10

Text: Rapid fire energy weapon.

Note: Another mini sawa. Found: Shop (AC1pp)

~Laser Blades...

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

The left arm blade's stats...

Type: What kind of weapon this part is.

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

Energy drain: How much it drains.

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

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

Note: My personal note.

Found: Where to get the part.

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

with PLUS.

LS-2001 *

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

Attack Power: 738

Text: Infinitely reusable laser blade.

Note: What did you expect from the starting blade?

Found: You start with this part. (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)

~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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