

Front Mission Second (Import) FAQ/Walkthrough Final

by LegaiaRules

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FRONT MISSION 2
FAQ/WALKTHROUGH
VERSION FINAL (2.25)
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VERSION HISTORY

23-8-2013 - Made significant updates to Walkthrough section.
15-5-2012 - Fixes made to Enemy Composition sections.
25-4-2012 - Major clean-up to reflect fan translation changes. Fleshed out Secrets section.
26-2-2008 - Corrections made and information added to all sections. Guide complete.
24-12-2007 - FAQ/Walkthrough complete. Will make updates in the future for grammar and guide corrections.

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AUTHOR'S NOTE

Front Mission 2 is arguably the one main Front Mission installment that receives the smallest bit of attention outside of Japan. And with good reason

since it's the only one, outside of Front Mission 5: Scars of the War, that hasn't been sent overseas. Regardless, I'm sure there's someone out there who has the game and needs help. So, I've decided to make a guide collection that details everything in Front Mission 2. This one particularly for the main game and the things that you can do in it. Enjoy!

Sites allowed to post this guide:

<http://www.gamefaqs.com>
<http://www.gamespot.com>
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I will consider allowing other sites to post this guide if I get an email on the address shown above. I'm usually open to allowing other sites to post my guides provided that I am credited for my work. I assume anyone reading this is aware of the guide's purpose so I don't think I need to explain that. Also, don't try and pass this work off as your own. I've created this guide in a certain way that allows me to identify if someone has plagiarized from my guide. Respect those who spend a great deal of time making guides to help out other people. We don't do it just because guide writing is fun, you know!

1. INTRODUCTION

[INTR]

This is an FAQ/Walkthrough for Front Mission 2 for the Playstation, released only in Japan. Front Mission 2's narrative is seen from two points of view: O.C.U. soldier Ash Faruk and O.C.U. intelligence officer Lisa Stanley. The game alternates between these two scenarios and eventually merge later in the game. The main characters:

Ash Faruk - an O.C.U. soldier aligned with the Muddy Otters. Ash was formerly an officer for the Alordesh Army, but was discharged for reasons unknown.

Lisa Stanley - an O.C.U. intelligence officer. Lisa is an experienced veteran in the art of espionage and information gathering.

Thomas Norland - an O.C.U. soldier and the unit commander of the Dull Stags. Thomas served in many wars, the most notable being the 2nd Huffman Conflict.

Saribash Labra - the president of Burg Transportation. Saribash supports the cause for Alordesh's independence, but opposes violent means to achieve it.

Ven Mackarge - an Alordesh Army officer. Ven is the leader of the Alordesh coup d'etat forces and desires independence from the O.C.U.

2. BASICS

[BASE]

This will be brief as most of the game's mechanics have been explained in my beginner's guide. You should also consider reading the manual for additional help. This is one of those games that you need to go through the manual first before playing it. If you don't know where my beginner's guide is located, go to GameFAQs.

CONTROLS GUIDE

(Outside of Battle)

Directional Pad - Select command/select location/increase or decrease buying and selling amount.

Select Button - Open Help section.

Start Button - Skip text.

L1 - Switch selected pilot/switch selected Arena combatant.

R1 - Switch selected pilot/switch selected Arena combatant.

R2 - Move world map camera(used with Directional Pad).

X Button - Cancel command/close window.

O Button - Confirm command/advance text window/speed up cursor(world map).

[] Button - Close window/jump to End for Wanzer Name menu.

(View Mode)

Directional Pad - Move camera.

L1 - Camera zoom: zoom out.

R1 - Camera zoom: zoom in.

X Button - Exit View Mode.

O Button - Return camera to original position.

(Network)

Directional Pad - Move cursor/select command/increase or decrease buying and selling amount(BURG/ONSET only).

Select Button - Open Help section(BURG/ONSET and E.BIRD only).

Start Button - Skip text/end map analysis(E.BIRD only).

L1 - Switch selected forum/switch selected article(DNC/DOCTRAL only)/rotate map by 45 degrees(E.BIRD only).

R1 - Switch selected forum/switch selected article(DNC/DOCTRAL only)/rotate map by 45 degrees(E.BIRD only).

X Button - Cancel command/backspace one character.

O Button - Confirm command/advance text window/input characters.

/\ Button - Toggle HP indicators ON or OFF(E.BIRD only).

[] Button - Jump to End for Input menus.

Directional Pad + X Button - Speed up cursor movement(E.BIRD only).

(In Battle)

Directional Pad - Move cursor/select command.

Select Button - Open Help section.

Start Button - Open system window/skip text.

L1/R1 - Rotate map by 45 degrees.

L2/R2 - Switch selected unit/switch selected square.

X Button - Cancel command/close command window/advance text window/speed up Player and Enemy Phase text.

O Button - Confirm command/open command window/advance text window.

/\ Button - Toggle HP indicators ON or OFF/toggle Honor indicators ON or OFF/hide Weapon Status window.

[] Button - Hide Weapon Status window/toggle Free Cursor Mode(used to freely move around and access any unit's data on the battlefield, only for Semi-Auto Control settings).

L2 + R2 - Open Unit List menu.

PAINT SCHEMES

Name

Name

Name

Lizard	Sand	Ocean Surface
Field Gray	Jungle	Midnight Blue
Cool Gray	Sludge	Melt Water
Crack	Amethyst	Seaweed
Prawn	Urban Gray	Cyanine Blue
Zeltbahn	Spot	Malachite
Darkness	Dead Leaves	Newt
Mitochondria	Broad Bean	Willow
Dull Ivory	Green Devil	Tree Frog
Pea	Spectrum Green	Choco Marble
Warm Gray	Oak Leaf	Caramel
Rust	Giraffe	Navy Blue
Salamander	Olive Drab	Jaguar
Holstein	Dark Blue	Dead Calm
Leibermeister	Brick Wall	Forest
Lipstick	Stalactite	Fatty Meat
Jade Green	Apricot	Fossil
Holiday Blue	Nail	Atmosphere
Emerald Green	Salmon Pink	Lettuce Green
Polka Dots	Jupiter	Steel Blue
Lavender	Illumination	Under Fire
Zebra	Volcano	Toy Box
Graffiti	Chessboard	Nebular
Mob	Atoll	Burnt Umber
Twilight	X-Ray	Tan Water
Lightning	Lynx	Swamp Land
Wasp Comb	Glacier	Serpent
Moon Surface	Tadpole	Leather
Karakusa	Hieroglyph	Scaffold
Ladybird	Ripple	Mike
China Bowl	Circuit	Aquarium
Piglet	Trunk	Strawberry Field
Hinoki		

While not a major factor for playing the game, feel free to give your wanzers a new paint scheme. That's a part of the fun behind customization and the game in general!

PILOT DATA

In case you did not read the beginner's guide on GameFAQs, this is a quick guide for every pilot, their specialty, and other stats when they first become playable.

Ash Faruk

Specialty: Short

Initial Skills: Best Position

Honor: 5

Control: 18

Sight: 19

Mechanic: 15

Vitality: 12

Joyce S. Whitfield

Specialty: Long

Initial Skills: None

Honor: 5

Control: 15

Sight: 18
Mechanic: 18
Vitality: 9

Amia McCalum
Specialty: Short
Initial Skills: Best Position
Honor: 5
Control: 17
Sight: 17
Mechanic: 14
Vitality: 12

Griff Burnam
Specialty: Fight
Initial Skills: Critical, Feint
Honor: 5
Control: 18
Sight: 15
Mechanic: 12
Vitality: 17

Thomas Norland
Specialty: Fight
Initial Skills: Critical, Feint
Honor: 5
Control: 18
Sight: 15
Mechanic: 13
Vitality: 18

Rocky Armitage
Specialty: Fight
Initial Skills: Critical, Feint
Honor: 5
Control: 19
Sight: 14
Mechanic: 12
Vitality: 17

Roswell Tarana
Specialty: Long
Initial Skills: None
Honor: 5
Control: 14
Sight: 18
Mechanic: 20
Vitality: 10

Lisa Stanley
Specialty: Long
Initial Skills: None
Honor: 5
Control: 17
Sight: 19
Mechanic: 17
Vitality: 11

Sayuri Mitsuzuka
Specialty: Short

Initial Skills: Best Position

Honor: 5

Control: 18

Sight: 18

Mechanic: 14

Vitality: 12

Cordy Hoffa

Specialty: Fight

Initial Skills: Critical, Feint, Heat Blow

Honor: 20

Control: 18

Sight: 12

Mechanic: 14

Vitality: 20

Pike A. Reischauer

Specialty: Long

Initial Skills: Best Position, Feint, Critical, Lucky

Honor: 5

Control: 14

Sight: 16

Mechanic: 18

Vitality: 12

Maylan Malda

Specialty: Fight

Initial Skills: Best Position, Feint, Critical, Heat Blow, Leg First, First, Field Effect, Dash

Honor: 65

Control: 17

Sight: 12

Mechanic: 13

Vitality: 18

ENEMY TIPS AND TACTICS

Named Pilots: Named pilots are essentially stronger versions of Commanders. Of all enemy types, they are the most dangerous to fight due to their battle preparation and usage of many skills. Fortunately, they are rarely seen in missions with the exception of one named pilot.

Commander: Commanders are well balanced in all Job classes and use a variety of weapons for any situation. They are commonly found in missions, piloting either wanzers or mobile weapons with some skills equipped. Commanders are tougher foes than basic enemy types such as Assaults or Strikers.

Elite: Elites are essentially stronger versions of Veteran. Apart from higher Job proficiency and wanzers loadout, Elites are the same as Veterans. Treat them like named pilots; don't take them lightly or you will surely find yourself in a losing situation.

Veteran: Veterans are pilots with a high level of proficiency in all Job classes, even higher than Commanders. They pilot high quality wanzers that are well equipped and maximize their equipped skills. Never underestimate the damage that a Veteran can deal as they can easily turn the tides of battle.

Assault: Assaults specialize in the Short class and use Short weapons. Assaults generally pilot wanzers, but they also tend to use aircraft,

armored vehicles, and mobile weapons sometimes. They are one of the basic enemy types seen in missions.

Driver: Drivers are pilots that control light vehicles. For the most part, Drivers play no real role apart from being a sitting duck for experience purposes. They appear in most missions alongside other basic enemy types.

Striker: Strikers specialize in the Fight class and use Fight weapons. Due to their Job specialty, Strikers only use wanzers. Strikers should always be dealt with first since they can destroy parts, especially Arms, in one or two hits with ease. They are one of the basic enemy types seen in missions.

Gunner: Gunners specialize in the Long class and use Long weapons. Gunners generally pilot wanzers and aircraft, though sometimes they use fixed gun placements and mobile weapons. Gunners are nowhere near as dangerous as Assaults or Strikers. They are one of the basic enemy types seen in missions.

Mechanic: Mechanics are pilots that control support pods. Mechanics, like Drivers, are support units that don't do much in the way of fighting. They do have a use with their ability to repair damaged parts with a finite amount of Repair items. They appear in most missions alongside other basic enemy types.

Other: Other enemies that do not fall under any enemy type. To identify them, look at their composition and proficiency in all Job classes.

3. WALKTHROUGH

[WALK]

This section will discuss the game and all material pertaining to it. Be sure to read the following before actually playing the game:

****READ THE FOLLOWING BEFORE PLAYING****

Mission - mission number and location

Enemies - how many enemy units are in the mission.

Bosses - how many boss units are in the mission.

Units - how many player units can be deployed in the mission.

Allies - how many ally units are in the mission.

Difficulty - how hard or easy the mission is(out of 5*)

Winning Condition - conditions for completing the mission.

Losing Condition - conditions for failing the mission.

Prize - amount of money gained for destroying all enemies.

Bonus - bonuses awarded for excellent mission performance.

Setup - what wanzers and weapons should be used for the mission.

Computers - what computers and modes should be used for the mission.

Skills - what skills should be used for the mission.

Placements - good starting positions for units to be used for the mission.

Strategy - notes on how to beat the mission.

Enemy Composition - enemy data. See below:

Unit type - Total x number

AP: MV: Lv: Honor:

Unit Loadout: Weapon Loadout:

Body - weapon type(weapon name) - damage, range, ammo

Arms - anything in () usually means it is for a certain

Legs - enemy unit or two.

BP -

Mobile -

Armor -

Defense - BAL*

Talent Levels: Job Levels: Skills:

Control - Fight -

Sight - Short -

Mechanic - Long -

Vitality -

Notes Guide:

* - BAL format is reading Defense with Body first, Arms next, and Legs last. ie. 12/4/8 reads as 12 Defense for Body, 4 for Arms, and 8 for Legs.

Difficulty Notes:

* - A very easy mission. Basic tactics such as attack, movement, and counters are more than enough to complete these missions. You have to try very hard to actually fail them and I'm being very honest here.

** - An easy mission. Basic tactics still work well, but don't make too many mistakes. You may have to update your loadouts if you experience some trouble in completing the mission. Nonetheless, you can safely breeze through them if you come prepared.

*** - An average mission. Missions of this caliber are not that simple to clear and have a number of tough spots. You will have to update your loadouts to the most recent gear that you can purchase at the Shop. Basic tactics will work, but you may have to apply advanced tactics to survive. Pacing becomes important as missions of this difficulty and higher take a lot of time to finish.

**** - A hard mission. You will not only have to update your loadouts to the most recent gear, but go for the best ones in stock. Equipping items is also recommended to increase your chances of survival. You will need to apply both basic and advanced tactics to clear these missions. Skill selection comes to play in order to maximize damage against enemies and minimize damage caused to allies.

***** - A very hard mission. You need to really go for the best parts when customizing your units and equipping items is mandatory. Apart from applying tactics, you need to plan out your course of action in regards to the enemies and mission conditions. You will not escape alive without showing mastery of the game's mechanics: AP, Honor, wanzers setup, skill setup, pacing, and even a bit of luck. Hell, use the in-mission Save feature if you must!

Weapon Information:

Machine Gun - MG(Piercing/P)

Shotgun	- SG(Piercing/P)
Flamethrower	- FT(Fire/F)
Rifle	- RF(Piercing/P)
Punch	- PC(Impact/I)
Knuckle	- KN(Impact/I)
Rod	- RD(Impact/I)
Shield	- SD(Piercing, Impact, Fire, or Normal/P, I, F, or N)
Bazooka	- BZ(Fire + Impact/F + I)
Cannon	- CN(Impact + Piercing/I + P)
Grenade Launcher	- GR(Fire + Piercing/F + P)
Missile Launcher	- MS(Fire + Impact/F + I)
Anti-Air Missile	- AM(Fire + Impact/F + I)
Rocket Launcher	- RK(Fire + Impact/F + I)
Anti-Air Rocket	- AR(Fire + Impact/F + I)
Autocannon	- AC(Piercing/P)
Cluster Bomb	- CB(Fire + Piercing/F + P)
Radar	- RW(Normal/N)

****READ THE ABOVE BEFORE PLAYING****

ASH'S SCENARIO: COUP D'ETAT

[COUP]

Watch the following scenes and then you will be given the chance to save your game. Setup is also available, which you should do prior to heading out of the Hangar. Your starting equipment consists of the following parts:

1 Juri EX
1 Grenze
1 Auden M90
1 M405A
1 Hard Rod
1 Plaver M2
1 SP06-N

Make some adjustments before heading out into battle. If you are unsure what to do with the adjustments, look at the Setup section for Mission 1.

Mission 1 - O.C.U. Rimian M.F.B.

Enemies: 10
Bosses: 0
Units: 3
Allies: 1
Difficulty: **
Winning Condition:

1. All enemy machines apart from the transport trucks destroyed.

Losing Condition:

1. All ally machines destroyed.

Prize: 0
Bonus: 0

Setup:

Ash - Zenith V. Juri EX, Grenze, and SP86-N. No backpack.
Amia - Zenith V. Juri EX, Grenze, and SP06-N. No backpack.
Joyce - Giza 4C. M405A and two Plaver M2. No backpack.

Computers:

Ash - Abbot 1, Mode 3
Amia - Abbot 1, Mode 3
Joyce - Balliol 1, Mode 1

Skills:

Ash - Best Position
Amia - Best Position
Joyce - None

Placements: Fixed.

Strategy:

To make this first mission quick and easy, move to the East and go after the VT500 vehicles first. Let the enemy wanzers get close before you decide to attack them. The VT500s are optional targets, but you can destroy them for extra experience. They begin to leave by turn five so move fast and hit hard to get them. Keep everyone close to one another to keep AP high for attacks and counters. The AAH45a Hahns can only be hit by MGs, SGs, and RFs for the time being, so only Ash and Amia can destroy them. As long as you did some of the tutorials before playing the game, you'll get through this one easily.

Enemy Composition

Commander in Stabline - Total 1

AP: 7 MV: 9 Lv: 1 Honor: 0

Unit Loadout:

Body - 57

Arms - 35

Legs - 47

BP - None

Mobile - 13

Armor - Fire

Defense - 20/15/18

Talent Levels:

Control - 10

Sight - 16

Mechanic - 14

Vitality - 12

Weapon Loadout:

(P) MG(29mm MG) - 8 x 6, 1, 9 ammo

(F) FT(FL-120) - 12 x 4, 1, 9 ammo

(F) FT(FL-120) - 12 x 4, 1, 9 ammo

(F + I) MS(Ibis) - 16 x 3, 4-5, 3 ammo

Job Levels: Skills: None.

Fight - 1

Short - 1

Long - 1

Assault in Gust 503B - Total 2

AP: 7 MV: 10 Lv: 1 Honor: 0

Unit Loadout:

Body - 54

Arms - 33

Legs - 45

BP - None

Mobile - 30

Armor - Normal

Defense - 18/14/16

Talent Levels:

Control - 13

Weapon Loadout:

(P) MG(17mm MG) - 8 x 6, 1, 9 ammo

(P) MG(17mm MG) - 8 x 6, 1, 9 ammo

(N) SD(SP06-N)

Job Levels: Skills: None.

Fight - 1

Sight - 15 Short - 1
Mechanic - 11 Long - 1
Vitality - 9

Driver in VT500 - Total 4

AP: 7 MV: 9 Lv: 1 Honor: 0
Unit Loadout: Weapon Loadout: None.
Body - 59
Legs - 30
BP - None
Mobile - 20
Armor - Normal
Defense - 9/5
Talent Levels: Job Levels: Skills: None.
Control - 11 Fight - 1
Sight - 10 Short - 1
Mechanic - 11 Long - 1
Vitality - 10

Striker in Warlus M1 - Total 1

AP: 7 MV: 9 Lv: 1 Honor: 0
Unit Loadout: Weapon Loadout:
Body - 52 (I) KN(Iron Lump) - 17 x 1, 1, infinite
Arms - 32 (I) KN(Iron Lump) - 17 x 1, 1, infinite
Legs - 44 (N) SD(SP06-N)
BP - None (N) SD(SP06-N)
Mobile - 21
Armor - Impact
Defense - 23/18/20
Talent Levels: Job Levels: Skills: None.
Control - 15 Fight - 1
Sight - 9 Short - 1
Mechanic - 11 Long - 1
Vitality - 13

Gunner in AAH45a Hahn - Total 2

AP: 7 MV: 8 Lv: 1 Honor: 0
Unit Loadout: Weapon Loadout:
Body - 107 (P) AC(20mm AC) - 7 x 9, 1-2, 9 ammo
BP - None (F + I) RK(HRC-32) - 10 x 6, 2-4, 2 ammo
Mobile - 30 (F + I) RK(HRC-16) - 10 x 6, 2-4, 2 ammo
Armor - Piercing
Defense - 7
Talent Levels: Job Levels: Skills: None.
Control - 11 Fight - 1
Sight - 15 Short - 1
Mechanic - 13 Long - 1
Vitality - 9

Allies:

Griff Burnam in Zenith V/Kasumi(Striker)

AP: 7 MV: 9 Lv: 2 Honor: 0
Unit Loadout: Weapon Loadout:
Body - 62 (I) RD(Hard Rod) - 22 x 1, 1, infinite
Arms - 38 (P) SG(Auden M90) - 7 x 8, 1, 9 ammo
Legs - 52 (N) SD(SP06-N)
BP - None (N) SD(SP06-N)
Mobile - 21

Armor - Impact
Defense - 25/20/23

Talent Levels:	Job Levels:	Skills: None.
Control - 18	Fight - 3	
Sight - 15	Short - 2	
Mechanic - 12	Long - 1	
Vitality - 17		

After watching the scenes upon completing the first mission, you will be on the world map. On the world map, head to Woods of Batari.

Date - 12/June/2102, 3:00 AM
Location - Woods of Batari

Select Map to watch a scene. Afterwards, you can access Setup. You will also have access to the following items when you do so:

- 1 BP-T3A
- 5 MG Ammo
- 2 MS Ammo
- 1 BZ Ammo
- 5 Repair 1
- 1 Restore 1

The Network is now available for use as well, but not much can be done at the moment. Exit and head to the Border when you're ready to move on.

Mission 2 - Near O.C.U. Ramanston Base

Enemies: 9
Bosses: 1
Units: 3
Allies: 3
Difficulty: **
Winning Condition:

1. All enemy machines destroyed.

Losing Condition:

1. All ally machines destroyed.

Prize: 676
Bonus: 0

Setup:

Ash - Zenith V. Juri EX, Grenze, and SP86-N. No backpack.
Amia - Zenith V. Juri EX, Grenze, and SP06-N. No backpack.
Joyce - Giza 4C. Two Plaver M2. BP-T3A with MS Ammo.

Computers:

Ash - Abbot 1, Mode 3
Amia - Abbot 1, Mode 3
Joyce - Balliol 1, Mode 1

Skills:

Ash - Best Position, Feint
Amia - Best Position, Feint
Joyce - None

Placements:

[Ash][Joy]
[Ami]

Strategy:

The Dull Stags squad consisting of Thomas, Rocky, and Roswell will join the battle here. Thomas and Rocky are both Fight specialists and Roswell is a Long specialist. These three are quite capable of handling their own fights in this mission. You can now select the placements for your characters, but you'll only be able to do so with the Muddy Otters squad. Start by having the Dull Stags take out the initial wanzers in the way then merge with the Muddy Otters. The Muddy Otters should stay put and hold off the enemy squad heading in their direction until they meet up with the Dull Stags.

The enemy forces have some new units at their disposal. You'll have to deal with armored vehicles, which are generally annoying since they use Long-class weaponry. The second is the inclusion of a Mechanic, who's sole purpose is to repair damaged units. While they can repair operating parts, a Mechanic unit cannot restore destroyed parts. If you need to get experience, leave an enemy unit alive for the Mechanic to fix. Don't rely on this once you start using skills since enemy units don't last long when they're activated. Other than that, basic tactics are good enough to get through this mission.

Enemy Composition

Boss - Romero in Calm 400S(Commander)

AP: 7 MV: 9 Lv: 2 Honor: 0

Unit Loadout: Weapon Loadout:

Body - 72 (P) MG(Juri EX) - 12 x 5, 1, 9 ammo

Arms - 44 (F) FT(Hot River 30) - 15 x 4, 1, 9 ammo

Legs - 61 (N) SD(SP06-N)

BP - None

Mobile - 25

Armor - Piercing

Defense - 17/14/15

Talent Levels:	Job Levels:	Skills:
Control - 16	Fight - 2	Critical
Sight - 14	Short - 2	
Mechanic - 10	Long - 2	
Vitality - 12		

Assault in Gust 503B - Total 2

AP: 7 MV: 10 Lv: 1 Honor: 0

Unit Loadout: Weapon Loadout:

Body - 54 (P) MG(17mm MG) - 8 x 6, 1, 9 ammo

Arms - 33 (P) MG(17mm MG) - 8 x 6, 1, 9 ammo

Legs - 45 (N) SD(SP06-N)

BP - None

Mobile - 30

Armor - Normal

Defense - 18/14/16

Talent Levels:	Job Levels:	Skills:
		None.

Control - 13 Fight - 1
Sight - 15 Short - 1
Mechanic - 11 Long - 1
Vitality - 9

Assault in BT77M1 - Total 2

AP: 7 MV: 8 Lv: 1 Honor: 0
Unit Loadout: Weapon Loadout:
Body - 79 (I + P) CN(89mm Cannon) - 19 x 3, 1-2, 9 ammo
Legs - 57 (P) AC(20mm AC) - 6 x 9, 1-2, 9 ammo
BP - None
Mobile - 16
Armor - Normal
Defense - 20/17
Talent Levels: Job Levels: Skills: None.
Control - 13 Fight - 1
Sight - 15 Short - 1
Mechanic - 11 Long - 1
Vitality - 9

Striker in Warlus M1 - Total 2

AP: 7 MV: 9 Lv: 1 Honor: 0
Unit Loadout: Weapon Loadout:
Body - 52 (I) KN(Iron Lump) - 17 x 1, 1, infinite
Arms - 32 (I) KN(Iron Lump) - 17 x 1, 1, infinite
Legs - 44 (N) SD(SP06-N)
BP - None (N) SD(SP06-N)
Mobile - 21
Armor - Impact
Defense - 23/18/20
Talent Levels: Job Levels: Skills: None.
Control - 15 Fight - 1
Sight - 9 Short - 1
Mechanic - 11 Long - 1
Vitality - 13

Gunner in Stabline - Total 1

AP: 7 MV: 9 Lv: 1 Honor: 0
Unit Loadout: Weapon Loadout:
Body - 57 (P) MG(29mm MG) - 8 x 6, 1, 9 ammo
Arms - 35 (F) FT(FL-120) - 12 x 4, 1, 9 ammo
Legs - 47 (F) FT(FL-120) - 12 x 4, 1, 9 ammo
BP - None (F + I) MS(Ibis) - 16 x 3, 4-5, 3 ammo
Mobile - 13
Armor - Fire
Defense - 20/15/18
Talent Levels: Job Levels: Skills: None.
Control - 10 Fight - 1
Sight - 16 Short - 1
Mechanic - 14 Long - 1
Vitality - 12

Gunner in RSV300A - Total 1

AP: 7 MV: 9 Lv: 2 Honor: 0
Unit Loadout: Weapon Loadout:
Body - 62 (F + I) RK(100mm RK) - 10 x 6, 2-4, 6 ammo
Arms - 36
BP - None
Mobile - 20
Armor - Normal

Defense - 12/6
Talent Levels: Job Levels: Skills: None.
Control - 12 Fight - 2
Sight - 16 Short - 2
Mechanic - 13 Long - 3
Vitality - 9

Mechanic in SP10a - Total 1

AP: 7 MV: 10 Lv: 1 Honor: 0
Unit Loadout: Weapon Loadout:
Body - 37 (N) SD(SP10a)
Legs - 31 (N) SD(SP10a)
BP - None
Mobile - 33
Armor - Piercing
Defense - 11/6

Talent Levels: Job Levels: Skills: None.
Control - 11 Fight - 1
Sight - 11 Short - 1
Mechanic - 11 Long - 1
Vitality - 11

Allies:

Thomas Norland in Zenith V/Ace Joker(Striker)

AP: 7 MV: 9 Lv: 3 Honor: 0
Unit Loadout: Weapon Loadout:
Body - 62 (P) MG(Juri EX) - 12 x 5, 1, 9 ammo
Arms - 38 (I) RD(Hard Rod) - 22 x 1, 1, infinite
Legs - 52 (I) SD(SP86-N)
BP - None (I) SD(SP86-N)
Mobile - 20
Armor - Impact
Defense - 25/20/23

Talent Levels: Job Levels: Skills: None.
Control - 18 Fight - 4
Sight - 15 Short - 2
Mechanic - 13 Long - 3
Vitality - 18

Rocky Armitage in Zenith V/Jack Arms(Striker)

AP: 7 MV: 9 Lv: 2 Honor: 0
Unit Loadout: Weapon Loadout:
Body - 62 (I) RD(Hard Rod) - 22 x 1, 1, infinite
Arms - 38 (P) MG(Juri EX) - 12 x 5, 1, 9 ammo
Legs - 52 (N) SD(SP06-N)
BP - None (N) SD(SP06-N)
Mobile - 20
Armor - Impact
Defense - 25/20/23

Talent Levels: Job Levels: Skills: None.
Control - 19 Fight - 3
Sight - 14 Short - 2
Mechanic - 12 Long - 1
Vitality - 17

Roswell Tarana in Giza 4C/Bilancia(Gunner)

AP: 7 MV: 9 Lv: 2 Honor: 0
Unit Loadout: Weapon Loadout:

Body - 65 (I) PC(Hard Blow) - 25 x 1, 1, infinite
Arms - 40 (I) PC(Hard Blow) - 25 x 1, 1, infinite
Legs - 55 (F + I) MS(Plaver M2) - 45 x 1, 4-5, 2 ammo
BP - Item (F + P) GR(Lazy Horn) - 24 x 1, 2-3, 2 ammo
Mobile - 21
Armor - Normal
Defense - 20/16/18
Talent Levels: Job Levels: Skills: None.
Control - 14 Fight - 1
Sight - 18 Short - 1
Mechanic - 20 Long - 4
Vitality - 10

At end of the mission, some scenes will occur and you'll need to head to Saribash's House on the world map next.

Date - 12/June/2102, 2:00 PM
Location - Saribash's House

Talk to Saribash then head for the Guest Room. Speak with everyone and then speak to Joyce last at the Guest Room. A scene will commence after you've spoken to everyone, including Joyce.

Date - 13/June/2102, 7:00 AM
Location - Saribash's House

Watch the scene and talk to Lila and Saribash to progress. Once Saribash is done talking, head for the Warehouse first. The Warehouse is actually the first Shop of the game. You should save your money since you don't have much, but buy the Vigor M1 Body for Roswell and Joyce so they can carry a Backpack and items. Switch to Hard Rods for Thomas and Rocky to make the most out of their specialty. The other place worth mentioning is the Training Space. You can access this location when you speak to Saribash again.

In the Training Space, you can access the Battle Simulator to train Ace, a Burg Transportation pilot in charge of the company's mercenaries. They will be helping you out in the next mission and while you don't need to do this, training them in the Battle Simulator has its benefits. Check out the Battle Simulator guide for more details on the training.

For time purposes, just get Ace up to Level 3. This should suffice for the next mission. When you feel prepared, exit and head for Downtown in Dhaka. Make sure you speak with the Warehouse owner before leaving. He will give you the address to the BURG website, which allows you to access the Online Shop. You can purchase any weapons and parts that you've seen before here, but selling them is not possible. This will prove handy in the future so don't even think of leaving without the BURG address! Once you're ready exit and head to Downtown in Dhaka.

Mission 3 - Downtown in Dhaka

Enemies: 16
Bosses: 1
Units: 6
Allies: 4
Difficulty: ****
Winning Condition:

1. All enemy machines destroyed.

Losing Condition:

1. All ally machines destroyed.
2. Transport truck destroyed.

Prize: 1328

Bonus: 0

Setup:

Ash - Vigor M1 Body and Zenith V Arms/Legs. Two Juri EX and SP86-N. AG-1000A.
Amia - Vigor M1 Body and Zenith V Arms/Legs. Two Juri EX and SP06-N. AG-1000A.
Joyce - Vigor M1 Body and Giza 4C Arms/Legs. M405A and two Plaver M2. BP-T3A
with Restore 1.

Thomas - Vigor M1 Body and Zenith V Arms/Legs. Hard Rod and SP86-N. AG-1000A.
Rocky - Vigor M1 Body and Zenith V Arms/Legs. Hard Rod and SP06-N. AG-1000A.
Roswell - Vigor M1 Body and Giza 4C Arms/Legs. M405A and two Plaver M2.
BP-T3A with Restore 1.

Computers:

Ash - Abbot 1, Mode 3
Amia - Abbot 1, Mode 3
Joyce - Balliol 1, Mode 1
Thomas - Abbot 1, Mode 2
Rocky - Abbot 1, Mode 2
Roswell - Balliol 1, Mode 1

Skills:

Ash - Best Position, Feint, Critical
Amia - Best Position, Feint, Critical
Joyce - None
Thomas - Critical, Feint
Rocky - Critical, Feint
Roswell - None

Placements:

[Tho][Ash][Joy]
[Roc][Ami][Ros]

Special Note:

Before you begin the mission, you will be able to configure the AI settings for Ace and the other Burg Transporation mercenaries who will help you out. If you used the Battle Simulator to train Ace, you will have more AI options to choose from. If you DID NOT access the Battle Simulator before beginning this mission, meaning you DID NOT talk to Saribash twice, then you will not see these questions.

Here are all of the possible questions and options you may see:

Question 1: What do you want me to do?

Options:

1. Escort the truck *
2. Be my escort * (ONLY appears if Ace's Level is 2 or 3)
3. You'll be the decoy (ONLY appears if Ace's Level is MAX)

* If you chose either the first or second option from Question 1, you will have to answer Questions 2 to 5.

Question 2: When should I attack those guys?

Options:

1. 5-7 squares
2. 3-4 squares
3. 1-2 squares

Question 3: Attack those guys by...

Options:

1. HP (goes to Question 4A)
2. AP (goes to Question 4B)

Question 4A: Who should I attack?

Options:

1. High HP ones
2. Low HP ones

Question 4B: Who should I attack?

Options:

1. High AP ones
2. Low AP ones

Question 5: If they fight back?

Options:

1. Counter them
2. Evade

These questions will appear after Ace or one of his assistants is attacked for the first time.

Question 6: Who should I heal again?

Options:

1. No one *
2. The truck ! (ONLY appears if Ace's Level is 1 or 2)
3. Everyone (ONLY appears if Ace's Level is 3 or MAX)

* Choosing this option means Ace and his assistants will use their Repair 1 items only on themselves. *

! Choosing this option means that Ace and his assistants will use their Repair 1 items mostly on the truck, but they can also use it on themselves.

Question 7: When should I run away?

Options:

1. HP at 50%
2. HP at 20%
3. Do not run away (ONLY appears if Ace's Level is 2, 3, or MAX)

The final question only appears after the mission update.

Question 8: What should I do now!?

Options:

1. Stay on course *
2. Escape

* Choosing this option means Ace and his assistants will continue to act based on the option you chose for Question 1.

Strategy:

Start off by dealing with the vehicle squads to the West and North of your initial positions. Don't bother attacking with Joyce and Roswell for now; conserve their ammo for the other enemies. If you chose to have Ace's team follow Amia or act as a decoy, you will need one unit to act as the truck's escort. If there are no units or any of Ace's team near the truck within a range of 4 squares, the truck driver will shout at you to escort it. That means if any of the above units are 5 or more squares away from the truck, the truck will not move from its position. However, this can work to your favor, as you won't have to worry about the truck when fighting the enemy.

Once the vehicles have been dealt with, head for the enemy squad to the far West and eliminate them. The truck will be passing by this point and unless you set Ace's AI to escort Amia or act as a decoy, it'll be an easy target for those enemies. If you did, you can forget about them and move onto the enemy squads to the North end of the map. It's your call if you want more experience or you just want to play it safe by having your allies take some damage. The Strikers are the most dangerous wanzers since they can take off parts in just two hits. Be sure to weaken them with Joyce and Roswell first.

MISSION UPDATE

Winning Condition:

1. Transport truck escapes from the city.

The moment the truck arrives at the intended destination, waves of aircraft will appear to bombard areas of the map. If you already dealt with the enemy squads to the North, all you have to do is wait until the transport truck leaves the map. Make sure you move all of your units to the North end of the map to avoid the bombing raids. The game will highlight the affected areas in red, so you have a turn to avoid being vaporized by the bombs. Lucky for you, the truck will begin to escape at this point so you don't need sacrifice a unit to escort it out of the city.

The mission can be finished through two approaches by this point. The first involves the transport truck escaping from the map. This is only triggered if all enemies were eliminated before the fighter jets arrived. The second way you can clear the mission is to simply finish off the enemy forces when the fighter jets arrive. In this case, the truck does not need to escape from the map for the mission to end.

Enemy Composition

Boss - Delshad in BT77M1 (Commander)

AP: 7 MV: 8 Lv: 4 Honor: 1

Unit Loadout: Weapon Loadout:

Body - 79 (I + P) CN(89mm Cannon) - 19 x 3, 1-2, 9 ammo
Legs - 57 (P) AC(20mm AC) - 6 x 9, 1-2, 9 ammo
BP - None
Mobile - 16
Armor - Normal
Defense - 20/17
Talent Levels: Job Levels: Skills:
Control - 14 Fight - 4 Critical
Sight - 17 Short - 5
Mechanic - 13 Long - 4
Vitality - 10

Assault in Calm 400S - Total 2

AP: 7 MV: 9 Lv: 2 Honor: 0
Unit Loadout: Weapon Loadout:
Body - 72 (P) MG(Juri EX) - 12 x 5, 1, 9 ammo
Arms - 44 (P) RF(Grenze) - 41 x 1, 1, 9 ammo
Legs - 61 (N) SD(SP06-N)
BP - None
Mobile - 25
Armor - Piercing
Defense - 17/14/15
Talent Levels: Job Levels: Skills: None.
Control - 13 Fight - 2
Sight - 16 Short - 3
Mechanic - 12 Long - 2
Vitality - 9

Assault in Calm 400S - Total 1

AP: 7 MV: 9 Lv: 2 Honor: 0
Unit Loadout: Weapon Loadout:
Body - 72 (P) MG(Juri EX) - 12 x 5, 1, 9 ammo
Arms - 44 (P) SG(Auden M90) - 7 x 8, 1, 9 ammo
Legs - 61 (N) SD(SP06-N)
BP - None
Mobile - 25
Armor - Piercing
Defense - 17/14/15
Talent Levels: Job Levels: Skills: None.
Control - 13 Fight - 2
Sight - 16 Short - 3
Mechanic - 12 Long - 2
Vitality - 9

Assault in Calm 400S - Total 1

AP: 7 MV: 9 Lv: 4 Honor: 0
Unit Loadout: Weapon Loadout:
Body - 72 (P) MG(Juri EX) - 12 x 5, 1, 9 ammo
Arms - 44 (P) SG(Auden M90) - 7 x 8, 1, 9 ammo
Legs - 61 (N) SD(SP06-N)
BP - None
Mobile - 25
Armor - Piercing
Defense - 17/14/15
Talent Levels: Job Levels: Skills: None.
Control - 13 Fight - 3
Sight - 16 Short - 5
Mechanic - 12 Long - 3
Vitality - 9

Assault in Calm 400S - Total 1

AP: 7 MV: 9 Lv: 4 Honor: 0

Unit Loadout: Weapon Loadout:

Body - 72 (P) MG(Juri EX) - 12 x 5, 1, 9 ammo

Arms - 44 (F) FT(Hot River 30) - 15 x 4, 1, 9 ammo

Legs - 61 (N) SD(SP06-N)

BP - None

Mobile - 25

Armor - Piercing

Defense - 17/14/15

Talent Levels: Job Levels: Skills: None.

Control - 13 Fight - 3

Sight - 16 Short - 5

Mechanic - 12 Long - 3

Vitality - 9

Assault in BT77M1 - Total 3

AP: 7 MV: 8 Lv: 2 Honor: 0

Unit Loadout: Weapon Loadout:

Body - 79 (I + P) CN(89mm Cannon) - 19 x 3, 1-2, 9 ammo

Legs - 57 (P) AC(20mm AC) - 6 x 9, 1-2, 9 ammo

BP - None

Mobile - 16

Armor - Normal

Defense - 20/17

Talent Levels: Job Levels: Skills: None.

Control - 13 Fight - 2

Sight - 16 Short - 3

Mechanic - 12 Long - 1

Vitality - 9

Assault in AM121M1 - Total 1

AP: 7 MV: 9 Lv: 2 Honor: 0

Unit Loadout: Weapon Loadout:

Body - 73 (P) AC(20mm AC) - 7 x 3, 1-2, 9 ammo

Legs - 38 (P) MG(7.5mm MG) - 10 x 6, 1, 9 ammo

BP - None

Mobile - 22

Armor - Normal

Defense - 15/10

Talent Levels: Job Levels: Skills: None.

Control - 13 Fight - 2

Sight - 16 Short - 3

Mechanic - 12 Long - 2

Vitality - 9

Striker in Frost M37 - Total 2

AP: 7 MV: 9 Lv: 2 Honor: 0

Unit Loadout: Weapon Loadout:

Body - 57 (I) KN(Press Needle) - 19 x 1, 1, infinite

Arms - 41 (I) KN(Press Needle) - 19 x 1, 1, infinite

Legs - 57 (N) SD(SP06-N)

BP - Turbo (N) SD(SP06-N)

Mobile - 22

Armor - Fire

Defense - 22/18/20

Talent Levels: Job Levels: Skills: None.

Control - 16 Fight - 3

Sight - 9 Short - 2

Mechanic - 12 Long - 2

Vitality - 13

Gunner in Stabline - Total 2

AP: 7 MV: 9 Lv: 2 Honor: 0

Unit Loadout:

Weapon Loadout:

Body - 57

(P) MG(29mm MG) - 8 x 6, 1, 9 ammo

Arms - 35

(F) FT(FL-120) - 12 x 4, 1, 9 ammo

Legs - 47

(F) FT(FL-120) - 12 x 4, 1, 9 ammo

BP - Item

(F + I) MS(Ibis) - 16 x 3, 4-5, 3 ammo

Mobile - 10

Armor - Fire

Defense - 20/15/18

Talent Levels:

Job Levels:

Skills: None.

Control - 12

Fight - 2

Sight - 16

Short - 2

Mechanic - 13

Long - 3

Vitality - 9

Gunner in OC300MA - Total 1

AP: 7 MV: 10 Lv: 2 Honor: 0

Unit Loadout:

Weapon Loadout:

Body - 55

(P) MG(5.5mm MG) - 10 x 6, 1, 9 ammo

Arms - 39

(N) RW(WAG5s) - 0 x 1, 2-6, infinite

BP - None

(N) RW(WAG5) - 0 x 1, 2-6, infinite

Mobile - 32

Armor - Normal

Defense - 6/5

Talent Levels:

Job Levels:

Skills: None.

Control - 12

Fight - 2

Sight - 16

Short - 2

Mechanic - 13

Long - 3

Vitality - 9

Gunner in RSV300A - Total 1

AP: 7 MV: 9 Lv: 2 Honor: 0

Unit Loadout:

Weapon Loadout:

Body - 62

(F + I) RK(100mm RK) - 10 x 6, 2-4, 6 ammo

Arms - 36

BP - None

Mobile - 20

Armor - Normal

Defense - 12/6

Talent Levels:

Job Levels:

Skills: None.

Control - 12

Fight - 2

Sight - 16

Short - 2

Mechanic - 13

Long - 3

Vitality - 9

Mechanic in SP10a - Total 1

AP: 7 MV: 9 Lv: 2 Honor: 0

Unit Loadout:

Weapon Loadout:

Body - 37

(N) SD(SP10a)

Legs - 31

(N) SD(SP10a)

BP - None

Mobile - 26

Armor - Piercing

Defense - 11/6

Talent Levels:

Job Levels:

Skills: None.

Control - 12

Fight - 2

Sight - 11

Short - 2

Mechanic - 12 Long - 2
Vitality - 11

Allies:

Ace in Zenith V(Assault)

AP: 7 MV: 9 Lv: 3 Honor: 0
Unit Loadout: Weapon Loadout:
Body - 62 (P) MG(Juri EX) - 12 x 5, 1, 9 ammo
Arms - 38 (P) RF(Grenze) - 41 x 1, 1, 9 ammo
Legs - 52 (N) SD(SP06-N)
BP - Item
Mobile - 20
Armor - Impact
Defense - 25/20/23
Talent Levels: Job Levels: Skills:
Control - 15 Fight - 3 Repair 1(BP, 1)
Sight - 17 Short - 4
Mechanic - 13 Long - 2
Vitality - 11

Ace Assistant 1 in Giza 4C(Assault)

AP: 7 MV: 9 Lv: 2 Honor: 0
Unit Loadout: Weapon Loadout:
Body - 65 (P) MG(Juri EX) - 12 x 5, 1, 9 ammo
Arms - 40 (P) SG(Auden M90) - 7 x 8, 1, 9 ammo
Legs - 55 (N) SD(SP06-N)
BP - Item
Mobile - 21
Armor - Normal
Defense - 20/16/18
Talent Levels: Job Levels: Skills:
Control - 13 Fight - 1 Repair 1(BP, 1)
Sight - 16 Short - 3
Mechanic - 11 Long - 2
Vitality - 10

Ace Assistant 2 in Giza 4C(Assault)

AP: 7 MV: 9 Lv: 2 Honor: 0
Unit Loadout: Weapon Loadout:
Body - 65 (P) MG(Juri EX) - 12 x 5, 1, 9 ammo
Arms - 40 (P) SG(Auden M90) - 7 x 8, 1, 9 ammo
Legs - 55 (N) SD(SP06-N)
BP - Item
Mobile - 21
Armor - Normal
Defense - 20/16/18
Talent Levels: Job Levels: Skills:
Control - 15 Fight - 1 Repair 1(BP, 1)
Sight - 15 Short - 3
Mechanic - 13 Long - 2
Vitality - 9

Driver in TC400 - Total 1

AP: 7 MV: 9 Lv: 2 Honor: 0
Unit Loadout: Weapon Loadout: None.
Body - 114
Legs - 70
BP - None

Mobile - 20
Armor - Normal
Defense - 10/9
Talent Levels:
Control - 12
Sight - 10
Mechanic - 13
Vitality - 9

Job Levels: Skills: None.
Fight - 2
Short - 2
Long - 2

After the mission is complete, head to Daukandei. At Daukandei, head to the Living Room. Speak with Saribash there and then choose Exit. You may head to the Warehouse afterwards to outfit your wanzers. Once you are outside of the Agit, a story event will play out and you will have to make a choice. If you chose YES, you will automatically head to the Arena. If you chose NO, then you will be outside of the city when you regain control.

In the city, you can access the Arena and the Bar for the first time. The Bar is a place to talk with people to gather all sorts of information, similar to the Bar from Front Mission. The Arena is another feature from Front Mission, but now you can speak with people in the arena stadium. Before you can make any progress with the story, you must fight at least one Arena match.

After fighting in the Arena at least once, talk to the Arena manager about the Arena to learn about how it works. Next, you will have to head back to the Living Room in Agit and speak with Saribash. Once you speak with him, find Thomas at the Arena and then return to the Living Room. Talk with Saribash to get things going again. Make sure everyone's wanzers are upgraded, and that you have a healthy supply of items before leaving. You will likely need to fight several matches in the Arena to get the funds needed to prepare each of your wanzers properly. Exit Daukandei when you are ready and at the world map, head for the Alordesh Coast.

Mission 4 - Alordesh Coast

Enemies: 10
Bosses: 1
Units: 6
Allies: 2 + 3 reinforcements
Difficulty: **
Winning Condition:

1. All enemy machines destroyed.

Losing Condition:

1. All ally machines destroyed.
2. Ash, Joyce, or Amia destroyed.
3. Sling helicopter destroyed.

Prize: 956
Bonus: 5000

Setup:

Ash - Zora C5. Higa Type 9 SG, Pews M14, and SN-46z. AG-450A.
Amia - Zora C5. Higa Type 9 SG, Pews M14, and SN-46z. AG-450A.
Joyce - Vigor M1 Body and Vaje M13 Arms/Legs. Greery, GL-200M3, and Wild.

BP-T2A with Restore 1 and MS Ammo.

Thomas - Zora C5. Double Nail and SN-46z. AG-450A.
Rocky - Zora C5. Double Nail and SN-46z. AG-450A.
Roswell - Vigor M1 Body and Vaje M13 Arms/Legs. Greery, GL-200M3, and Wild.
BP-T2A with Restore 1 and MS Ammo.

Computers:

Ash - Delikat 2, Mode 3
Amia - Delikat 2, Mode 3
Joyce - Delikat 2, Mode 4
Thomas - Clio 2, Mode 2
Rocky - Clio 2, Mode 2
Roswell - Delikat 2, Mode 4

Skills:

Ash - Best Position, Feint, Critical, Leg First
Amia - Best Position, Feint, Critical, Leg First
Joyce - Best Position
Thomas - Critical, Feint, Heat Blow, First
Rocky - Critical, Feint, Heat Blow, First
Roswell - Best Position

Placements:

[Ros]
[Roc]
[Tho]

Strategy:

This is the first time you fight Ven and he'll be coming back for more in future missions, so get used to him. You will also have to keep Ash, Joyce, and Amia alive, if you want to beat the mission. Anyways, the mission is quite easy if everyone is upgraded and you know how the AP mechanics work by now. Go after the nearby units opposite from Ven's position and take them down first. Once they are gone, take out everyone else. There are three aircraft in the mission, with Ven using one such unit. If you have any anti-aircraft weaponry, you can see how extremely effective they are against them. If you don't, you still have Ash and Amia toting MGs and SGs to deal with them.

Lila will also assist you, but don't count on her to do much. Just let her do whatever she wants, or help her take out her attackers. Whatever you do, you will receive a mission update on the sling helicopters at the start of the fifth turn. Basically, the sling helicopters will arrive on the battlefield by the eighth turn. Keep on attacking the enemy forces in the meantime.

MISSION UPDATE

Winning Condition:

1. Ash, Joyce, and Amia board the sling helicopters.

Losing Condition:

1. One sling helicopter destroyed.

After three more turns pass, three CCH-60 Chaise helicopters will arrive. By now, most enemy units should be either weakened or destroyed. This is a good thing, because the enemy will be attacking the helicopters first. This shouldn't be a concern since the Chaise helicopters start off far away from the enemy. As for Ven, he's a little stronger than the other helicopters, but he goes down rather easily to concentrated fire. Ven will also escape when he is low on HP as well.

In any case, you have to lure the three helicopters to land since you can't traverse through water with the legs you're using. If you don't want to keep on fighting, have Ash, Joyce, and Amia board the helicopters when you receive the signal to do so. Make sure you keep the sling helicopters alive, as it only takes one of them going down for mission failure.

Enemy Composition

Boss - Ven Mackarge in OSH20a Cauldron(Gunner)

AP: 8 MV: 8 Lv: 8 Honor: 5

Unit Loadout: Weapon Loadout:

Body - 125 (P) AC(15amm AC) - 8 x 9, 1-2, 9 ammo

BP - None

Mobile - 14

Armor - Normal

Defense - 8

Talent Levels:	Job Levels:	Skills:
Control - 18	Fight - 5	Critical
Sight - 18	Short - 7	Best Position
Mechanic - 16	Long - 10	
Vitality - 16		

Assault in Tatou C - Total 2

AP: 7 MV: 11 Lv: 2 Honor: 0

Unit Loadout: Weapon Loadout:

Body - 72 (I) KN(Bolt Tusk) - 52 x 1, 1, infinite

Arms - 45 (I) KN(Bolt Tusk) - 52 x 1, 1, infinite

Legs - 61 (P) MG(Pews M14) - 13 x 5, 1, 9 ammo

BP - None

Mobile - 30

Armor - Impact

Defense - 28/23/25

Talent Levels:	Job Levels:	Skills: None.
Control - 13	Fight - 2	
Sight - 16	Short - 3	
Mechanic - 12	Long - 2	
Vitality - 9		

Assault in AM121M1 - Total 2

AP: 7 MV: 9 Lv: 2 Honor: 0

Unit Loadout: Weapon Loadout:

Body - 73 (P) AC(20mm AC) - 7 x 9, 1-2, 9 ammo

Legs - 48 (P) MG(7.5mm MG) - 10 x 6, 1, 9 ammo

BP - None

Mobile - 22

Armor - Normal

Defense - 15/10

Talent Levels:	Job Levels:	Skills: None.
Control - 13	Fight - 2	
Sight - 16	Short - 3	
Mechanic - 12	Long - 2	
Vitality - 9		

Striker in Tatou C - Total 1

AP: 7 MV: 12 Lv: 2 Honor: 0

Unit Loadout: Weapon Loadout:

Body - 72 (I) KN(Bolt Tusk) - 52 x 1, 1, infinite

Arms - 45 (I) KN(Bolt Tusk) - 52 x 1, 1, infinite

Legs - 61

BP - Turbo

Mobile - 40

Armor - Impact

Defense - 28/23/25

Talent Levels: Job Levels: Skills: None.

Control - 16 Fight - 3

Sight - 9 Short - 2

Mechanic - 12 Long - 2

Vitality - 13

Gunner in Tatou C - Total 1

AP: 7 MV: 10 Lv: 4 Honor: 0

Unit Loadout: Weapon Loadout:

Body - 72 (I) KN(Bolt Tusk) - 52 x 1, 1, infinite

Arms - 45 (I) KN(Bolt Tusk) - 52 x 1, 1, infinite

Legs - 61 (F + I) MS(Wild) - 30 x 2, 4-5, 2 ammo

BP - Item

Mobile - 23

Armor - Impact

Defense - 28/23/25

Talent Levels: Job Levels: Skills: None.

Control - 12 Fight - 3

Sight - 16 Short - 3

Mechanic - 13 Long - 5

Vitality - 9

Gunner in TCA83D - Total 2

AP: 7 MV: 9 Lv: 2 Honor: 0

Unit Loadout: Weapon Loadout:

Body - 68 (I + P) CN(150mm Cannon) - 19 x 3, 1-2, 9 ammo

Legs - 41

BP - None

Mobile - 22

Armor - Normal

Defense - 14/8

Talent Levels: Job Levels: Skills: None.

Control - 12 Fight - 2

Sight - 16 Short - 2

Mechanic - 13 Long - 3

Vitality - 9

Gunner in AAH45a Hahn - Total 2

AP: 7 MV: 8 Lv: 4 Honor: 0

Unit Loadout: Weapon Loadout:

Body - 125 (P) AC(20mm AC) - 8 x 9, 1-2, 9 ammo

BP - None (F + I) RK(HRC-32) - 12 x 6, 2-4, 2 ammo

Mobile - 14 (F + I) MS(AGM5s) - 30 x 2, 4-5, 2 ammo

Armor - Piercing

Defense - 8

Talent Levels: Job Levels: Skills: None.

Control - 12 Fight - 3

Sight - 16 Short - 3

Mechanic - 13 Long - 5

Vitality - 9

Allies:

Lila Labra in Zenith V(Assault)

AP: 7 MV: 9 Lv: 2 Honor: 0

Unit Loadout: Weapon Loadout:

Body - 62 (P) MG(Juri EX) - 12 x 5, 1, 9 ammo

Ar? - 38 (P) SG(Auden M90) - 7 x 8, 1, 9 ammo

Legs - 52 (N) SD(SP06-N)

BP - None (N) SD(SP06-N)

Mobile - 22

Armor - Impact

Defense - 25/20/23

Talent Levels: Job Levels: Skills:
Control - 16 Fight - 2 Critical

Sight - 18 Short - 3

Mechanic - 13 Long - 2

Vitality - 13

Pilot in CCH-56 Chador(Gunner) - Total 1

AP: 7 MV: 8 Lv: 2 Honor: 0

Unit Loadout: Weapon Loadout: None.

Body - 125

BP - None

Mobile - 14

Armor - Piercing

Defense - 8

Talent Levels: Job Levels: Skills: None.

Control - 14 Fight - 2

Sight - 13 Short - 2

Mechanic - 15 Long - 3

Vitality - 9

Reinforcements (ally):

(turn 8)

Pilot in CCH-60 Chaise(Gunner) - Total 3

AP: 7 MV: 8 Lv: 2 Honor: 0

Unit Loadout: Weapon Loadout: None.

Body - 125

BP - None

Mobile - 14

Armor - Piercing

Defense - 8

Talent Levels: Job Levels: Skills: None.

Control - 14 Fight - 2

Sight - 13 Short - 2

Mechanic - 15 Long - 3

Vitality - 9

Ash's scenario is complete for the time being, but they will return later in the game. For the time being, you will now be playing Lisa's scenario.

Date - 14/June/2102, 2:30 PM
Location - O.C.U. Rimian M.F.B.

You can access Setup and the Network, but they won't do much for the time being. Head to the Rescue Point when you're ready.

Mission 5 - Rescue Point

Enemies: 8
Bosses: 0
Units: 2
Allies: 4
Difficulty: *****
Winning Condition:

1. All enemy machines apart from the transport helicopter destroyed.

Losing Condition:

1. All ally machines destroyed.
2. Transport helicopter destroyed.
3. Transport helicopter escapes from the area.

Prize: 520
Bonus: 3000

Setup:

Lisa - Giza 4C. Hawk Owl and Plaver S. No backpack.
Sayuri - Giza 4C. Two Juri EX. No backpack.

Computers:

Lisa - Balliol 1, Mode 1
Sayuri - Balliol 1, Mode 3

Skills:

Lisa - None
Sayuri - Best Position

Placements: Fixed.

Strategy:

Lisa's first mission is very difficult despite having four ally units. All of the seven enemy units are all aircraft class, so that limits the weapons that can be used against them. The hard part is that all of them can hit your units without fear of counterattacks. Take advantage of the high Geo areas with Lisa and Sayuri to minimize damage they take. The AI isn't as wise with your ally units though. Allow the first six helicopters to move in before attacking, but don't stray too far from your ally units.

Go after the Assaults first and let your ally units move close to get hit. They can also do some damage, but don't count on them to finish the mission for you. Remember that they do not count in towards the Repair and Running

Costs so the more damage an ally unit takes, the better. Once the Assaults are gone, focus on getting rid of the Gunners nearby and then finally onto the Commander. You'll need a bit of luck that the enemies don't hit the Body parts on the Robust 1As since they last longer than the AAH45a3 Hahn units.

One final note is that the Transporter unit must not be destroyed. That's the blue unit from the bunch so keep that in mind. Also, it will try and escape from the area once the Commander starts to move. At this point, Lisa will be out of ammo so make sure Sayuri is still able to attack. You might need to retry if luck is not on your side, but it shouldn't be too hard.

Enemy Composition

Commander in OSH20c Cauldron - Total 1

AP: 7 MV: 8 Lv: 3 Honor: 0

Unit Loadout: Weapon Loadout:

Body - 125 (F + I) MS(AGM503) - 30 x 2, 4-5, 6 ammo

BP - None

Mobile - 14

Armor - Piercing

Defense - 8

Talent Levels: Job Levels: Skills:
Control - 10 Fight - 1 Critical

Sight - 17 Short - 4

Mechanic - 14 Long - 3

Vitality - 13

Assault in ACH9a Huron - Total 3

AP: 7 MV: 8 Lv: 2 Honor: 0

Unit Loadout: Weapon Loadout:

Body - 107 (P) AC(30mm AC) - 7 x 9, 1-2, 9 ammo

BP - None (F + I) RK(HRC-32) - 10 x 6, 2-4, 2 ammo

Mobile - 17 (P) MG(7.5mm MG) - 10 x 6, 1, 9 ammo

Armor - Piercing

Defense - 7

Talent Levels: Job Levels: Skills: None.
Control - 13 Fight - 2

Sight - 16 Short - 3

Mechanic - 12 Long - 2

Vitality - 9

Gunner in AAH45a3 Hahn - Total 3

AP: 7 MV: 8 Lv: 2 Honor: 0

Unit Loadout: Weapon Loadout:

Body - 107 (P) AC(20mm AC) - 7 x 9, 1-2, 9 ammo

BP - None (F + I) MS(AGM12) - 26 x 2, 4-5, 2 ammo

Mobile - 17 (F + I) RK(HRC-16) - 10 x 6, 2-4, 2 ammo

Armor - Piercing

Defense - 7

Talent Levels: Job Levels: Skills: None.
Control - 12 Fight - 2

Sight - 16 Short - 2

Mechanic - 13 Long - 3

Vitality - 9

Transporter in CCH-40 - Total 1

AP: 7 MV: 8 Lv: 3 Honor: 1

Unit Loadout: Weapon Loadout:

Body - 107 (P) MG(7.3mm MG) - 7 x 9, 1-2, 9 ammo

BP - None

Mobile - 17
Armor - Piercing
Defense - 7
Talent Levels: Job Levels: Skills: None.
Control - 13 Fight - 1
Sight - 16 Short - 4
Mechanic - 14 Long - 4
Vitality - 9

Allies:

Gunner in Robust 1A - Total 1

AP: 7 MV: 10 Lv: 1 Honor: 0
Unit Loadout: Weapon Loadout:
Body - 55 (I) PC(Hard Blow) - 21 x 1, 1, infinite
Arms - 34 (I) PC(Hard Blow) - 21 x 1, 1, infinite
Legs - 46 (N) SD(SP06-N)
BP - None (F + I) AR(Sky Gos) - 8 x 6, 2-4, 2 ammo
Mobile - 32
Armor - Normal
Defense - 7

Talent Levels: Job Levels: Skills: None.
Control - 12 Fight - 1
Sight - 15 Short - 2
Mechanic - 13 Long - 2
Vitality - 10

Gunner in Robust 1A - Total 1

AP: 7 MV: 9 Lv: 1 Honor: 0
Unit Loadout: Weapon Loadout:
Body - 55 (P) MG(Congress) - 12 x 4, 1, 9 ammo
Arms - 34 (I) PC(Hard Blow) - 21 x 1, 1, infinite
Legs - 46 (N) SD(SP06-N)
BP - None (F + I) AR(Sky Gos) - 8 x 6, 2-4, 2 ammo
Mobile - 22
Armor - Normal
Defense - 7

Talent Levels: Job Levels: Skills: None.
Control - 12 Fight - 1
Sight - 15 Short - 2
Mechanic - 13 Long - 2
Vitality - 10

Gunner in AAH45a3 Hahn - Total 2

AP: 7 MV: 8 Lv: 1 Honor: 0
Unit Loadout: Weapon Loadout:
Body - 107 (P) AC(20mm AC) - 7 x 9, 1-2, 9 ammo
BP - None (F + I) MS(AGM12) - 26 x 2, 4-5, 2 ammo
Mobile - 17 (F + I) RK(HRC-16) - 10 x 6, 2-4, 2 ammo
Armor - Piercing
Defense - 7

Talent Levels: Job Levels: Skills: None.
Control - 11 Fight - 1
Sight - 15 Short - 2
Mechanic - 13 Long - 2
Vitality - 9

Upon completion of the mission, head to the O.C.U. Front Base. The Tent does

nothing for now, but the Booth leads to another Shop. Go to Headquarters to proceed onwards with the game. Speak with Hordman to get progress the game when you are done with upgrading wanzers. Head to the Tent afterwards. Speak with Griff then Sayuri once you're there. Go back to Headquarters and talk with Hordman again. Head for the Booth and Griff joins the team.

However, you will not be able to customize his wanzers until you select the Negotiation option when talking to the shop owner. Once you do this, the shop owner will give Griff a Zora C5 set. The Zora C5 is stronger than any wanzers you can purchase now, so don't sell these parts.

Exit and head to Daukandei now. Go to the Bar and speak with Martin and then Thomas to move along with the game. Head to the Arena next after you're done at the Bar. At the Arena, you will have to use Sayuri and win a single fight against all five combatants that she can challenge.

To make the fights easier on Sayuri, use a Zenith V for all but the arm parts. Equip Zora C5 arm parts and for weapons, equip a Juri EX and a Grenze. Sayuri should have Feint and Critical if you used her enough times on the prior mission, including her initial skill Best Position. Once she beats the five combatants, you can fight a new combatant called Champion.

Defeat the Champion with any of your pilots and you will get a new character, Cordy Hoffa. Head to the Bar and speak with Cordy once you're there. Select Hide from the menu and go to the Warehouse. The Shop has some new equipment for purchase if you have not upgraded everyone. Once you're finished with everything, exit and head to the P.O.W. Camp.

Mission 6 - P.O.W. Camp

Enemies: 12 + 2 reinforcements

Bosses: 1

Units: 4

Allies: 4

Difficulty: ***

Winning Condition:

1. All enemy machines destroyed.

Losing Condition:

1. All ally machines destroyed.

Prize: 731

Bonus: 3000. If the prisoners are rescued at the rescue point, a Repair ALL can be procured at the Warehouse in Daukandei.

Setup:

Lisa - Zenith V. Germas 76, Plaver M2, and Rail Horn. BP-T3A with Restore 1.

Sayuri - Zenith V. Two Juri EX and SP06-N. AG-1000A.

Griff - Zora C5. Press Needle and SP06-N. AG-1000A.

Cordy - Zenith V. Press Needle and SP06-N. AG-1000A.

Computers:

Lisa - Balliol 1, Mode 1

Sayuri - Balliol 1, Mode 3

Griff - Abbot 1, Mode 2
Cordy - Abbot 1, Mode 2

Skills:

Lisa - Best Position
Sayuri - Best Position, Feint, Critical
Griff - Feint, Critical
Cordy - Feint, Critical, Heat Blow

Placements:

[Lis]
[Say]
[Cor]
[Gri]

Strategy:

While this is a rescue mission, you must destroy all enemy units. Your goal is to head to the building entrance that one helicopter made before the mission started. It's hard not to miss, but go after the enemies first. The Unknown ally units will destroy nearby enemies before retreating, making your task easier. If Sayuri is using Negus, you can obtain a sizeable amount of bonus money. Look at the Secrets section for more details on the Negus. When the enemies are down to no more than one or two, you can either opt to head for the building entrance or finish them off.

MISSION UPDATE

Winning Condition:

1. All ally machines and truck escape from the camp.

Losing Condition:

1. Truck destroyed.

When someone reaches the entrance, you will rescue prisoners. Afterwards, an ally truck carrying the prisoners will appear within the camp. If you destroy all enemies, the same thing will happen...except you don't need to stand by the building entrance. In both scenarios, you must deal with reinforcements at the North side of the camp. Obviously, the truck cannot be destroyed or it's game over. The enemy reinforcements aren't too hard to deal with, fortunately.

If you're in bad condition by the time the enemy reinforcements appear, there is another way to complete the mission. If the truck manages to get out of the camp, you can end the mission by moving all surviving units out of the camp. The truck will not attempt to escape unless you deal with the tanks guarding the exit, so get rid of them quickly if you wish to escape.

Enemy Composition

Assault in BT77M3 - Total 2

AP: 7 MV: 8 Lv: 1 Honor: 0

Unit Loadout: Weapon Loadout:

Body - 79 (I + P) CN(89mm Cannon) - 19 x 3, 1-2, 9 ammo

Legs - 57

BP - None

Mobile - 16
Armor - Normal
Defense - 20/17
Talent Levels:
Control - 13
Sight - 15
Mechanic - 11
Vitality - 9

Job Levels: Skills: None.
Fight - 1
Short - 1
Long - 1

Driver in TC400 - Total 2

AP: 7 MV: 9 Lv: 1 Honor: 0
Unit Loadout: Weapon Loadout: None

Body - 68
Legs - 42
BP - None
Mobile - 21

Armor - Normal
Defense - 7/6

Talent Levels: Job Levels: Skills: None.
Control - 11 Fight - 1
Sight - 10 Short - 1
Mechanic - 11 Long - 1
Vitality - 10

Gunner in Stabline - Total 2

AP: 7 MV: 8 Lv: 1 Honor: 0

Unit Loadout: Weapon Loadout:
Body - 57 (P) MG(29mm MG) - 8 x 6, 1, 9 ammo
Arms - 35 (F) FT(FL-120) - 12 x 4, 1, 9 ammo
Legs - 47 (F) FT(FL-120) - 12 x 4, 1, 9 ammo
BP - Item (F + I) MS(Plaver M2) - 45 x 1, 4-5, 2 ammo

Mobile - 8
Armor - Fire
Defense - 20/15/18

Talent Levels: Job Levels: Skills: None.
Control - 11 Fight - 1
Sight - 15 Short - 1
Mechanic - 13 Long - 1
Vitality - 9

Gunner in TCA830 - Total 1

AP: 7 MV: 9 Lv: 1 Honor: 0

Unit Loadout: Weapon Loadout:
Body - 68 (I + P) CN(150mm Cannon) - 19 x 3, 1-2, 9 ammo
Legs - 41

BP - None
Mobile - 22

Armor - Normal
Defense - 14/8

Talent Levels: Job Levels: Skills: None.
Control - 11 Fight - 1
Sight - 15 Short - 1
Mechanic - 13 Long - 1
Vitality - 9

Gunner in Radar V - Total 3

AP: 7 MV: 8 Lv: 1 Honor: 0

Unit Loadout: Weapon Loadout:
Body - 62 (N) RW(WAG5) - 0 x 1, 2-6, infinite
Legs - 37

BP - None
Mobile - 18
Armor - Normal
Defense - 6/5
Talent Levels: Job Levels: Skills: None.
Control - 11 Fight - 1
Sight - 15 Short - 1
Mechanic - 13 Long - 1
Vitality - 9

Mechanic in SP10a - Total 2

AP: 7 MV: 9 Lv: 1 Honor: 0
Unit Loadout: Weapon Loadout:
Body - 37 (N) SD(SP10a)
Legs - 31 (N) SD(SP10a)
BP - None
Mobile - 26
Armor - Piercing
Defense - 11/6
Talent Levels: Job Levels: Skills: None.
Control - 11 Fight - 1
Sight - 11 Short - 1
Mechanic - 11 Long - 1
Vitality - 11

Allies:

Unknown in AAH45d Hahn(Gunner) - Total 1

AP: 8 MV: 8 Lv: 8 Honor: 4
Unit Loadout: Weapon Loadout:
Body - 145 (P) AC(20mm AC) - 9 x 9, 1-2, 9 ammo
BP - None (P) AC(30mm GP) - 9 x 9, 1-2, 9 ammo
Mobile - 17 (F + I) MS(AGM5s) - 35 x 2, 4-5, 2 ammo
Armor - Piercing
Defense - 9
Talent Levels: Job Levels: Skills:
Control - 19 Fight - 5 Critical
Sight - 18 Short - 9 Best Position
Mechanic - 16 Long - 9
Vitality - 15

Unknown in AAH45d Hahn(Gunner) - Total 2

AP: 7 MV: 8 Lv: 4 Honor: 1
Unit Loadout: Weapon Loadout:
Body - 145 (P) AC(20mm AC) - 9 x 9, 1-2, 9 ammo
BP - None (P) AC(30mm GP) - 9 x 9, 1-2, 9 ammo
Mobile - 17 (F + I) MS(AGM5s) - 35 x 2, 4-5, 2 ammo
Armor - Piercing
Defense - 9
Talent Levels: Job Levels: Skills: None.
Control - 16 Fight - 2
Sight - 18 Short - 4
Mechanic - 16 Long - 5
Vitality - 10

Reinforcements(enemy):

(ally Driver appears on the map)

Boss - Captain in Calm 400S(Assault)
AP: 8 MV: 9 Lv: 5 Honor: 1
Unit Loadout: Weapon Loadout:
Body - 72 (P) MG(Juri EX) - 12 x 5, 1, 9 ammo
Arms - 44 (P) SG(Grenze) - 41 x 1, 1, 9 ammo
Legs - 61 (N) SD(SP06-N)
BP - None
Mobile - 24
Armor - Piercing
Defense - 17/14/15
Talent Levels: Job Levels: Skills: None.
Control - 17 Fight - 6
Sight - 12 Short - 5
Mechanic - 13 Long - 3
Vitality - 18

Assault in Calm 400S - Total 2
AP: 7 MV: 9 Lv: 1 Honor: 0
Unit Loadout: Weapon Loadout:
Body - 72 (P) MG(Juri EX) - 12 x 5, 1, 9 ammo
Arms - 44 (F) FT(Hot River 30) - 15 x 4, 1, 9 ammo
Legs - 61 (N) SD(SP06-N)
BP - None
Mobile - 25
Armor - Piercing
Defense - 17/14/15
Talent Levels: Job Levels: Skills: None.
Control - 13 Fight - 1
Sight - 15 Short - 1
Mechanic - 11 Long - 1
Vitality - 9

Reinforcements(ally):

(arrive at the rescue point or destroy all enemy units)

Driver in TC400 - Total 1
AP: 7 MV: 9 Lv: 2 Honor: 0
Unit Loadout: Weapon Loadout: None
Body - 68
Legs - 42
BP - None
Mobile - 21
Armor - Normal
Defense - 7/6
Talent Levels: Job Levels: Skills: None.
Control - 12 Fight - 2
Sight - 10 Short - 2
Mechanic - 13 Long - 2
Vitality - 9

Return to Daukandei after the mission is complete. If you used the Negus, head back to the Warehouse and speak with Rupo to collect your bounty. Change Sayuri's equipment now before leaving the Warehouse. If you rescued those prisoners from the previous mission, you can also collect a Repair ALL for your efforts. The equipment there has also been updated and you really should upgrade for the upcoming mission. You may not have enough money to upgrade

everyone so head over to the Arena and do some fighting.

Interestingly enough, that's where you need to go to progress further and get things done. A scene will follow upon entering the ARENA room, but you will be sent back to the COLOSSEUM area once it ends. Get your fights done and do your upgrades. Exit Daukandei when you're ready and head back to the O.C.U. Front Base. The Booth sells some new parts, but the rest are the same as the ones in the Daukandei Warehouse. Talk to Hordman at the Headquarters and then talk to the Man that appears afterwards. Next, go back to the Tent and get some rest.

Date - 16/June/2102, 4:00 AM

Location - O.C.U. Front Base

When you are ready for the next mission, exit the O.C.U. Front Base and head to Central of Dhaka.

Mission 7 - Central of Dhaka

Enemies: 13 + 3 reinforcements

Bosses: 1

Units: 4 + 3 reinforcements

Allies: 9

Difficulty: *****

Winning Condition:

1. All enemy machines destroyed.

Losing Condition:

1. All ally machines destroyed.

2. Transport helicopter destroyed.

Prize: 1322 (All enemies)

Bonus: 3000. If the CCH-60 Chaise rescues the prisoners and escapes the map upon mission completion, a Goldias can be procured at the Shop in the Suburb of Dhaka.

Setup:

Lisa - Vigor M1 Body, Zora C5 Arms, and Vigor M1 Legs. Greery, Hawk Owl, and GL-200M3. BP-T2A with GR Ammo and Restore 1.

Sayuri - Zora C5 Body/Arms and Vigor M1 Legs. Higa T9SG, Pews M14, and SN-46z. AG-450A.

Griff - Zora C5 Body/Arms and Vigor M1 Legs. Double Nail and SN-46z. BP-T3A with Restore 1.

Cordy - Zora C5 Body/Arms and Vigor M1 Legs. Double Nail and SN-46z. BP-T3A with Restore 1.

Computers:

Recommended - Clio 4, Mode 5

Lisa - Delikat 3, Mode 4

Sayuri - Delikat 3, Mode 3

Griff - Clio 3, Mode 2

Cordy - Clio 3, Mode 2

Skills:

Lisa - Best Position
Sayuri - Best Position, Feint, Critical, Leg First
Griff - Feint, Critical, Heat Blow, First
Cordy - Feint, Critical, Heat Blow, First

Placements:

[Cor]
[Gri]
[Say]
[Lis]

(Thomas' team on turn 10)

[Tho] [Roc] [Ros]

Strategy:

While this mission is brutally hard, you'll get a reward if you complete it in a certain way. On turn four, the CCH-60 Chaise will begin moving towards the rescue point. On turn nine, it will reach the designated point to begin the rescue operation. After a few turns, the Chaise will leave the map. To get the part reward, you must beat the mission with the CCH-60 escaping with the prisoners. If you destroy all enemies before the helicopter escapes from the map, you will not get the reward. This reward is also unavailable if the CCH-60 Chaise is shot down, which is then replaced by a TC400 truck.

The hard part? Every enemy unit will go straight for the CCH-60 first and ignore anything else until it is destroyed. Fortunately, Hordman's squad is here to assist you, but most of his units are poorly armed. Their purpose is to weaken a portion of the enemy forces for you to clean up later on in the mission. The Tatou Cs are easily the biggest threats here due to their Bolt Tusk KNs; they can break any part in two hits. Remember that ally units can affect the AP mechanics, so if they are in the right positions, you can use your own units to help surround enemies and prevent them from attacking

Start off by clearing the nearby units and then take on the Tatou C squad by the rescue point. Don't even think about helping Hordman's group, because you are already hard-pressed to take every enemy out in time. Let them weaken as many of the enemies in their way as possible. For the Tatou C trio you'll be dealing with, eliminate Captain Farhaj first as he possesses the most threat with its battle skills. If you're doing well, you should be done with them in three turns at most. Force your way North and eliminate the next enemy squad as soon as possible. The CCH-60 can't take no more than three attacks at best from any enemy and if it goes down, you'll get no part reward.

MISSION UPDATE

Winning Condition:

1. Transport helicopter or truck escapes from the city.

Losing Condition:

1. Transport truck destroyed.

The moment the Chaise arrives at the rescue point, three Curlew jets arrive to the far East on the next turn. You can now use Thomas, Rocky, and Roswell

from this point onward. All three are equipped with anti-aircraft weapons, but only Roswell will have any success with them for obvious reasons. Thomas and Rocky should act as bait for the two jets nearby. Send Lisa and her squad to intercept the third jet, as well as taking out the weakened enemy units that fought Hordman's group.

As for the operation, the rescue pilot will talk with Lisa when he has saved all of the prisoners. Once this message occurs, make sure you leave at least one of the jets or other enemy units alive if you want the part reward.

Enemy Composition

Boss - Captain Farhaj in Tatou C (Commander)

AP: 8 MV: 12 Lv: 5 Honor: 1

Unit Loadout:

Weapon Loadout:

Body - 72

(I) KN(Bolt Tusk) - 52 x 1, 1, infinite

Arms - 45

(I) KN(Bolt Tusk) - 52 x 1, 1, infinite

Legs - 61

BP - Turbo

Mobile - 40

Armor - Impact

Defense - 28/23/25

Talent Levels:

Job Levels:

Skills:

Control - 17

Fight - 7

Critical

Sight - 13

Short - 4

First

Mechanic - 10

Long - 2

Best Position

Vitality - 14

Heat Blow

Assault in A338S9b - Total 5

AP: 7 MV: 9 Lv: 4 Honor: 0

Unit Loadout:

Weapon Loadout:

Body - 86

(P) AC(30mm AC) - 8 x 9, 1-2, 9 ammo

Legs - 56

BP - None

Mobile - 20

Armor - Normal

Defense - 17/11

Talent Levels:

Job Levels:

Skills: None.

Control - 13

Fight - 3

Sight - 16

Short - 5

Mechanic - 12

Long - 3

Vitality - 9

Assault in AAH45c Hahn - Total 3

AP: 7 MV: 8 Lv: 4 Honor: 0

Unit Loadout:

Weapon Loadout:

Body - 125

(P) AC(20mm AC) - 8 x 9, 1-2, 9 ammo

BP - None

(F + I) RK(HRC-32) - 12 x 6, 2-4, 2 ammo

Mobile - 14

(F + I) MS(AGM5s) - 30 x 2, 4-5, 2 ammo

Armor - Piercing

Defense - 8

Talent Levels:

Job Levels:

Skills: None.

Control - 13

Fight - 3

Sight - 16

Short - 5

Mechanic - 12

Long - 3

Vitality - 9

Striker in Tatou C - Total 3

AP: 7 MV: 12 Lv: 4 Honor: 0

Unit Loadout:

Weapon Loadout:

Body - 72 (I) KN(Bolt Tusk) - 52 x 1, 1, infinite
Arms - 45 (I) KN(Bolt Tusk) - 52 x 1, 1, infinite
Legs - 61
BP - Turbo
Mobile - 40
Armor - Impact
Defense - 28/23/25
Talent Levels: Job Levels: Skills: None.
Control - 16 Fight - 5
Sight - 9 Short - 3
Mechanic - 12 Long - 3
Vitality - 13

Gunner in Tatou C - Total 2

AP: 7 MV: 10 Lv: 4 Honor: 0
Unit Loadout: Weapon Loadout:
Body - 72 (I) KN(Bolt Tusk) - 52 x 1, 1, infinite
Arms - 45 (I) KN(Bolt Tusk) - 52 x 1, 1, infinite
Legs - 61 (F + I) MS(Wild) - 30 x 2, 4-5, 2 ammo
BP - Item
Mobile - 23
Armor - Impact
Defense - 28/23/25
Talent Levels: Job Levels: Skills: None.
Control - 12 Fight - 3
Sight - 16 Short - 3
Mechanic - 13 Long - 5
Vitality - 9

Allies:

Andrew F. Hordman in AM131M1(Assault)

AP: 8 MV: 9 Lv: 5 Honor: 4
Unit Loadout: Weapon Loadout:
Body - 86 (P) AC(30mm AC) - 8 x 9, 1-2, 9 ammo
Legs - 56 (P) MG(9mm MG) - 11 x 6, 1, 9 ammo
BP - None
Mobile - 20
Armor - Normal
Defense - 17/11
Talent Levels: Job Levels: Skills:
Control - 15 Fight - 4 Critical
Sight - 18 Short - 6
Mechanic - 15 Long - 6
Vitality - 12

O.C.U. in Zora C5(Assault) - Total 2

AP: 7 MV: 9 Lv: 2 Honor: 1
Unit Loadout: Weapon Loadout:
Body - 78 (P) SG(Higa Type 9 SG) - 8 x 8, 1, 9 ammo
Arms - 48 (I) PC(Hard Blow) - 29 x 1, 1, infinite
Legs - 66 (P) MG(Pews M14) - 13 x 5, 1, 9 ammo
BP - None (N) SD(SN-46z)
Mobile - 20
Armor - Fire
Defense - 24/20/22
Talent Levels: Job Levels: Skills: None.
Control - 16 Fight - 2
Sight - 15 Short - 3

Mechanic - 11 Long - 2
Vitality - 10

O.C.U. in Zora C5(Assault) - Total 2

AP: 7 MV: 8 Lv: 2 Honor: 1

Unit Loadout: Weapon Loadout:
Body - 78 (P) RF(Last Word) - 47 x 1, 1, 9 ammo
Arms - 48 (I) PC(Hard Blow) - 29 x 1, 1, infinite
Legs - 66 (P) MG(Pews M14) - 13 x 5, 1, 9 ammo
BP - None (N) SD(SN-46z)

Mobile - 18
Armor - Fire
Defense - 24/20/22

Talent Levels: Job Levels: Skills: None.

Control - 16 Fight - 2
Sight - 15 Short - 3
Mechanic - 11 Long - 2

Vitality - 10

O.C.U. in SP09a(Mechanic) - Total 2

AP: 7 MV: 9 Lv: 2 Honor: 1

Unit Loadout: Weapon Loadout:
Body - 43 (N) SD(SP09a)
Legs - 37 (N) SD(SP09a)

BP - None
Mobile - 25
Armor - Piercing
Defense - 12/7

Talent Levels: Job Levels: Skills: None.

Control - 12 Fight - 2
Sight - 11 Short - 2
Mechanic - 12 Long - 3

Vitality - 13

O.C.U. in CCH-60 Chaise(Gunner) - Total 1

AP: 7 MV: 8 Lv: 4 Honor: 2

Unit Loadout: Weapon Loadout: None.

Body - 125
BP - None
Mobile - 14
Armor - Piercing
Defense - 8

Talent Levels: Job Levels: Skills: None.

Control - 13 Fight - 1
Sight - 16 Short - 4
Mechanic - 13 Long - 5

Vitality - 10

Reinforcements(ally):

(CCH-60 Chaise is destroyed)

O.C.U. in TC400(Driver) - Total 1

AP: 7 MV: 9 Lv: 2 Honor: 1

Unit Loadout: Weapon Loadout: None.

Body - 68
Legs - 42
BP - None
Mobile - 21

Armor - Normal
Defense - 7/6
Talent Levels: Job Levels: Skills: None.
Control - 13 Fight - 2
Sight - 11 Short - 2
Mechanic - 11 Long - 2
Vitality - 11

Reinforcements (enemy):

(turn 10)

Assault in PVA-05a Curlew - Total 1

AP: 7 MV: 8 Lv: 4 Honor: 0
Unit Loadout: Weapon Loadout:
Body - 122 (P) AC(20mm AC) - 8 x 9, 1-2, 9 ammo
BP - None (F + I) RK(ARC-12) - 12 x 6, 2-4, 2 ammo
Mobile - 17 (F + I) RK(ARC-4) - 12 x 6, 2-4, 2 ammo
Armor - Piercing
Defense - 7
Talent Levels: Job Levels: Skills: None.
Control - 13 Fight - 3
Sight - 16 Short - 5
Mechanic - 12 Long - 3
Vitality - 9

Gunner in PVA-05a Curlew - Total 2

AP: 7 MV: 8 Lv: 4 Honor: 0
Unit Loadout: Weapon Loadout:
Body - 122 (P) AC(20mm AC) - 8 x 9, 1-2, 9 ammo
BP - None (F + I) RK(ARC-12) - 12 x 6, 2-4, 2 ammo
Mobile - 17 (F + I) RK(ARC-4) - 12 x 6, 2-4, 2 ammo
Armor - Piercing
Defense - 7
Talent Levels: Job Levels: Skills: None.
Control - 13 Fight - 3
Sight - 16 Short - 5
Mechanic - 12 Long - 3
Vitality - 9

Reinforcements (units):

(turn 10)

Thomas Norland in Zebu T4/Ace Joker (or whatever you named it)

AP: xx MV: 8 Lv: xx Honor: x
Unit Loadout: Weapon Loadout:
Body - 76 (I) PC(Hard Blow) - 29 x 1, 1, infinite
Arms - 48 (I) RD(Hurt Club) - 25 x 1, 1, infinite
Legs - 66 (P) MG(Pews M14) - 13 x 5, 1, 9 ammo
BP - Turbo (F + I) AM(MCaille 1) - 26 x 2, 4-5, 3 ammo
Mobile - 17
Armor - Normal
Defense - 22/20/22
Talent Levels: Job Levels: Skills: whatever he had in Mission 4.
Control - 18 Fight - xx
Sight - 15 Short - xx
Mechanic - 13 Long - xx

Vitality - 18

Rocky Armitage in Zebu T4/Jack Arms(or whatever you named it)

AP: xx MV: 8 Lv: xx Honor: x

Unit Loadout: Weapon Loadout:

Body - 76 (P) RF(Last Word) - 47 x 1, 1, 9 ammo

Arms - 48 (I) KN(Bone Buster) - 25 x 1, 1, infinite

Legs - 66 (F + I) AR(Sky Snipe) - 12 x 6, 2-4, 2 ammo

BP - Turbo

Mobile - 16

Armor - Normal

Defense - 22/20/22

Talent Levels: Job Levels: Skills: whatever he had in Mission 4.

Control - 19 Fight - xx

Sight - 14 Short - xx

Mechanic - 12 Long - xx

Vitality - 17

Roswell Tarana in Vigor M1/Bilancia(or whatever you named it)

AP: xx MV: 8 Lv: xx Honor: x

Unit Loadout: Weapon Loadout:

Body - 84 (I) PC(Hard Blow) - 29 x 1, 1, infinite

Arms - 47 (I) PC(Hard Blow) - 29 x 1, 1, infinite

Legs - 66 (F + I) AM(MCaille 1) - 26 x 2, 4-5, 3 ammo

BP - Turbo (F + I) AR(Sky Snipe) - 12 x 6, 2-4, 2 ammo

Mobile - 14

Armor - Normal

Defense - 19/18/22

Talent Levels: Job Levels: Skills: whatever he had in Mission 4.

Control - 14 Fight - xx AM Ammo(BP, 1)

Sight - 18 Short - xx

Mechanic - 20 Long - xx

Vitality - 10

Head to the Suburb of Dhaka after the mission is complete. If the CCH-60 Chaise did escape with the prisoners, you will get the Goldias MS for your efforts. Head for the Shop to claim your reward. There are new parts and weapons, so upgrade all of your units now before moving onwards. Head to the Seals location to get things moving. You need to talk with the Premier and the Ambassador before moving on. When you feel the need to destroy some enemies, save and choose the Guard option.

Mission 8 - Suburb of Dhaka

Enemies: 12

Bosses: 1

Units: 7

Allies: 0

Difficulty: ***

Winning Condition:

1. All enemy machines destroyed.

Losing Condition:

1. All ally machines destroyed.

Prize: 1448

Bonus: 3000

Setup:

Lisa - Warlus M2, Germas 76, Alder, and Sky Gos 2. BP-T1A with MS Ammo, Repair 1, and Restore 1.

Sayuri - Tall Dog 1 Body, Warlus M2 Arms, and Tall Dog 1 Legs. Carillon, Sin Libra, and SN-46z. AG-640A.

Griff - Tall Dog 1 Body, Warlus M2 Arms, and Tall Dog 1 Legs. Double Nail and SN-46z. AG-640A.

Cordy - Tall Dog 1 Body, Warlus M2 Arms, and Tall Dog 1 Legs. Double Nail and SN-46z. AG-640A.

Thomas - Tall Dog 1 Body, Warlus M2 Arms, and Tall Dog 1 Legs. Double Nail and SN-46z. AG-640A.

Rocky - Tall Dog 1 Body, Warlus M2 Arms, and Tall Dog 1 Legs. Double Nail and SN-46z. AG-640A.

Roswell - Warlus M2, Germas 76, Alder, and Sky Gos 2. BP-T1A with MS Ammo, Repair 1, and Restore 1.

Computers:

Lisa - Delikat 3, Mode 4

Sayuri - Delikat 3, Mode 3

Griff - Clio 3, Mode 2

Cordy - Clio 3, Mode 2

Thomas - Clio 3, Mode 2

Rocky - Clio 3, Mode 2

Roswell - Delikat 3, Mode 4

Skills:

Lisa - Best Position

Sayuri - Best Position, Feint, Critical, Speed

Griff - Feint, Critical, Heat Blow, First

Cordy - Feint, Critical, Heat Blow, First

Thomas - Feint, Critical, Heat Blow, First

Rocky - Feint, Critical, Heat Blow, First

Roswell - Best Position

Placements:

[Cor]

[Gri][Tho]

[Roc] [Say]

 [Ros][Lis]

Strategy:

This is your first battle against a mobile weapon...three to be exact. They are the OSV-08a Tildens and all of them can damage wanzers without problems. The other enemy units are nothing special, but they will make things easier for the Tildens to destroy your units. Fortunately, you can easily surround one and prevent them from blasting your units to bits. Plus, having Thomas and his crew makes it easier to have units blocking a Tilden, while the rest destroy any nearby enemies.

Take out the quartet of wanzers to the East to start things off. Stay on the areas with high Geo ratings as much as possible to minimize damage. Destroy

the Strikers first since they pose a greater threat than the Assaults. Once they are dealt with, the closest Tilden should start moving. Have Lisa and Roswell weaken it with MS or CN rounds before moving in with the rest. Their CNs are dangerous and can destroy units even at full HP if they get lucky. If you stay on any areas with a Geo rating of 20% or higher, you should have no problems evading most of their CN attacks.

Once the first Tilden is out of the way, stay put and let the next one come to you. As long as you're on areas with high Geo ratings, you can keep all of your units relatively safe from those CN rounds. If other enemy units are in the way, retreat and take them down as they approach. It's not a good idea to take on multiple enemies while going after the OSV-08a Tildens. Once all three Tildens are destroyed, mop up the remains of the enemy forces. Some enemies may attempt to escape once the Tildens are destroyed, so pursue and destroy them if you want more experience.

Enemy Composition

Boss - Captain Jadou in OSV-08a Tilden(Commander)

AP: 8 MV: 8 Lv: 7 Honor: 1

Unit Loadout:

Weapon Loadout:

Body - 224

(I + P) CN(130mm Cannon) - 40 x 3, 1-2, 9 ammo

Legs - 147

(P) MG(15mm AC) - 13 x 6, 1, 9 ammo

BP - None

Mobile - 10

Armor - Impact

Defense - 26/23

Talent Levels:

Job Levels:

Skills:

Control - 13

Fight - 4

Critical

Sight - 17

Short - 9

Best Position

Mechanic - 14

Long - 4

Vitality - 10

Assault in Warlus M2 - Total 1

AP: 8 MV: 9 Lv: 5 Honor: 1

Unit Loadout:

Weapon Loadout:

Body - 97

(P) MG(Carillon) - 16 x 5, 1, 9 ammo

Arms - 59

(P) RF(Jura) - 56 x 1, 1, 9 ammo

Legs - 81

(P) SD(Type 198S)

BP - None

Mobile - 21

Armor - Piercing

Defense - 21/17/20

Talent Levels:

Job Levels:

Skills: None.

Control - 14

Fight - 4

Sight - 16

Short - 7

Mechanic - 12

Long - 4

Vitality - 10

Assault in Warlus M2 - Total 1

AP: 8 MV: 9 Lv: 5 Honor: 1

Unit Loadout:

Weapon Loadout:

Body - 97

(P) MG(Carillon) - 16 x 5, 1, 9 ammo

Arms - 59

(P) SG(Sin Libra) - 10 x 8, 1, 9 ammo

Legs - 81

(P) SD(Type 198S)

BP - None

Mobile - 22

Armor - Piercing

Defense - 21/17/20

Talent Levels:

Job Levels:

Skills: None.

Control - 14 Fight - 4
Sight - 16 Short - 7
Mechanic - 12 Long - 4
Vitality - 10

Striker in Vaje M25 - Total 2

AP: 8 MV: 10 Lv: 5 Honor: 1

Unit Loadout: Weapon Loadout:
Body - 86 (I) RD(Pound) - 29 x 1, 1, infinite
Arms - 53 (I) PC(Hard Blow) - 34 x 1, 1, infinite
Legs - 73 (P) SD(Type 198S)
BP - Turbo (P) SD(Type 198S)
Mobile - 34

Armor - Normal
Defense - 25/20/23

Talent Levels: Job Levels: Skills: None.

Control - 16 Fight - 7
Sight - 10 Short - 4
Mechanic - 12 Long - 4
Vitality - 14

Gunner in OSV-08a Tilden - Total 2

AP: 8 MV: 8 Lv: 5 Honor: 1

Unit Loadout: Weapon Loadout:
Body - 224 (I + P) CN(130mm Cannon) - 40 x 3, 1-2, 9 ammo
Legs - 147 (P) MG(15mm AC) - 13 x 6, 1, 9 ammo
BP - None

Mobile - 10
Armor - Impact
Defense - 26/23

Talent Levels: Job Levels: Skills: None.

Control - 12 Fight - 4
Sight - 16 Short - 4
Mechanic - 14 Long - 7
Vitality - 10

Gunner in RSV300A - Total 2

AP: 8 MV: 9 Lv: 5 Honor: 1

Unit Loadout: Weapon Loadout:
Body - 62 (F + I) RK(100mm RK) - 10 x 6, 2-4, 6 ammo
Arms - 36

BP - None
Mobile - 20
Armor - Normal
Defense - 12/6

Talent Levels: Job Levels: Skills: None.

Control - 12 Fight - 4
Sight - 16 Short - 4
Mechanic - 14 Long - 7
Vitality - 10

Gunner in AAH45d Hahn - Total 2

AP: 8 MV: 8 Lv: 5 Honor: 1

Unit Loadout: Weapon Loadout:
Body - 145 (P) AC(20mm AC) - 9 x 9, 1-2, 9 ammo
BP - None (P) AC(30mm GP) - 9 x 9, 1-2, 9 ammo
Mobile - 17 (F + I) MS(AGM5s) - 35 x 2, 4-5, 2 ammo

Armor - Piercing
Defense - 9

Talent Levels: Job Levels: Skills: None.

Control - 12 Fight - 4
Sight - 16 Short - 4
Mechanic - 14 Long - 7
Vitality - 10

Mechanic in SP10b - Total 2

AP: 7 MV: 9 Lv: 3 Honor: 1

Unit Loadout: Weapon Loadout:

Body - 50 (P) MG(7mm MG) - 13 x 6, 1, 9 ammo

Legs - 42 (N) SD(SP10b)

BP - None (N) SD(SP10b)

Mobile - 26

Armor - Piercing

Defense - 14/8

Talent Levels: Job Levels: Skills: None.

Control - 12 Fight - 3

Sight - 12 Short - 4

Mechanic - 12 Long - 3

Vitality - 12

There's not much you can do so exit the Forest and head to Daukandei. Go to the Arena if you need more money for upgrades. To continue, select Hide and watch the scene that plays out. Head to Diaraba when you're ready.

Mission 9 - Way to Diaraba

Enemies: 13

Bosses: 1

Units: 7

Allies: 0

Difficulty: ***

Winning Condition:

1. All enemy machines destroyed.

Losing Condition:

1. All ally machines destroyed.

Prize: 1447

Bonus: 3000

Setup:

Lisa - Warlus M2. Alder and Regulus. BP-T1A with MS Ammo, Repair 1, and Restore 1.

Sayuri - Tall Dog 1 Body, Warlus M2 Arms, and Tall Dog 1 Legs. Carillon, Sin Libra, and Type 198S. AG-640A.

Griff - Tall Dog 1 Body, Warlus M2 Arms, and Tall Dog 1 Legs. Bone Buster and Type 198S. AG-640A.

Cordy - Tall Dog 1 Body, Warlus M2 Arms, and Tall Dog 1 Legs. Bone Buster and Type 198S. AG-640A.

Thomas - Tall Dog 1 Body, Warlus M2 Arms, and Tall Dog 1 Legs. Bone Buster and Type 198S. AG-640A.

Rocky - Tall Dog 1 Body, Warlus M2 Arms, and Tall Dog 1 Legs. Bone Buster and Type 198S. AG-640A.

Roswell - Warlus M2. Alder and Regulus. BP-T1A with MS Ammo, Repair 1, and Restore 1.

Computers:

Lisa - Delikat 4, Mode 4
Sayuri - Delikat 4, Mode 3
Griff - Clio 4, Mode 2
Cordy - Clio 4, Mode 2
Thomas - Clio 4, Mode 2
Rocky - Clio 4, Mode 2
Roswell - Delikat 4, Mode 4

Skills:

Lisa - Best Position, Lucky
Sayuri - Best Position, Feint, Critical, Speed
Griff - Feint, Critical, Heat Blow, First
Cordy - Feint, Critical, Heat Blow, First
Thomas - Feint, Critical, Heat Blow, First
Rocky - Feint, Critical, Heat Blow, First
Roswell - Best Position, Lucky

Placements:

[Gri][Cor]
[Ros][Say] [Tho][Roc]
[Lis]

Strategy:

This mission is pretty straightforward, with the enemies placed closely to each other. Also, you have to take care of the OSV-08a and OSV-08b Tildens by the back ranks of the enemy forces. While there are no slopes or steep areas that can be used, you can hide in the forest areas on the map. The Geo Effect rates there are over 20% and are thus excellent places for avoiding mobile weapon attacks. The rest of the enemies are standard fare, so have fun taking them down.

Enemy Composition

Boss - Captain Adon in OSV-08b Tilden(Commander)

AP: 8 MV: 8 Lv: 8 Honor: 1

Unit Loadout: Weapon Loadout:

Body - 224 (I + P) CN(130mm Cannon) - 40 x 3, 1-2, 9 ammo

Legs - 147 (F + I) RK(VRK-6) - 14 x 6, 2-4, 4 ammo

BP - None

Mobile - 10

Armor - Impact

Defense - 26/23

Talent Levels:	Job Levels:	Skills:
Control - 12	Fight - 4	Critical
Sight - 17	Short - 10	Leg First
Mechanic - 15	Long - 6	Speed
Vitality - 10		

Assault in OSV-08a Tilden - Total 1

AP: 8 MV: 8 Lv: 5 Honor: 1

Unit Loadout: Weapon Loadout:

Body - 224 (I + P) CN(130mm Cannon) - 40 x 3, 1-2, 9 ammo

Legs - 147 (P) MG(15mm AC) - 13 x 6, 1, 9 ammo
BP - None
Mobile - 10
Armor - Impact
Defense - 26/23
Talent Levels: Job Levels: Skills: None.
Control - 14 Fight - 4
Sight - 16 Short - 7
Mechanic - 12 Long - 4
Vitality - 10

Assault in Warlus M2 - Total 1

AP: 8 MV: 9 Lv: 5 Honor: 1
Unit Loadout: Weapon Loadout:
Body - 97 (P) MG(Carillon) - 16 x 5, 1, 9 ammo
Arms - 59 (P) RF(Jura) - 56 x 1, 1, 9 ammo
Legs - 81 (P) SD(Type 198S)
BP - None
Mobile - 21
Armor - Piercing
Defense - 21/17/20
Talent Levels: Job Levels: Skills: None.
Control - 14 Fight - 4
Sight - 16 Short - 7
Mechanic - 12 Long - 4
Vitality - 10

Assault in Warlus M2 - Total 1

AP: 8 MV: 9 Lv: 5 Honor: 1
Unit Loadout: Weapon Loadout:
Body - 97 (P) MG(Carillon) - 16 x 5, 1, 9 ammo
Arms - 59 (P) SG(Sin Libra) - 10 x 8, 1, 9 ammo
Legs - 81 (P) SD(Type 198S)
BP - None
Mobile - 22
Armor - Piercing
Defense - 21/17/20
Talent Levels: Job Levels: Skills: None.
Control - 14 Fight - 4
Sight - 16 Short - 7
Mechanic - 12 Long - 4
Vitality - 10

Assault in AM121M2 - Total 2

AP: 8 MV: 9 Lv: 5 Honor: 1
Unit Loadout: Weapon Loadout:
Body - 99 (P) AC(20mm AC) - 9 x 9, 1-2, 9 ammo
Legs - 65 (F + I) MS(ATM4) - 36 x 2, 4-5, 4 ammo
BP - None
Mobile - 22
Armor - Normal
Defense - 19/12
Talent Levels: Job Levels: Skills: None.
Control - 14 Fight - 4
Sight - 16 Short - 7
Mechanic - 12 Long - 4
Vitality - 10

Driver in PM102A1 - Total 1

AP: 7 MV: 9 Lv: 3 Honor: 1

Unit Loadout: Weapon Loadout: None.
Body - 86
Legs - 48
BP - None
Mobile - 20
Armor - Normal
Defense - 15/8
Talent Levels: Job Levels: Skills: None.
Control - 12 Fight - 3
Sight - 11 Short - 4
Mechanic - 12 Long - 3
Vitality - 11

Striker in Vaje M25 - Total 2

AP: 7 MV: 10 Lv: 4 Honor: 0
Unit Loadout: Weapon Loadout:
Body - 86 (I) RD(Pound) - 29 x 1, 1, infinite
Arms - 53 (I) PC(Hard Blow) - 34 x 1, 1, infinite
Legs - 73 (P) SD(Type 198S)
BP - Turbo (P) SD(Type 198S)
Mobile - 34
Armor - Normal
Defense - 25/20/23
Talent Levels: Job Levels: Skills: None.
Control - 16 Fight - 5
Sight - 9 Short - 3
Mechanic - 12 Long - 3
Vitality - 13

Gunner in Tall Dog 1 - Total 2

AP: 7 MV: 8 Lv: 4 Honor: 0
Unit Loadout: Weapon Loadout:
Body - 91 (P) MG(Type 100 BMG) - 13 x 6, 1, 9 ammo
Arms - 56 (F + I) RK(80mm RK) - 14 x 6, 2-4, 2 ammo
Legs - 70 (F + I) RK(80mm RK) - 14 x 6, 2-4, 2 ammo
BP - Item
Mobile - 18
Armor - Fire
Defense - 28/22/25
Talent Levels: Job Levels: Skills: None.
Control - 12 Fight - 3
Sight - 16 Short - 3
Mechanic - 13 Long - 5
Vitality - 9

Gunner in OC300MA - Total 1

AP: 8 MV: 10 Lv: 5 Honor: 1
Unit Loadout: Weapon Loadout:
Body - 55 (P) MG(5.5mm MG) - 10 x 6, 1, 9 ammo
Arms - 39 (N) RW(WAG5s) - 0 x 1, 2-6, infinite
BP - None (N) RW(WAG5) - 0 x 1, 2-6, infinite
Mobile - 32
Armor - Normal
Defense - 6/5
Talent Levels: Job Levels: Skills: None.
Control - 12 Fight - 4
Sight - 16 Short - 4
Mechanic - 14 Long - 7
Vitality - 10

Mechanic in SP10b - Total 2

AP: 7 MV: 9 Lv: 3 Honor: 1

Unit Loadout: Weapon Loadout:

Body - 50 (P) MG(7mm MG) - 13 x 6, 1, 9 ammo

Legs - 42 (N) SD(SP10b)

BP - None (N) SD(SP10b)

Mobile - 26

Armor - Piercing

Defense - 14/8

Talent Levels: Job Levels: Skills: None.

Control - 12 Fight - 3

Sight - 12 Short - 4

Mechanic - 12 Long - 3

Vitality - 12

Watch the scene that occurs and the game will shift back to Ash's scenario.

ASH'S SCENARIO: BURG TRANSPORTATION

[BURG]

Date - 16/June/2102, 5:30 PM

Location - O.C.U. Carrier LSHD-4 Monto

You can't do much for now, so save your game and go to Passage. You can talk to Marco, head to the Hangar, or go back to your Room afterwards. Go to the Hangar and speak with Amy to progress the plot. Return to your Room, watch the scene, and go back to the Hangar. When you're ready to leave, head to the Deck. The man from a few scenes before, Pike, will join you. You can go to the O.C.U. Front Base and Daukandei, but stop at the O.C.U. Front Base first.

At the O.C.U. Front Base, speak with Hordman at the Headquarters and then go to the Booth and talk to the Shop owner. Upgrade everyone if you have enough money at this point, but you can always do it in Daukandei. Exit and move to Daukandei next. Select Hide and watch the scene that takes place there and exit the area. Another scene will play out and then you can head to your real destination, Diaraba.

Mission 10 - Way to Diaraba, Highway

Enemies: 10

Bosses: 2

Units: 4

Allies: 3

Difficulty: ****

Winning Condition:

1. All enemy machines destroyed.

Losing Condition:

1. All ally machines destroyed.

Prize: 1368.

Bonus: 3000. If you destroyed all enemies and saved Ven for last, a Repair ALL can be procured at the Warehouse in Diaraba.

Setup:

Ash - Tall Dog 1 Body, Warlus M2 Arms, and Tall Dog 1 Legs. Two Carillon and and Type 198S. AG-640A.

Amia - Tall Dog 1 Body, Warlus M2 Arms, and Tall Dog 1 Legs. Two Carillon and and Type 198S. AG-640A.

Joyce - Warlus M2. Germas 92, Adler, and Skua G. BP-T1A with MS Ammo, and two Restore 1.

Pike - Warlus M2. Germas 92, Adler, and Skua G. BP-T1A with MS Ammo, and two Restore 1.

Computers:

Ash - Delikat 4, Mode 3

Amia - Delikat 4, Mode 3

Joyce - Delikat 4, Mode 4

Pike - Delikat 4, Mode 4

Skills:

Ash - Best Position, Feint, Critical, Speed

Amia - Best Position, Feint, Critical, Speed

Joyce - Best Position

Pike - Best Position, Feint, Critical, Lucky

Placements:

[Ash][Ami]

[Joy][Pik]

Strategy:

Remember those unknown helicopters that helped Lisa at the P.O.W. Camp? They are also going to help out against Ven and his forces. By now, you should be aware of factors such as Geo Effect and understand the AP mechanics. Do what you must to beat the enemy and finish the mission. There is a bonus reward if you kill Ven last, since all enemies will retreat if he is destroyed. Work your way to Ven and lure out the enemies with Joyce and Pike shooting from afar. Ash, Amia, and Joyce should be doing most of the attacks since they haven't been in battle for a long, long time.

Take it slow and easy; it's not good to take on more than two enemies at most with your four units. Try your best to surround them to decrease their AP without lowering yours too much. If you want to be safe, give Joyce or Pike Restore items only. Ven's OSV-13c Portal is similar to the Tildens from the past few missions so dealing with it shouldn't be a problem. On a final note, destroying the Captain will net you a nice EARLY BIRD password for the next mission.

Enemy Composition

Boss - Ven Mackarge in OSV-13c Portal (Gunner)

AP: 9 MV: 7 Lv: 9 Honor: 5

Unit Loadout:

Weapon Loadout:

Body - 224

(I + P) CN(130mm Cannon) - 40 x 3, 1-2, 9 ammo

Legs - 147

(P) AC(12.7mm AC) - 9 x 9, 1-2, 9 ammo

BP - None

Mobile - 4

Armor - Impact

Defense - 26/23

Talent Levels:	Job Levels:	Skills:
Control - 18	Fight - 6	Critical
Sight - 18	Short - 8	Best Position
Mechanic - 16	Long - 11	
Vitality - 16		

Boss - Captain in AM121M2(Assault)

AP: 8 MV: 9 Lv: 7 Honor: 2

Unit Loadout:	Weapon Loadout:
Body - 99	(P) AC(20mm AC) - 9 x 9, 1-2, 9 ammo
Legs - 65	(F + I) MS(ATM4) - 36 x 2, 4-5, 4 ammo
BP - None	
Mobile - 22	
Armor - Normal	
Defense - 19/12	

Talent Levels:	Job Levels:	Skills: None.
Control - 17	Fight - 8	
Sight - 12	Short - 6	
Mechanic - 13	Long - 4	
Vitality - 18		

Assault in Warlus M2 - Total 1

AP: 8 MV: 9 Lv: 5 Honor: 1

Unit Loadout:	Weapon Loadout:
Body - 97	(P) MG(Carillon) - 16 x 5, 1, 9 ammo
Arms - 59	(P) RF(Jura) - 56 x 1, 1, 9 ammo
Legs - 81	(P) SD(Type 198S)
BP - None	
Mobile - 21	
Armor - Piercing	
Defense - 21/17/20	

Talent Levels:	Job Levels:	Skills: None.
Control - 14	Fight - 4	
Sight - 16	Short - 7	
Mechanic - 12	Long - 4	
Vitality - 10		

Assault in Warlus M2 - Total 1

AP: 8 MV: 9 Lv: 5 Honor: 1

Unit Loadout:	Weapon Loadout:
Body - 97	(P) MG(Carillon) - 16 x 5, 1, 9 ammo
Arms - 59	(P) SG(SinLibra) - 10 x 8, 1, 9 ammo
Legs - 81	(P) SD(Type 198S)
BP - None	
Mobile - 22	
Armor - Piercing	
Defense - 21/17/20	

Talent Levels:	Job Levels:	Skills: None.
Control - 14	Fight - 4	
Sight - 16	Short - 7	
Mechanic - 12	Long - 4	
Vitality - 10		

Assault in AM121M2 - Total 2

AP: 7 MV: 9 Lv: 4 Honor: 0

Unit Loadout:	Weapon Loadout:
Body - 99	(P) AC(20mm AC) - 9 x 9, 1-2, 9 ammo
Legs - 65	(F + I) MS(ATM4) - 36 x 2, 4-5, 4 ammo
BP - None	
Mobile - 22	

Armor - Normal
Defense - 19/12
Talent Levels: Job Levels: Skills: None.
Control - 13 Fight - 3
Sight - 16 Short - 5
Mechanic - 12 Long - 3
Vitality - 9

Striker in Vaje M25 - Total 2

AP: 7 MV: 10 Lv: 4 Honor: 0
Unit Loadout: Weapon Loadout:
Body - 86 (I) RD(Pound) - 29 x 1, 1, infinite
Arms - 53 (I) PC(Hard Blow) - 34 x 1, 1, infinite
Legs - 73 (P) SD(Type 198S)
BP - Turbo (P) SD(Type 198S)
Mobile - 34

Armor - Normal
Defense - 25/20/23
Talent Levels: Job Levels: Skills: None.
Control - 16 Fight - 5
Sight - 9 Short - 3
Mechanic - 12 Long - 3
Vitality - 13

Gunner in Tall Dog 1 - Total 2

AP: 8 MV: 8 Lv: 5 Honor: 1
Unit Loadout: Weapon Loadout:
Body - 91 (P) MG(Type 100 BMG) - 13 x 6, 1, 9 ammo
Arms - 56 (F + I) RK(80mm RK) - 14 x 6, 2-4, 2 ammo
Legs - 70 (F + I) RK(80mm RK) - 14 x 6, 2-4, 2 ammo
BP - Item
Mobile - 18

Armor - Fire
Defense - 28/22/25
Talent Levels: Job Levels: Skills: None.
Control - 12 Fight - 4
Sight - 16 Short - 4
Mechanic - 14 Long - 7
Vitality - 10

Gunner in PM102A3 - Total 2

AP: 8 MV: 9 Lv: 5 Honor: 1
Unit Loadout: Weapon Loadout:
Body - 86 (F + I) MS(ATM4) - 36 x 2, 4-5, 4 ammo
Legs - 48
BP - None
Mobile - 20

Armor - Normal
Defense - 15/8
Talent Levels: Job Levels: Skills: None.
Control - 12 Fight - 4
Sight - 16 Short - 4
Mechanic - 14 Long - 7
Vitality - 10

Allies:

Unknown in AAH45d Hahn(Gunner) - Total 1
AP: 9 MV: 8 Lv: 11 Honor: 5

Unit Loadout: Weapon Loadout:
Body - 145 (P) AC(20mm AC) - 9 x 9, 1-2, 9 ammo
BP - None (P) AC(30mm GP) - 9 x 9, 1-2, 9 ammo
Mobile - 17 (F + I) MS(AGM5s) - 35 x 2, 4-5, 2 ammo
Armor - Piercing
Defense - 9
Talent Levels: Job Levels: Skills:
Control - 19 Fight - 7 Critical
Sight - 18 Short - 12 Best Position
Mechanic - 16 Long - 11 Speed
Vitality - 15

Unknown in AAH45d Hahn(Gunner) - Total 2

AP: 8 MV: 8 Lv: 6 Honor: 2
Unit Loadout: Weapon Loadout:
Body - 145 (P) AC(20mm AC) - 9 x 9, 1-2, 9 ammo
BP - None (P) AC(30mm GP) - 9 x 9, 1-2, 9 ammo
Mobile - 17
Armor - Piercing
Defense - 9
Talent Levels: Job Levels: Skills: None.
Control - 16 Fight - 2
Sight - 18 Short - 5
Mechanic - 16 Long - 8
Vitality - 10

When you're back on the world map, you can finally go to Diaraba.

Date - 17/June/2102, 12:00 AM
Location - Diaraba

At Diaraba, make a stop at the Arena first. Do a solo fight and you'll notice a special combatant in the list. That combatant will not be mentioned for a special reason, but here's a hint to what the combatant uses: Shrike. You must defeat this combatant with Amia to proceed further. It's actually a rather easy fight even if you fight the combatant with gear found earlier during the game. After meeting who that combatant is, you can now go to the Port.

At the Port, choose Agit and watch the scene. Go to the Room and you'll see Lila again. Now, go to the Warehouse and Saribash will be there. If you took out all of the enemies and finished off Ven last in the prior mission, go and collect your Repair ALL. New wanzers and parts are available as well at the Warehouse so now is a good time to upgrade. Head to the Room once you're done and go back to the Bar. Speak with Thomas and you can use him and his squad again. Upgrade Thomas, Rocky, and Roswell and then speak with Saribash at the Warehouse. Return to the Room and select YES when you're ready.

Mission 11 - Diaraba Port

Enemies: 22
Bosses: 1
Units: 7
Allies: 8
Difficulty: ****
Winning Condition:

1. All enemy machines destroyed.

Losing Condition:

1. All ally machines destroyed.

Prize: 2880

Bonus: 5000

Setup:

Ash - Galumph 1 Body and Frost M40 Arms, and Galumph 1 Legs. Barbari, Budget, and VS04-N. AG-1000B.

Amia - Galumph 1 Body and Frost M40 Arms, and Galumph 1 Legs. Barbari, Budget, and VS-04N. AG-1000B.

Joyce - Galumph 1 Body, Giza 4G Arms, and Type 99A Legs. Adler and Skua G. BP-T4A with GR Ammo, MS Ammo, and two Restore 1.

Pike - Galumph 1 Body, Giza 4G Arms, and Type 99A Legs. Adler and Skua G. BP-T4A with GR Ammo, MS Ammo, and two Restore 1.

Thomas - Frost M40 Body/Arms and Galumph 1 Legs. Hot Needle and VS-04N. AG-1000B.

Rocky - Frost M40 Body/Arms and Galumph 1 Legs. Hot Needle and VS-04N. AG-1000B.

Roswell - Galumph 1 Body, Giza 4G Arms, and Type 99A Legs. Adler and Skua G. BP-T4A with GR Ammo, MS Ammo, and two Restore 1.

Computers:

Ash - Ethel 4, Mode 3

Amia - Ethel 4, Mode 3

Joyce - Ethel 4, Mode 4

Pike - Ethel 4, Mode 4

Thomas - Ethel 4, Mode 2

Rocky - Ethel 4, Mode 2

Roswell - Ethel 4, Mode 4

Skills:

Ash - Best Position, Feint, Critical, Speed

Amia - Best Position, Feint, Critical, Speed

Joyce - Best Position, Lucky

Pike - Best Position, Feint, Critical, Lucky

Thomas - Critical, Feint, Heat Blow, First

Rocky - Critical, Feint, Heat Blow, First

Roswell - Best Position, Lucky

Placements:

[Tho]

[Roc]

[Ash][Ami]

[Pik]

[Ros]

[Joy]

Strategy:

This is your first large-scale mission and there will be more in the future.

Saribash's Burg lackeys will be assisting in this mission, but only four of them will do any real damage. You have a grand total of 23 enemy units and of the 23, two are in mobile weapons. These are the OSV-08b Goaltons, which are different from the Tilden and Portal mobile weapons encountered before. Each one is protected by five units, though these units are purely vehicles and support pods. The wanzers are located on the South and North ends of the map so you don't need to concentrate on them now.

Assist the Burg Team wanzers in taking down the mobile weapons and the nearby units so they can help weaken the wanzers. Do not destroy Ven, though, as the enemy units will begin to retreat if this happens. You'll only get some turns to get this done before the wanzers begin to close in. Concentrate on them as they enter your attack range and take them out. The Burg team wanzers likely will be dead as you go after the wanzers, but it's nothing serious as long as they did some damage. Once the wanzers are taken care of, head back and take down Ven and any remaining units left alive.

Pace yourself and make sure to distribute the damage and attacks equally since this is a long mission. If you want to be safe, designate someone like Thomas on Repair duty. Give them a BP-T4A with only Repair and Restore items, but make sure they have enough free Weight to equip them. If you haven't done this already, let some units live so a Mechanic can keep them operating. If you need to get more experience, this is the best way to do so.

Enemy Composition

Boss - Ven Mackarge in OSV-08b Goalton(Gunner)

AP: 9 MV: 9 Lv: 9 Honor: 5

Unit Loadout:

Weapon Loadout:

Body - 255 (I + P) CN(55mm Cannon) - 46 x 3, 1-2, 9 ammo

Legs - 168 (F + I) RK(VRK-4) - 16 x 6, 2-4, 4 ammo

BP - None

Mobile - 29

Armor - Normal

Defense - 34/28

Talent Levels:

Job Levels:

Skills:

Control - 18

Fight - 6

Critical

Sight - 18

Short - 8

Best Position

Mechanic - 16

Long - 11

Vitality - 16

Commander in OSV-08b Goalton - Total 1

AP: 8 MV: 9 Lv: 8 Honor: 2

Unit Loadout:

Weapon Loadout:

Body - 255 (I + P) CN(55mm Cannon) - 46 x 3, 1-2, 9 ammo

Legs - 168 (F + I) RK(VRK-4) - 16 x 6, 2-4, 4 ammo

BP - None

Mobile - 29

Armor - Normal

Defense - 34/28

Talent Levels:

Job Levels:

Skills:

Control - 15

Fight - 3

Critical

Sight - 17

Short - 9

Leg First

Mechanic - 13

Long - 8

Vitality - 11

Assault in Frost M40 - Total 2

AP: 8 MV: 8 Lv: 5 Honor: 1

Unit Loadout:

Weapon Loadout:

Body - 103 (P) MG(Barbari) - 15 x 6, 1, 9 ammo

Arms - 64 (P) RF(Winee) - 64 x1, 1, 9 ammo
Legs - 88 (N) SD(VS04-N)
BP - None
Mobile - 16
Armor - Fire
Defense - 30/24/26
Talent Levels: Job Levels: Skills: None.
Control - 14 Fight - 4
Sight - 16 Short - 7
Mechanic - 12 Long - 4
Vitality - 10

Assault in BT94M1 - Total 9

AP: 8 MV: 8 Lv: 5 Honor: 1
Unit Loadout: Weapon Loadout:
Body - 122 (I + P) CN(102mm Cannon) - 30 x 3, 1-2, 9 ammo
Legs - 87 (P) AC(7.5mm AC) - 13 x 6, 1, 9 ammo
BP - None
Mobile - 15
Armor - Normal
Defense - 28/22
Talent Levels: Job Levels: Skills: None.
Control - 14 Fight - 4
Sight - 16 Short - 7
Mechanic - 12 Long - 4
Vitality - 10

Driver in PM102A5 - Total 1

AP: 7 MV: 9 Lv: 3 Honor: 1
Unit Loadout: Weapon Loadout:
Body - 98 (P) MG(7.7mm MG) - 15 x 6, 1, 9 ammo
Legs - 55
BP - None
Mobile - 20
Armor - Normal
Defense - 16/9
Talent Levels: Job Levels: Skills: None.
Control - 12 Fight - 3
Sight - 11 Short - 4
Mechanic - 12 Long - 3
Vitality - 11

Striker in Calm 420V - Total 3

AP: 8 MV: 9 Lv: 5 Honor: 1
Unit Loadout: Weapon Loadout:
Body - 110 (I) KN(Hot Needle) - 29 x 1, 1, infinite
Arms - 68 (I) KN(Hot Needle) - 29 x 1, 1, infinite
Legs - 94 (N) SD(VS04-N)
BP - Turbo (N) SD(VS04-N)
Mobile - 22
Armor - Piercing
Defense - 23/19/20
Talent Levels: Job Levels: Skills: None.
Control - 16 Fight - 4
Sight - 10 Short - 6
Mechanic - 12 Long - 5
Vitality - 14

Striker in Calm 420V - Total 2

AP: 8 MV: 9 Lv: 5 Honor: 1

Unit Loadout: Weapon Loadout:
Body - 110 (I) RD(Mad Iron) - 33 x 1, 1, infinite
Arms - 68 (I) PC(Hard Blow) - 38 x 1, 1, infinite
Legs - 94 (N) SD(VS04-N)
BP - Turbo (N) SD(VS04-N)
Mobile - 29
Armor - Piercing
Defense - 23/19/20
Talent Levels: Job Levels: Skills: None.
Control - 16 Fight - 4
Sight - 10 Short - 6
Mechanic - 12 Long - 5
Vitality - 14

Gunner in RSV300A - Total 2

AP: 8 MV: 9 Lv: 5 Honor: 1
Unit Loadout: Weapon Loadout:
Body - 62 (F + I) RK(100mm RK) - 10 x 6, 2-4, 6 ammo
Arms - 36
BP - None
Mobile - 20
Armor - Normal
Defense - 12/6
Talent Levels: Job Levels: Skills: None.
Control - 12 Fight - 4
Sight - 16 Short - 4
Mechanic - 14 Long - 7
Vitality - 10

Mechanic in SP10b-F - Total 2

AP: 7 MV: 9 Lv: 3 Honor: 1
Unit Loadout: Weapon Loadout:
Body - 57 (F) FT(FL-32) - 23 x 4, 1, 9 ammo
Legs - 48 (N) SD(SP10b-F)
BP - None (N) SD(SP10b-F)
Mobile - 27
Armor - Piercing
Defense - 15/9
Talent Levels: Job Levels: Skills: None.
Control - 12 Fight - 3
Sight - 12 Short - 4
Mechanic - 12 Long - 3
Vitality - 12

Allies:

Burg Team in Giza 4G(Assault) - Total 2

AP: 8 MV: 9 Lv: 5 Honor: 2
Unit Loadout: Weapon Loadout:
Body - 100 (P) MG(Barbari) - 15 x 6, 1, 9 ammo
Arms - 62 (P) RF(Winee) - 64 x 1, 1, 9 ammo
Legs - 85 (N) SD(VS04-N)
BP - None
Mobile - 20
Armor - Normal
Defense - 27/22/24
Talent Levels: Job Levels: Skills: None.
Control - 15 Fight - 4
Sight - 17 Short - 6

Mechanic - 13 Long - 5
Vitality - 11

Burg Team in Giza 4G(Striker) - Total 1

AP: 8 MV: 8 Lv: 5 Honor: 2

Unit Loadout: Weapon Loadout:

Body - 100 (I) KN(Hot Needle) - 29 x 1, 1, infinite

Arms - 62 (I) KN(Hot Needle) - 29 x 1, 1, infinite

Legs - 85 (N) SD(VS04-N)

BP - None (N) SD(VS04-N)

Mobile - 18

Armor - Normal

Defense - 27/22/24

Talent Levels: Job Levels: Skills: None.

Control - 15 Fight - 4

Sight - 17 Short - 6

Mechanic - 13 Long - 5

Vitality - 11

Burg Team in Giza 4G(Gunner) - Total 1

AP: 8 MV: 9 Lv: 5 Honor: 2

Unit Loadout: Weapon Loadout:

Body - 100 (I) PC(Hard Blow) - 38 x 1, 1, infinite

Arms - 62 (P) SG(Budget) - 11 x 8, 1, 9 ammo

Legs - 85 (F + I) MS(Goldias) - 70 x 1, 4-5, 2 ammo

BP - None

Mobile - 23

Armor - Normal

Defense - 27/22/24

Talent Levels: Job Levels: Skills: None.

Control - 15 Fight - 4

Sight - 17 Short - 6

Mechanic - 13 Long - 5

Vitality - 11

Gunner in 60mmIAA - Total 4

AP: 8 MV: 1 Lv: 5 Honor: 2

Unit Loadout: Weapon Loadout:

Body - 141 (P) AC(6.5mm AC) - 12 x 9, 1-3, 9 ammo

BP - None

Mobile - 0

Armor - Normal

Defense - 30

Talent Levels: Job Levels: Skills: None.

Control - 12 Fight - 5

Sight - 16 Short - 5

Mechanic - 14 Long - 5

Vitality - 10

The next mission will begin while you're out on the sea. You can only use up to four units for the next mission and your enemies are purely aircraft. With that in mind, head to the Hangar and upgrade Joyce, Roswell, and Pike. For the final unit, choose between Ash or Amia since Thomas and Rocky will be of no use for the next mission. Go to the Deck when you're ready.

Mission 12 - Cargo Ship

Enemies: 8
Bosses: 0
Units: 4
Allies: 4
Difficulty: *
Winning Condition:

1. All enemy machines destroyed.

Losing Condition:

1. All ally machines destroyed.
2. All gun turrets destroyed.

Prize: 734
Bonus: 5000

Setup:

Ash - Galumph 1 Body, Frost M40 Arms, and Galumph 1 Legs. Two Barbari and VS04-N. AG-1000B.
Joyce - Galumph 1 Body, Giza 4G Arms, and Type 99A Legs. Rapace M3 and Sky Myna A. BP-T4A with AM Ammo and AR Ammo.
Pike - Galumph 1 Body, Giza 4G Arms, and Type 99A Legs. Rapace M3 and Sky Myna A. BP-T4A with AM Ammo and AR Ammo.
Roswell - Galumph 1 Body, Giza 4G Arms, and Type 99A Legs. Rapace M3 and Sky Myna A. BP-T4A with AM Ammo and AR Ammo.

Computers:

Ash - Ethel 4, Mode 3
Joyce - Ethel 4, Mode 4
Pike - Ethel 4, Mode 4
Roswell - Ethel 4, Mode 4

Skills:

Ash - Best Position, Feint, Critical, Speed
Joyce - Best Position, Lucky
Pike - Best Position, Feint, Critical, Lucky
Roswell - Best Position, Lucky

Placements:

[Pik]
[Joy] [Ros]
[Ash]

Strategy:

This is a rather simple mission against aircraft if you prepared properly. Just hang by the edges of the ship and blast the aircraft as they come within range of the ship. The defense turrets must survive at all costs, so stay put beside any of them with your units. Use Sky Myna A to kill the aircraft faster and use Rapace M3 only if you're out of Sky Myna A ammo or the enemy is out of attack range. That's it for this mission really.

Enemy Composition

Commander in ACH9b Huron - Total 1

AP: 9 MV: 8 Lv: 11 Honor: 2

Unit Loadout: Weapon Loadout:

Body - 165 (P) AC(30mm AC) - 11 x 9, 1-2, 9 ammo
BP - None (F + I) RK(HRC-32) - 16 x 6, 2-4, 2 ammo
Mobile - 16 (F + I) RK(HRC-32) - 16 x 6, 2-4, 2 ammo

Armor - Piercing

Defense - 10

Talent Levels:	Job Levels:	Skills:
Control - 13	Fight - 6	Critical
Sight - 17	Short - 13	Best Position
Mechanic - 15	Long - 11	
Vitality - 11		

Assault in ACH9b Huron - Total 4

AP: 9 MV: 8 Lv: 9 Honor: 1

Unit Loadout: Weapon Loadout:

Body - 165 (P) AC(30mm AC) - 11 x 9, 1-2, 9 ammo
BP - None (F + I) RK(HRC-32) - 16 x 6, 2-4, 2 ammo
Mobile - 16 (F + I) RK(HRC-32) - 16 x 6, 2-4, 2 ammo

Armor - Piercing

Defense - 10

Talent Levels:	Job Levels:	Skills: None.
Control - 14	Fight - 6	
Sight - 17	Short - 12	
Mechanic - 13	Long - 6	
Vitality - 10		

Gunner in IVA-13A Schrubber - Total 3

AP: 9 MV: 8 Lv: 9 Honor: 1

Unit Loadout: Weapon Loadout:

Body - 160 (P) AC(20mm AC) - 11 x 9, 1-2, 9 ammo
BP - None (F + I) RK(ARC-12) - 16 x 6, 2-4, 2 ammo
Mobile - 16 (F + I) RK(ARC-12) - 16 x 6, 2-4, 2 ammo
Armor - Piercing (F + I) RK(ARC-4) - 16 x 6, 2-4, 2 ammo

Defense - 8

Talent Levels:	Job Levels:	Skills: None.
Control - 13	Fight - 6	
Sight - 17	Short - 6	
Mechanic - 14	Long - 12	
Vitality - 10		

Allies:

Gunner in 60mmIAA - Total 4

AP: 8 MV: 1 Lv: 5 Honor: 2

Unit Loadout: Weapon Loadout:

Body - 141 (P) AC(6.5mm AC) - 12 x 9, 1-3, 9 ammo
BP - None
Mobile - 0

Armor - Normal

Defense - 30

Talent Levels:	Job Levels:	Skills: None.
Control - 12	Fight - 5	
Sight - 16	Short - 5	
Mechanic - 14	Long - 5	
Vitality - 10		

You will be in Bornea after the end of the mission. To progress, select Hide

and go to the Living Room. Watch the scene with Saribash. Now, you have the option of either talking to him again, or you could go to the Arena. If you choose the former, Saribash will ask two questions about setting up teams and you need to select YES for both options. These teams will be used in the upcoming mission, with a default team in place if you opt not to go to the Arena.

At the Arena, you can get the support of three different teams. The only catch is that you have to defeat them in a team match. To progress, you need to beat at least one of the teams. Once you've beaten a team, you can choose them to assist in the upcoming mission. The default team will be replaced once you beat one of the three teams. Go for team C to make the upcoming mission a little easier, but the choice is up to you. Once you are ready, exit Bornea and head to the P.O.W. Camp.

Mission 13 - P.O.W. Camp, Revisited

Enemies: 23

Bosses: 0

Units: 7

Allies: 6

Difficulty: ****

Winning Condition:

1. Two Commanders destroyed.

Losing Condition:

1. All ally machines destroyed.

Prize: 2542

Bonus: 8000

Setup:

Ash - Warlus M3 Body, Autel/Igel Eins Arms, and Warlus M3 Legs. Barbari and VS04-N. AG-450B.

Amia - Warlus M3 Body, Autel/Igel Eins Arms, and Warlus M3 Legs. Barbari and VS04-N. AG-450B.

Joyce - Igel Eins Body, Autel Arms, and Kafir M2 Legs. Tom Tit, Mainate, and GL-200M4. BP-T3B with GR Ammo, MS Ammo, CN Ammo, and Restore 1.

Pike - Igel Eins Body, Autel Arms, and Kafir M2 Legs. Tom Tit, Mainate, and GL-200M4. BP-T3B with GR Ammo, MS Ammo, CN Ammo, and Restore 1.

Thomas - Warlus M3 Body, Autel Arms, and Warlus M3 Legs. Hot Needle and VS04-N . AG-450B.

Rocky - Warlus M3 Body, Autel Arms, and Warlus M3 Legs. Hot Needle and VS-04N. AG-450B.

Roswell - Igel Eins Body, Autel Arms, and Kafir M2 Legs. Tom Tit, Mainate, and GL-200M4. BP-T3B with GR Ammo, MS Ammo, CN Ammo, and Restore 1.

Computers:

Ash - Ethel 4, Mode 3

Amia - Ethel 4, Mode 3

Joyce - Ethel 4, Mode 4

Pike - Ethel 4, Mode 4

Thomas - Ethel 4, Mode 2

Rocky - Ethel 4, Mode 2
Roswell - Ethel 4, Mode 4

Skills:

Ash - Feint, Critical, Speed, Target
Amia - Feint, Critical, Speed, Target
Joyce - Best Position, Lucky
Pike - Best Position, Feint, Critical, Lucky
Thomas - Critical, Feint, Heat Blow, First
Rocky - Critical, Feint, Heat Blow, First
Roswell - Best Position, Lucky

Placements:

[Ash][Ros][Joy][Ami]
[Tho] [Pik][Roc]

Strategy:

You only need to destroy the enemy Commanders by the South end of the map to win. However, before this can be done, you must approach the P.O.W. building area. Once you do that, then you can destroy the Commanders. The mercenaries you bring along for the mission will stall them and their lackeys until they get destroyed. So obviously, if you want to make your life easier, take out all enemies inside the camp.

When you attack, assign everyone to an appropriate target. Ash and Amia need to be going after the Assaults while Thomas and Rocky can either finish them off or melee the wanzers. Joyce, Roswell, and Pike should focus on the gun turrets before assisting the others in destroying the wanzers. Do not delay in eliminating all of the forces inside the camp; the enemies that start the mission outside will force their way in. Stay back and pelt the enemies with Joyce, Roswell, and Pike until they run out of ammo. While they reload, have Ash, Amia, Thomas, and Rocky take them out.

Once you feel like you've done enough, go straight for the Commanders. Do not let them use their CNs, as they can destroy you if they get lucky with their shots. Position everyone so you can surround and destroy them without fear of being killed. This is a long mission so if you think Ash or Amia will be out of ammo, equip one of them with a weaker Item backpack and store MG Ammo and SG Ammo items.

Enemy Composition

Commander in OSV-08e Goalton - Total 2

AP: 9 MV: 10 Lv: 11 Honor: 2

Unit Loadout:

Body - 288

Legs - 189

BP - None

Mobile - 30

Armor - Normal

Defense - 37/30

Talent Levels:

Control - 15

Sight - 17

Mechanic - 14

Vitality - 10

Weapon Loadout:

(I + P) CN(55mm Cannon) - 52 x 3, 1-2, 9 ammo

(I + P) AC(40mm AC) - 12 x 9, 1-2, 9 ammoe

Job Levels:

Fight - 6

Short - 12

Long - 11

Skills:

Critical

Terror Shot

Assault in Gust 505A - Total 7

AP: 8 MV: 9 Lv: 8 Honor: 1

Unit Loadout: Weapon Loadout:

Body - 111 (P) MG(17.5mm MG) - 17 x 6, 1, 9 ammo

Arms - 69 (P) MG(17.5mm MG) - 17 x 6, 1, 9 ammo

Legs - 94 (I) SD(Type 203S)

BP - None (I) SD(Type 203S)

Mobile - 21

Armor - Normal

Defense - 28/23/25

Talent Levels: Job Levels: Skills: None.

Control - 14 Fight - 5

Sight - 16 Short - 10

Mechanic - 12 Long - 5

Vitality - 10

Driver in TC400 - Total 2

AP: 7 MV: 9 Lv: 4 Honor: 1

Unit Loadout: Weapon Loadout: None

Body - 68

Legs - 42

BP - None

Mobile - 21

Armor - Normal

Defense - 7/6

Talent Levels: Job Levels: Skills: None.

Control - 12 Fight - 4

Sight - 11 Short - 5

Mechanic - 12 Long - 4

Vitality - 11

Gunner in Igel Eins - Total 1

AP: 9 MV: 9 Lv: 9 Honor: 1

Unit Loadout: Weapon Loadout:

Body - 124 (P) SG(Grop 20mm) - 13 x 8, 1, 9 ammo

Arms - 77 (P) SG(Grop 20mm) - 13 x 8, 1, 9 ammo

Legs - 106 (F + I) RK(Warbler) - 18 x 6, 2-4, 2 ammo

BP - Item

Mobile - 10

Armor - Piercing

Defense - 25/20/22

Talent Levels: Job Levels: Skills: None.

Control - 13 Fight - 6

Sight - 17 Short - 6

Mechanic - 14 Long - 12

Vitality - 10

Gunner in Igel Eins - Total 3

AP: 9 MV: 8 Lv: 9 Honor: 1

Unit Loadout: Weapon Loadout:

Body - 124 (P) SG(Grop 20mm) - 13 x 8, 1, 9 ammo

Arms - 77 (P) SG(Grop 20mm) - 13 x 8, 1, 9 ammo

Legs - 106 (F + I) MS(Mainate) - 46 x 2, 4-5, 2 ammo

BP - Item

Mobile - 9

Armor - Piercing

Defense - 25/20/22

Talent Levels: Job Levels: Skills: None.

Control - 13 Fight - 6

Sight - 17 Short - 6

Mechanic - 14 Long - 12
Vitality - 10

Gunner in OC300MB - Total 2

AP: 9 MV: 10 Lv: 9 Honor: 1

Unit Loadout: Weapon Loadout:
Body - 46 (N) RW(WAG5) - 0 x 1, 2-6, infinite
Arms - 32 (N) RW(WAG5s) - 0 x 1, 2-6, infinite
BP - None (N) RW(WAG5) - 0 x 1, 2-6, infinite

Mobile - 33
Armor - Normal
Defense - 5/5

Talent Levels: Job Levels: Skills: None.

Control - 13 Fight - 6
Sight - 17 Short - 6
Mechanic - 14 Long - 12
Vitality - 10

Gunner in 40mmRR - Total 2

AP: 9 MV: 1 Lv: 9 Honor: 1

Unit Loadout: Weapon Loadout:
Body - 159 (F + I) RK(RK10) - 20 x 6, 2-6, 9 ammo

BP - None
Mobile - 0
Armor - Normal
Defense - 32

Talent Levels: Job Levels: Skills: None.

Control - 13 Fight - 6
Sight - 17 Short - 6
Mechanic - 14 Long - 12
Vitality - 10

Gunner in 78mmATC - Total 2

AP: 8 MV: 1 Lv: 9 Honor: 1

Unit Loadout: Weapon Loadout:
Body - 159 (I + P) CN(78mm ATC) - 38 x 3, 1-2, 9 ammo

BP - None
Mobile - 0
Armor - Normal
Defense - 32

Talent Levels: Job Levels: Skills: None.

Control - 13 Fight - 6
Sight - 17 Short - 6
Mechanic - 14 Long - 12
Vitality - 10

Mechanic in SP10b-F - Total 2

AP: 8 MV: 9 Lv: 6 Honor: 1

Unit Loadout: Weapon Loadout:
Body - 57 (F) FT(FL-32) - 23 x 4, 1, 9 ammo
Legs - 48 (N) SD(SP10b-F)
BP - None (N) SD(SP10b-F)

Mobile - 27
Armor - Piercing
Defense - 15/9

Talent Levels: Job Levels: Skills: None.

Control - 13 Fight - 5
Sight - 12 Short - 7
Mechanic - 13 Long - 5
Vitality - 12

Allies:

Lila Labra in Kafir M2(Assault)

AP: 8 MV: 8 Lv: 8 Honor: 1

Unit Loadout: Weapon Loadout:

Body - 113 (P) SG(Glossy) - 13 x 8, 1, 9 ammo

Arms - 70 (P) SG(Glossy) - 13 x 8, 1, 9 ammo

Legs - 96 (I) SD(Type 203S)

BP - Item

Mobile - 15

Armor - Normal

Defense - 29/23/26

Talent Levels:	Job Levels:	Skills:
Control - 16	Fight - 6	Critical
Sight - 18	Short - 9	Feint
Mechanic - 13	Long - 8	Best Position
Vitality - 13		

(default team)

Duke in Kafir M2(Assault)

AP: 8 MV: 9 Lv: 5 Honor: 0

Unit Loadout: Weapon Loadout:

Body - 113 (P) RF(Black Sea) - 72 x 1, 1, 9 ammo

Arms - 70 (P) SG(Glossy) - 13 x 8, 1, 9 ammo

Legs - 96 (I) SD(Type 203S)

BP - None

Mobile - 20

Armor - Normal

Defense - 29/23/26

Talent Levels:	Job Levels:	Skills: None.
Control - 13	Fight - 2	
Sight - 16	Short - 7	
Mechanic - 12	Long - 2	
Vitality - 9		

Dice in Kafir M2(Assault)

AP: 7 MV: 9 Lv: 4 Honor: 0

Unit Loadout: Weapon Loadout:

Body - 113 (I) PC(Hard Blow) - 43 x 1, 1, infinite

Arms - 70 (P) RF(Black Sea) - 72 x 1, 1, 9 ammo

Legs - 96 (P) MG(Pews M21) - 17 x 6, 1, 9 ammo

BP - None (I) SD(Type 203S)

Mobile - 20

Armor - Normal

Defense - 29/23/26

Talent Levels:	Job Levels:	Skills: None.
Control - 13	Fight - 2	
Sight - 15	Short - 6	
Mechanic - 11	Long - 3	
Vitality - 9		

Morg in Kafir M2(Assault)

AP: 7 MV: 9 Lv: 4 Honor: 0

Unit Loadout: Weapon Loadout:

Body - 113 (I) PC(Hard Blow) - 43 x 1, 1, infinite

Arms - 70 (P) SG(Glossy) - 13 x 8, 1, 9 ammo

Legs - 96 (P) MG(Pews M21) - 17 x 6, 1, 9 ammo
BP - None (I) SD(Type 203S)
Mobile - 21
Armor - Normal
Defense - 29/23/26
Talent Levels: Job Levels: Skills: None.
Control - 15 Fight - 3
Sight - 13 Short - 6
Mechanic - 9 Long - 2
Vitality - 11

Dino in Kafir M2(Striker)

AP: 7 MV: 8 Lv: 4 Honor: 0
Unit Loadout: Weapon Loadout:
Body - 113 (I) KN(Double Finger) - 32 x 1, 1, infinite
Arms - 70 (I) KN(Double Finger) - 32 x 1, 1, infinite
Legs - 96 (I) SD(Type 203S)
BP - None (I) SD(Type 203S)
Mobile - 18
Armor - Normal
Defense - 29/23/26
Talent Levels: Job Levels: Skills: None.
Control - 15 Fight - 6
Sight - 9 Short - 2
Mechanic - 11 Long - 3
Vitality - 13

Choo-Chi in Kafir M2(Striker)

AP: 7 MV: 8 Lv: 4 Honor: 0
Unit Loadout: Weapon Loadout:
Body - 113 (I) KN(Double Finger) - 32 x 1, 1, infinite
Arms - 70 (I) KN(Double Finger) - 32 x 1, 1, infinite
Legs - 96 (I) SD(Type 203S)
BP - None (I) SD(Type 203S)
Mobile - 18
Armor - Normal
Defense - 29/23/26
Talent Levels: Job Levels: Skills: None.
Control - 13 Fight - 6
Sight - 9 Short - 3
Mechanic - 11 Long - 2
Vitality - 15

(team A)

Python in Kafir M2(Assault)

AP: 8 MV: 9 Lv: 6 Honor: 1
Unit Loadout: Weapon Loadout:
Body - 113 (P) RF(Black Sea) - 72 x 1, 1, 9 ammo
Arms - 70 (P) SG(Glossy) - 13 x 8, 1, 9 ammo
Legs - 96 (I) SD(Type 203S)
BP - Turbo
Mobile - 24
Armor - Normal
Defense - 29/23/26
Talent Levels: Job Levels: Skills: None.
Control - 14 Fight - 3
Sight - 17 Short - 8
Mechanic - 13 Long - 2

Vitality - 10

Jan in Kafir M2(Assault)

AP: 8 MV: 9 Lv: 5 Honor: 1

Unit Loadout: Weapon Loadout:

Body - 113 (I) PC(Hard Blow) - 43 x 1, 1, infinite

Arms - 70 (P) RF(Black Sea) - 72 x 1, 1, 9 ammo

Legs - 96 (P) MG(Pews M21) - 17 x 6, 1, 9 ammo

BP - None (I) SD(Type 203S)

Mobile - 20

Armor - Normal

Defense - 29/23/26

Talent Levels: Job Levels: Skills: None.

Control - 13 Fight - 2

Sight - 16 Short - 7

Mechanic - 12 Long - 2

Vitality - 9

Meat in Kafir M2(Assault)

AP: 8 MV: 9 Lv: 5 Honor: 1

Unit Loadout: Weapon Loadout:

Body - 113 (I) PC(Hard Blow) - 43 x 1, 1, infinite

Arms - 70 (P) SG(Glossy) - 13 x 8, 1, 9 ammo

Legs - 96 (P) MG(Pews M21) - 17 x 6, 1, 9 ammo

BP - None (I) SD(Type 203S)

Mobile - 21

Armor - Normal

Defense - 29/23/26

Talent Levels: Job Levels: Skills: None.

Control - 16 Fight - 3

Sight - 13 Short - 7

Mechanic - 9 Long - 1

Vitality - 12

Lee in Kafir M2(Striker)

AP: 8 MV: 8 Lv: 5 Honor: 1

Unit Loadout: Weapon Loadout:

Body - 113 (I) KN(Double Finger) - 32 x 1, 1, infinite

Arms - 70 (I) KN(Double Finger) - 32 x 1, 1, infinite

Legs - 96 (I) SD(Type 203S)

BP - None (I) SD(Type 203S)

Mobile - 18

Armor - Normal

Defense - 29/23/26

Talent Levels: Job Levels: Skills: None.

Control - 16 Fight - 7

Sight - 9 Short - 2

Mechanic - 12 Long - 2

Vitality - 13

Rose in Kafir M2(Striker)

AP: 8 MV: 8 Lv: 5 Honor: 1

Unit Loadout: Weapon Loadout:

Body - 113 (I) KN(Double Finger) - 32 x 1, 1, infinite

Arms - 70 (I) KN(Double Finger) - 32 x 1, 1, infinite

Legs - 96 (I) SD(Type 203S)

BP - None (I) SD(Type 203S)

Mobile - 18

Armor - Normal

Defense - 29/23/26

Talent Levels: Job Levels: Skills: None.
Control - 13 Fight - 7
Sight - 9 Short - 3
Mechanic - 12 Long - 1
Vitality - 16

(team B)

Leen in Kafir M2(Assault)

AP: 8 MV: 9 Lv: 7 Honor: 2
Unit Loadout: Weapon Loadout:
Body - 113 (P) RF(Black Sea) - 72 x 1, 1, 9 ammo
Arms - 70 (P) SG(Glossy) - 13 x 8, 1, 9 ammo
Legs - 96 (I) SD(Type 203S)
BP - Turbo
Mobile - 24
Armor - Normal
Defense - 29/23/26
Talent Levels: Job Levels: Skills:
Control - 15 Fight - 4 Critical
Sight - 17 Short - 9 Best Position
Mechanic - 13 Long - 3
Vitality - 11

Chei in Kafir M2(Assault)

AP: 8 MV: 9 Lv: 6 Honor: 2
Unit Loadout: Weapon Loadout:
Body - 113 (I) PC(Hard Blow) - 43 x 1, 1, infinite
Arms - 70 (P) RF(Black Sea) - 72 x 1, 1, 9 ammo
Legs - 96 (P) MG(Pews M21) - 17 x 6, 1, 9 ammo
BP - None (I) SD(Type 203S)
Mobile - 20
Armor - Normal
Defense - 29/23/26
Talent Levels: Job Levels: Skills:
Control - 14 Fight - 3 Critical
Sight - 16 Short - 8
Mechanic - 12 Long - 3
Vitality - 10

Ann in Kafir M2(Assault)

AP: 8 MV: 9 Lv: 6 Honor: 2
Unit Loadout: Weapon Loadout:
Body - 113 (I) PC(Hard Blow) - 43 x 1, 1, infinite
Arms - 70 (P) SG(Glossy) - 13 x 8, 1, 9 ammo
Legs - 96 (P) MG(Pews M21) - 17 x 6, 1, 9 ammo
BP - None (I) SD(Type 203S)
Mobile - 21
Armor - Normal
Defense - 29/23/26
Talent Levels: Job Levels: Skills: None.
Control - 16 Fight - 4
Sight - 14 Short - 8
Mechanic - 10 Long - 2
Vitality - 12

Chung in Kafir M2(Striker)

AP: 8 MV: 8 Lv: 6 Honor: 2
Unit Loadout: Weapon Loadout:

Body - 113 (I) KN(Double Finger) - 32 x 1, 1, infinite
Arms - 70 (I) KN(Double Finger) - 32 x 1, 1, infinite
Legs - 96 (I) SD(Type 203S)
BP - None (I) SD(Type 203S)
Mobile - 18
Armor - Normal
Defense - 29/23/26
Talent Levels: Job Levels: Skills:
Control - 16 Fight - 8 Critical
Sight - 10 Short - 3
Mechanic - 12 Long - 3
Vitality - 14

Pao in Kafir M2 (Striker)

AP: 8 MV: 8 Lv: 6 Honor: 2
Unit Loadout: Weapon Loadout:
Body - 113 (I) KN(Double Finger) - 32 x 1, 1, infinite
Arms - 70 (I) KN(Double Finger) - 32 x 1, 1, infinite
Legs - 96 (I) SD(Type 203S)
BP - None (I) SD(Type 203S)
Mobile - 18
Armor - Normal
Defense - 29/23/26
Talent Levels: Job Levels: Skills: None.
Control - 14 Fight - 8
Sight - 10 Short - 4
Mechanic - 12 Long - 2
Vitality - 16

(team C)

Line in Kafir M2 (Assault)

AP: 9 MV: 9 Lv: 9 Honor: 3
Unit Loadout: Weapon Loadout:
Body - 113 (P) RF(Black Sea) - 72 x 1, 1, 9 ammo
Arms - 70 (P) SG(Glossy) - 13 x 8, 1, 9 ammo
Legs - 96 (I) SD(Type 203S)
BP - Turbo
Mobile - 24
Armor - Normal
Defense - 29/23/26
Talent Levels: Job Levels: Skills:
Control - 16 Fight - 6 Critical
Sight - 19 Short - 11 Best Position
Mechanic - 15 Long - 5 Feint
Vitality - 12

Buche in Kafir M2 (Assault)

AP: 8 MV: 9 Lv: 8 Honor: 3
Unit Loadout: Weapon Loadout:
Body - 113 (I) PC(Hard Blow) - 43 x 1, 1, infinite
Arms - 70 (P) RF(Black Sea) - 72 x 1, 1, 9 ammo
Legs - 96 (P) MG(Pews M21) - 17 x 6, 1, 9 ammo
BP - Turbo (I) SD(Type 203S)
Mobile - 24
Armor - Normal
Defense - 29/23/26
Talent Levels: Job Levels: Skills:
Control - 13 Fight - 5 Critical

Sight - 17 Short - 10
Mechanic - 15 Long - 4
Vitality - 11

Take in Kafir M2 (Assault)

AP: 8 MV: 9 Lv: 8 Honor: 3
Unit Loadout: Weapon Loadout:
Body - 113 (I) PC(Hard Blow) - 43 x 1, 1, infinite
Arms - 70 (P) SG(Glossy) - 13 x 8, 1, 9 ammo
Legs - 96 (P) MG(Pews M21) - 17 x 6, 1, 9 ammo
BP - Turbo (I) SD(Type 203S)
Mobile - 25
Armor - Normal
Defense - 29/23/26
Talent Levels: Job Levels: Skills:
Control - 17 Fight - 6 Critical
Sight - 15 Short - 10
Mechanic - 11 Long - 3
Vitality - 13

Mako in Kafir M2 (Striker)

AP: 8 MV: 9 Lv: 8 Honor: 3
Unit Loadout: Weapon Loadout:
Body - 113 (I) KN(Double Finger) - 32 x 1, 1, infinite
Arms - 70 (I) KN(Double Finger) - 32 x 1, 1, infinite
Legs - 96 (I) SD(Type 203S)
BP - Turbo (I) SD(Type 203S)
Mobile - 23
Armor - Normal
Defense - 29/23/26
Talent Levels: Job Levels: Skills:
Control - 17 Fight - 10 Critical
Sight - 11 Short - 5
Mechanic - 13 Long - 4
Vitality - 15

Yong in Kafir M2 (Striker)

AP: 8 MV: 9 Lv: 8 Honor: 3
Unit Loadout: Weapon Loadout:
Body - 113 (I) KN(Double Finger) - 32 x 1, 1, infinite
Arms - 70 (I) KN(Double Finger) - 32 x 1, 1, infinite
Legs - 96 (I) SD(Type 203S)
BP - Turbo (I) SD(Type 203S)
Mobile - 23
Armor - Normal
Defense - 29/23/26
Talent Levels: Job Levels: Skills:
Control - 15 Fight - 10 Critical
Sight - 11 Short - 6
Mechanic - 13 Long - 3
Vitality - 17

When the mission is complete, head back to Bornea.

Date - 18/June/2102, 11:00 AM
Location - Bornea

At Bornea, choose Hide and watch the scene with Lila. Go to the Living Room and watch another scene then head to the Bar. At the Bar, talk with Domingo

and then a third scene will take place. Return to the Living Room and speak with Saribash. Once that's over, head to the Central of Dhaka to start the next mission.

Mission 14 - Central of Dhaka, Civilian District

Enemies: 21

Bosses: 3

Units: 7

Allies: 3

Difficulty: ****

Winning Condition:

1. Ven destroyed.

Losing Condition:

1. All ally machines destroyed.

Prize: 1843

Bonus: 10000

Setup:

Ash - Warlus M3 Body, Autel Arms, and Warlus M3 Legs. Glossy, Pews M21, and Type 203S. AG-450B.

Amia - Warlus M3 Body, Autel Arms, and Warlus M3 Legs. Glossy, Pews M21, and Type 203S. AG-450B.

Joyce - Igel Eins Body, Autel Arms, and Kafir M2 Legs. Tom Tit, Mainate, and GL-200M4. BP-T3B with GR Ammo, MS Ammo, MG Ammo, and Restore 1.

Pike - Igel Eins Body, Autel Arms, and Kafir M2 Legs. Tom Tit, Mainate, and GL-200M4. BP-T3B with GR Ammo, MS Ammo, SG Ammo, and Restore 1.

Thomas - Warlus M3 Body, Autel Arms, and Warlus M3 Legs. Double Finger and Type 203S. AG-450B.

Rocky - Warlus M3 Body, Autel Arms, and Warlus M3 Legs. Double Finger and Type 203S. AG-450B.

Roswell - Igel Eins Body, Autel Arms, and Kafir M2 Legs. Tom Tit, Mainate, and GL-200M4. BP-T3B with GR Ammo, MS Ammo, CN Ammo, and Restore 1.

Computers:

Ash - Ethel 4, Mode 3

Amia - Ethel 4, Mode 3

Joyce - Ethel 4, Mode 4

Pike - Ethel 4, Mode 4

Thomas - Ethel 4, Mode 2

Rocky - Ethel 4, Mode 2

Roswell - Ethel 4, Mode 4

Skills:

Ash - Feint, Critical, Speed, Target

Amia - Feint, Critical, Speed, Target

Joyce - Best Position, Lucky

Pike - Best Position, Feint, Critical, Lucky

Thomas - Critical, Feint, Heat Blow, First

Rocky - Critical, Feint Heat Blow, First

Placements:

[Roc][Tho]
[Ash][Ami]
 [Ros][Joy]
 [Pik]

Strategy:

This is a truly epic mission in that you're up against an extra force apart from Ven's forces. Hordman isn't happy for plot reasons and his forces are, by technicality, your enemies. Along with Hordman is an unknown pilot, though you should already know who this pilot is from a previous scene. The pilot will leave once you're close to Hordman's company. Then, Hordman begins his attack. The main objective of this mission is to take down Ven, but you are free to destroy Hordman and his soldiers to get more experience.

Move North to intercept the first OSV-12a Groom and the two jets. Surround the mobile weapon and take out the jets with Ash and Amia. You could equip an anti-aircraft weapon on any three of your Long specialists but it's not worth it since there are only two aircraft in the mission. March to the center of the map and Hordman's forces should begin moving towards you. Take out any of Ven's lackeys that are in the area, then go after Hordman's units if you wish. GRs work very well on Hordman's units, as they have a tendency to move in one large group during the Enemy Phase.

Concentrate on any vehicle first since Hordman's wanzers are equipped with Fight weapons. Once Hordman's squad is gone for good, take out everyone along the way to Ven. Ven's Groom is as dangerous as his previous mobile weapons, but surround his unit and its deadly CN is quite manageable. On a final note, this is the last mission on Ash's side before it switches to Lisa's side. If anyone is falling behind in experience and Honor, this is the last chance to have them catch up while you're playing Ash's side.

Enemy Composition

Boss - Ven Mackarge in OSV-12a Groom(Gunner)

AP: 10 MV: 8 Lv: 14 Honor: 7

Unit Loadout:

Body - 288

Legs - 189

BP - None

Mobile - 10

Armor - Piercing

Defense - 37/30

Talent Levels:

Control - 18

Sight - 18

Mechanic - 16

Vitality - 16

Weapon Loadout:

(I + P) CN(130mm Cannon) - 52 x 3, 1-2, 9 ammo

(P) AC(40mm AC) - 12 x 9, 1-2, 9 ammo

(F + P) GR(VGL-60) - 42 x 1, 2-3, 4 ammo

Job Levels:

Fight - 10

Short - 13

Long - 16

Skills:

Critical

Best Position

Leg First

Boss - Andrew F. Hordman in AM131M1A(Assault)

AP: 9 MV: 9 Lv: 10 Honor: 6

Unit Loadout:

Body - 128

Legs - 83

BP - None

Mobile - 21

Weapon Loadout:

(P) MG(9mm MG) - 18 x 6, 1, 9 ammo

(F + I) MS(ATM16) - 47 x 2, 4-5, 4 ammo

Armor - Normal
Defense - 22/14
Talent Levels:
Control - 15
Sight - 18
Mechanic - 15
Vitality - 12

Job Levels: Skills:
Fight - 7 Critical
Short - 11 Best Position
Long - 11

Boss - Unknown in Warlus M3(Assault)

AP: 10 MV: 8 Lv: 13 Honor: 7

Unit Loadout: Weapon Loadout:
Body - 116 (I) KN(Double Finger) - 32 x 1, 1, infinite
Arms - 72 (I) KN(Double Finger) - 32 x 1, 1, infinite
Legs - 99 (I) SD(Type 203S)
BP - Turbo (I) SD(Type 203S)

Mobile - 19

Armor - Piercing

Defense - 32/25/29

Talent Levels: Job Levels: Skills:
Control - 19 Fight - 10 Critical
Sight - 18 Short - 14 Best Position
Mechanic - 16 Long - 14 Speed
Vitality - 15 Arm First

Assault in Warlus M3 - Total 2

AP: 9 MV: 8 Lv: 9 Honor: 1

Unit Loadout: Weapon Loadout:
Body - 116 (I) KN(Double Finger) - 32 x 1, 1, infinite
Arms - 72 (I) KN(Double Finger) - 32 x 1, 1, infinite
Legs - 99 (I) SD(Type 203S)
BP - Turbo (I) SD(Type 203S)

Mobile - 19

Armor - Piercing

Defense - 32/25/29

Talent Levels: Job Levels: Skills: None.
Control - 14 Fight - 6
Sight - 17 Short - 12
Mechanic - 13 Long - 6
Vitality - 10

Assault in Gust 505A - Total 3

AP: 9 MV: 9 Lv: 9 Honor: 1

Unit Loadout: Weapon Loadout:
Body - 111 (P) MG(17.5mm MG) - 17 x 6, 1, 9 ammo
Arms - 69 (P) MG(17.5mm MG) - 17 x 6, 1, 9 ammo
Legs - 94 (I) SD(Type 203S)
BP - None (I) SD(Type 203S)

Mobile - 21

Armor - Normal

Defense - 28/23/25

Talent Levels: Job Levels: Skills: None.
Control - 14 Fight - 6
Sight - 17 Short - 12
Mechanic - 13 Long - 6
Vitality - 10

Assault in BT94M1 - Total 2

AP: 9 MV: 9 Lv: 9 Honor: 1

Unit Loadout: Weapon Loadout:
Body - 138 (I + P) CN(102mm Cannon) - 34 x 3, 1-2, 9 ammo

Legs - 99 (P) AC(7.5mm AC) - 15 x 6, 1, 9 ammo
BP - None
Mobile - 21
Armor - Normal
Defense - 30/24
Talent Levels: Job Levels: Skills: None.
Control - 14 Fight - 6
Sight - 17 Short - 12
Mechanic - 13 Long - 6
Vitality - 10

Assault in BT99M1 - Total 3

AP: 9 MV: 8 Lv: 9 Honor: 1
Unit Loadout: Weapon Loadout:
Body - 138 (I + P) CN(120mm Cannon) - 34 x 3, 1-2, 9 ammo
Legs - 99 (P) AC(7.7mm AC) - 15 x 6, 1, 9 ammo
BP - None
Mobile - 16
Armor - Normal
Defense - 30/24
Talent Levels: Job Levels: Skills: None.
Control - 14 Fight - 6
Sight - 17 Short - 12
Mechanic - 13 Long - 6
Vitality - 10

Gunner in OSV-12a Grook - Total 2

AP: 9 MV: 8 Lv: 9 Honor: 1
Unit Loadout: Weapon Loadout:
Body - 288 (I + P) CN(130mm Cannon) - 52 x 3, 1-2, 9 ammo
Legs - 189 (P) AC(40mm AC) - 12 x 9, 1-2, 9 ammo
BP - None (F + P) GR(VGL-60) - 42 x 1, 2-3, 4 ammo
Mobile - 10
Armor - Piercing
Defense - 37/30
Talent Levels: Job Levels: Skills: None.
Control - 13 Fight - 6
Sight - 17 Short - 6
Mechanic - 14 Long - 12
Vitality - 10

Gunner in TCA83G - Total 2

AP: 9 MV: 9 Lv: 9 Honor: 1
Unit Loadout: Weapon Loadout:
Body - 119 (I + P) CN(120mm Cannon) - 34 x 3, 1-2, 9 ammo
Legs - 72
BP - None
Mobile - 21
Armor - Normal
Defense - 20/12
Talent Levels: Job Levels: Skills: None.
Control - 13 Fight - 6
Sight - 17 Short - 6
Mechanic - 14 Long - 12
Vitality - 10

Gunner in OLV160M1 - Total 1

AP: 9 MV: 10 Lv: 9 Honor: 1
Unit Loadout: Weapon Loadout:
Body - 96 (P) MG(7.5mm MG) - 18 x 6, 1, 9 ammo

Legs - 67
BP - None
Mobile - 30
Armor - Normal
Defense - 9/8
Talent Levels:
Control - 13
Sight - 17
Mechanic - 14
Vitality - 10

Job Levels: Skills: None.
Fight - 6
Short - 6
Long - 12

Gunner in PVA-05e Curlew - Total 2

AP: 9 MV: 8 Lv: 9 Honor: 1

Unit Loadout:

Weapon Loadout:

Body - 181

(P) AC(30mm AC) - 13 x 9, 1-2, 9 ammo

BP - None

(F + I) RK(ARC-12) - 18 x 6, 2-4, 2 ammo

Mobile - 16

Armor - Piercing

Defense - 9

Talent Levels:

Job Levels:

Skills: None.

Control - 13

Fight - 6

Sight - 17

Short - 6

Mechanic - 14

Long - 12

Vitality - 10

Mechanic in SP09b - Total 2

AP: 8 MV: 10 Lv: 6 Honor: 1

Unit Loadout:

Weapon Loadout:

Body - 64

(P) MG(7mm MG) - 17 x 6, 1, 9 ammo

Legs - 55

(N) SD(SP09b)

BP - None

(N) SD(SP09b)

Mobile - 33

Armor - Piercing

Defense - 16/9

Talent Levels:

Job Levels:

Skills: None.

Control - 13

Fight - 5

Sight - 12

Short - 7

Mechanic - 13

Long - 5

Vitality - 12

Mechanic in SP10b-F - Total 2

AP: 8 MV: 9 Lv: 6 Honor: 1

Unit Loadout:

Weapon Loadout:

Body - 57

(F) FT(FL-32) - 23 x 4, 1, 9 ammo

Legs - 48

(N) SD(SP10b-F)

BP - None

(N) SD(SP10b-F)

Mobile - 27

Armor - Piercing

Defense - 15/9

Talent Levels:

Job Levels:

Skills: None.

Control - 13

Fight - 5

Sight - 12

Short - 7

Mechanic - 13

Long - 5

Vitality - 12

Allies:

Saribash Labra in Autel(Assault)

AP: 8 MV: 10 Lv: 8 Honor: 3

Unit Loadout: Weapon Loadout:
Body - 107 (P) RF(Black Sea) - 72 x 1, 1, 9 ammo
Arms - 67 (I) PC(Hard Blow) - 43 x 1, 1, 9 ammo
Legs - 91 (P) MG(Pews M21) - 17 x 6, 1, 9 ammo
BP - Item (I) SD(Type 203S)
Mobile - 13
Armor - Impact
Defense - 37/29/33
Talent Levels: Job Levels: Skills:
Control - 16 Fight - 7 Critical
Sight - 15 Short - 10
Mechanic - 11 Long - 5
Vitality - 14

Burg Team in Autel(Assault) - Total 1

AP: 8 MV: 10 Lv: 8 Honor: 2

Unit Loadout: Weapon Loadout:
Body - 107 (I + P) CN(Tom Tit) - 34 x 3, 1-2, 9 ammo
Arms - 67 (I) PC(Hard Blow) - 43 x 1, 1, 9 ammo
Legs - 91 (P) MG(Pews M21) - 17 x 6, 1, 9 ammo
BP - Item (I) SD(Type 203S)
Mobile - 11
Armor - Impact
Defense - 37/29/33
Talent Levels: Job Levels: Skills: None.
Control - 15 Fight - 7
Sight - 17 Short - 9
Mechanic - 13 Long - 5
Vitality - 11

Burg Team in Autel(Assault) - Total 1

AP: 8 MV: 10 Lv: 8 Honor: 2

Unit Loadout: Weapon Loadout:
Body - 107 (P) SG(Glossy) - 13 x 8, 1, 9 ammo
Arms - 67 (I) PC(Hard Blow) - 43 x 1, 1, 9 ammo
Legs - 91 (P) MG(Pews M21) - 17 x 6, 1, 9 ammo
BP - Item (I) SD(Type 203S)
Mobile - 14
Armor - Impact
Defense - 37/29/33
Talent Levels: Job Levels: Skills: None.
Control - 15 Fight - 7
Sight - 17 Short - 9
Mechanic - 13 Long - 5
Vitality - 11

Watch the following scenes and the game switches back to Lisa's scenario.

LISA'S SCENARIO: BREAKOUT

[BREA]

When you get control again at the Jail, select Exit. Speak to the Captain and the Hangar can be accessed. Go there and the Captain you've noticed in the prior missions, Maylan, will join you. Maylan will also give you the following equipment when you access the Hangar:

2 Giza 4G
3 Kafir M2

2 Winee
1 Glossy
1 Tom Tit
1 Runge
2 Double Finger
1 Heavy Pound
1 Pews M21
2 Goldias
1 Warbler
2 VS04-N
2 Type 203S
3 BP-T3B
2 AG-450B
3 MG Ammo
3 RF Ammo
3 SG Ammo
2 GR Ammo
2 FT Ammo
3 MS Ammo
3 RK Ammo
2 CN Ammo
2 BZ Ammo
2 AM Ammo
2 AR Ammo
3 Repair 1
3 Repair 2
2 Restore 1

Outfit everyone with the new gear and when you finish, Exit the Hangar.

Mission 15 - O.C.U. Deean A.F.B.

Enemies: 21
Bosses: 1
Units: 5
Allies: 0
Difficulty: ****
Winning Condition:

1. All enemy machines destroyed.

Losing Condition:

1. All ally machines destroyed.

Prize: 2444
Bonus: 5000. Destroy all enemy machines. A Restore ALL can be procured at the Warehouse in Diaraba if this is met without destroying the tank.

Setup:

Lisa - Kafir M2 Body and Warlus M2 Arms/Legs. Tom Tit, Goldias, and Warbler.
BP-T3B with MS Ammo, MG Ammo, and two Restore 1.
Sayuri - Giza 4G Body and Kafir M2 Arms/Legs. Glossy, Pews M21, and Type 198S. AG-640A.
Griff - Kafir M2. Double Finger and Type 203S. AG-450B.
Cordy - Kafir M2. Double Finger and Type 203S. AG-450B.
Maylan - Warlus M3. Bone Buster and Type 203S. AG-450B.

Computers:

Lisa - Delikat 4, Mode 4
Sayuri - Delikat 4, Mode 3
Griff - Clio 4, Mode 2
Cordy - Clio 4, Mode 2
Maylan - Abbot 1, Mode 2

Skills:

Lisa - Best Position, Lucky
Sayuri - Best Position, Feint, Critical, Speed
Griff - Critical, Feint, Heat Blow, First
Cordy - Critical, Feint, Heat Blow, First
Maylan - Critical, Feint, Heat Blow, First

Placements: Fixed.

Strategy:

Unless you took the time to train Lisa's team, there's a chance you won't beat this mission the old-fashioned way. Luckily, you can clear this mission using another method. Maylan notifies Lisa about a fuel tank to the North of your starting position. If you have someone attack it with a Short or Long weapon, the pipes will burn up, creating a barrier for the enemy forces in the area. As the majority of enemies lie behind the pipes, you can "kill" them if you destroy the fuel tank. You only need to destroy any enemy on the opposite side of the pipes if you manage to pull this off.

If you do insist on destroying every unit the old-fashioned way, give one of your three Fight specialists an Item backpack and equip it with Repair and Restore items. A bonus reward can be procured by clearing the mission this way, but you'll need to keep everyone healthy in order to do so. Start off by taking out the wanzers directly North and then the incoming vehicles to the East. Take out the remaining units by the East end after you're done with the initial enemy squads. Herincx is a nasty little bugger if you let him use his CN and BZ often, so take him out as soon as possible.

Once the majority of enemies from the West start to move, have everyone move to squares with high Geo ratings. Allow the enemies to get close before going after them, focusing on the weaker ones first. As tempting as it sounds to bury the wanzers first, you'll take less damage if you decrease the amount of attacks coming your way. Always try to surround enemies and keep Lisa out of harm's reach so you have a free body in the event you're surrounded. Have the unit with the Item backpack use Repairs and Restores on the Body first and Arms second. The Legs don't matter since the enemy will come to you anyways.

Enemy Composition

Boss - Herincx in Galumph 1 (Commander)

AP: 8 MV: 8 Lv: 8 Honor: 2

Unit Loadout:

Weapon Loadout:

Body - 95 (I + P) CN(Krems 40) - 30 x 3, 1-2, 3 ammo

Arms - 59 (F + I) BZ(Talon M9) - 71 x 1, 1-2, 3 ammo

Legs - 81 (F + I) BZ(Talon M9) - 71 x 1, 1-2, 3 ammo

BP - Item

Mobile - 15

Armor - Impact

Defense - 34/28/30

Talent Levels:	Job Levels:	Skills:
Control - 13	Fight - 7	Critical
Sight - 17	Short - 7	Best Position
Mechanic - 15	Long - 9	
Vitality - 11		

Assault in Frost M40 - Total 1

AP: 8 MV: 8 Lv: 5 Honor: 1

Unit Loadout:

Body - 103

Arms - 64

Legs - 88

BP - None

Mobile - 16

Armor - Fire

Defense - 30/24/26

Talent Levels:

Control - 14

Sight - 16

Mechanic - 12

Vitality - 10

Weapon Loadout:

(P) MG(Barbari) - 15 x 6, 1, 9 ammo

(P) RF(Winee) - 64 x 1, 1, 9 ammo

(N) SD(VS04-N)

Job Levels: Skills: None.

Fight - 4

Short - 7

Long - 4

Assault in Frost M40 - Total 1

AP: 8 MV: 8 Lv: 5 Honor: 1

Unit Loadout:

Body - 103

Arms - 64

Legs - 88

BP - None

Mobile - 16

Armor - Fire

Defense - 30/24/26

Talent Levels:

Control - 14

Sight - 16

Mechanic - 12

Vitality - 10

Weapon Loadout:

(P) MG(Barbari) - 15 x 6, 1, 9 ammo

(F) FT(Warmer F1) - 23 x 4, 1, 9 ammo

(N) SD(VS04-N)

Job Levels: Skills: None.

Fight - 4

Short - 7

Long - 4

Assault in Frost M40 - Total 1

AP: 8 MV: 8 Lv: 5 Honor: 1

Unit Loadout:

Body - 103

Arms - 64

Legs - 88

BP - None

Mobile - 18

Armor - Fire

Defense - 30/24/26

Talent Levels:

Control - 14

Sight - 16

Mechanic - 12

Vitality - 10

Weapon Loadout:

(P) MG(Barbari) - 15 x 6, 1, 9 ammo

(P) SG(Budget) - 11 x 8, 1, 9 ammo

(N) SD(VS-04N)

Job Levels: Skills: None.

Fight - 4

Short - 7

Long - 4

Assault in A338S10a - Total 1

AP: 8 MV: 9 Lv: 5 Honor: 1

Unit Loadout:

Body - 160

Legs - 104

BP - None

Weapon Loadout:

(P) AC(20mm AC) - 16 x 9, 1-2, 9 ammo

Mobile - 22
Armor - Normal
Defense - 26/17
Talent Levels:
Control - 14
Sight - 16
Mechanic - 12
Vitality - 10

Job Levels: Skills: None.
Fight - 4
Short - 7
Long - 4

Assault in BT77M3 - Total 2

AP: 8 MV: 8 Lv: 5 Honor: 1

Unit Loadout: Weapon Loadout:

Body - 79 (I + P) CN(89mm Cannon) - 19 x 3, 1-2, 9 ammo

Legs - 57

BP - None

Mobile - 16

Armor - Normal

Defense - 20/17

Talent Levels: Job Levels: Skills: None.

Control - 14 Fight - 4

Sight - 16 Short - 7

Mechanic - 12 Long - 4

Vitality - 10

Assault in BT94M1 - Total 2

AP: 8 MV: 8 Lv: 5 Honor: 1

Unit Loadout: Weapon Loadout:

Body - 122 (I + P) CN(102mm Cannon) - 30 x 3, 1-2, 9 ammo

Legs - 87 (P) AC(7.5mm AC) - 13 x 6, 1, 9 ammo

BP - None

Mobile - 15

Armor - Normal

Defense - 28/22

Talent Levels: Job Levels: Skills: None.

Control - 14 Fight - 4

Sight - 16 Short - 7

Mechanic - 12 Long - 4

Vitality - 10

Assault in OC300MB - Total 1

AP: 8 MV: 10 Lv: 5 Honor: 1

Unit Loadout: Weapon Loadout:

Body - 46 (N) RW(WAG5) - 0 x 1, 2-6, infinite

Arms - 32 (N) RW(WAG5s) - 0 x 1, 2-6, infinite

BP - None (N) RW(WAG5) - 0 x 1, 2-6, infinite

Mobile - 33

Armor - Normal

Defense - 5/5

Talent Levels: Job Levels: Skills: None.

Control - 14 Fight - 4

Sight - 16 Short - 7

Mechanic - 12 Long - 4

Vitality - 10

Driver in TC350 - Total 1

AP: 7 MV: 9 Lv: 3 Honor: 1

Unit Loadout: Weapon Loadout: None.

Body - 114

Legs - 70

BP - None

Mobile - 20
Armor - Normal
Defense - 10/9
Talent Levels:
Control - 12
Sight - 11
Mechanic - 12
Vitality - 11

Job Levels: Skills: None.
Fight - 3
Short - 4
Long - 3

Driver in PM131M1 - Total 1

AP: 7 MV: 9 Lv: 3 Honor: 1

Unit Loadout: Weapon Loadout:

Body - 98 (F + I) MS(ATM6) - 41 x 2, 4-5, 4 ammo

Legs - 55

BP - None

Mobile - 20

Armor - Normal

Defense - 16/9

Talent Levels: Job Levels: Skills: None.

Control - 12 Fight - 3

Sight - 11 Short - 4

Mechanic - 12 Long - 3

Vitality - 11

Driver in PM131M4 - Total 1

AP: 7 MV: 9 Lv: 3 Honor: 1

Unit Loadout: Weapon Loadout:

Body - 125 (F) FT(FL-60) - 30 x 4, 1, 9 ammo

Legs - 70

BP - None

Mobile - 20

Armor - Normal

Defense - 19/10

Talent Levels: Job Levels: Skills: None.

Control - 12 Fight - 3

Sight - 11 Short - 4

Mechanic - 12 Long - 3

Vitality - 11

Striker in Warlus M3 - Total 3

AP: 8 MV: 8 Lv: 5 Honor: 1

Unit Loadout: Weapon Loadout:

Body - 116 (I) KN(Double Finger) - 32 x 1, 1, infinite

Arms - 72 (I) KN(Double Finger) - 32 x 1, 1, infinite

Legs - 99 (I) SD(Type 203S)

BP - Turbo (I) SD(Type 203S)

Mobile - 19

Armor - Piercing

Defense - 32/25/29

Talent Levels: Job Levels: Skills: None.

Control - 16 Fight - 7

Sight - 10 Short - 4

Mechanic - 12 Long - 4

Vitality - 14

Gunner in Galumph 1 - Total 2

AP: 7 MV: 8 Lv: 4 Honor: 0

Unit Loadout: Weapon Loadout:

Body - 95 (I + P) CN(Krems 40) - 30 x 3, 1-2, 3 ammo

Arms - 59 (F + I) BZ(Talon M9) - 71 x 1, 1-2, 3 ammo

Legs - 81 (F + I) BZ(Talon M9) - 71 x 1, 1-2, 3 ammo
BP - Item
Mobile - 15
Armor - Impact
Defense - 34/28/30
Talent Levels: Job Levels: Skills: None.
Control - 12 Fight - 3
Sight - 16 Short - 3
Mechanic - 13 Long - 5
Vitality - 9

Gunner in XMRT16aM - Total 2

AP: 8 MV: 7 Lv: 5 Honor: 1
Unit Loadout: Weapon Loadout:
Body - 194 (F + I) RK(BVWPN194) - 12 x 6, 2-4, 4 ammo
Legs - 127 (P) AC(12.7mm AC) - 8 x 9, 1-2, 9 ammo
BP - None (P) AC(12.7mm MG) - 8 x 9, 1-2, 9 ammo
Mobile - 4
Armor - Normal
Defense - 23/20
Talent Levels: Job Levels: Skills: None.
Control - 12 Fight - 4
Sight - 16 Short - 4
Mechanic - 14 Long - 7
Vitality - 10

Mechanic in SP10b-F - Total 2

AP: 7 MV: 9 Lv: 3 Honor: 1
Unit Loadout: Weapon Loadout:
Body - 57 (F) FT(FL-32) - 23 x 4, 1, 9 ammo
Legs - 48 (N) SD(SP10b-F)
BP - None (N) SD(SP10b-F)
Mobile - 27
Armor - Piercing
Defense - 15/9
Talent Levels: Job Levels: Skills: None.
Control - 12 Fight - 3
Sight - 12 Short - 4
Mechanic - 12 Long - 3
Vitality - 12

Optional target:

Tank in Fuel Tank - Total 1

AP: 0 MV: 1 Lv: 1 Honor: 0
Unit Loadout: Weapon Loadout: None.
Body - 209
BP - None
Mobile - 0
Armor - Normal
Defense - 40
Talent Levels: Job Levels: Skills: None.
Control - 15 Fight - 1
Sight - 15 Short - 1
Mechanic - 15 Long - 1
Vitality - 15

Diaraba is your next destination after completing the mission.

Date - 18/June/2102, 10:00 PM

Location - Diaraba

At Diaraba, head to the Arena and enter a solo battle. You must battle the special combatant that you fought earlier on Ash's side. Fortunately, the combatant hasn't changed their setup from last time so winning should be a breeze. Beat them once using Lisa, Sayuri, or Cordy and you can access the Port like you did before on Ash's side. Head to Agit a scene will play out with an old friend from the city of Daukandei. Head to the Warehouse after the scene ends and go to the Shop. If you destroyed all enemies without using the fuel tank in the last mission, you will get a Restore ALL.

The Shop also has updated gear and you really need to upgrade everyone for the upcoming mission. Win as many Arena battles as necessary until you have enough money to pay for the upgrades. Once you're ready, head to the Room for a scene with Maylan and the rest of the squad. Save your game before leaving Diaraba and head for Bornea.

Date - 19/June/2102, 3:00 AM

Location - Suburbs of Bornea

Watch the scene that plays out and this is the end for Lisa's scenario.

INVESTIGATIONS

[INVE]

Date - 19/June/2102, 3:00 AM

Location - Bornea

The game will now shift focus back to Ash's scenario. Watch the long scene with Saribash and Ven once you get control. Head to the Guest Room to watch scene with Joyce, Lila, and Ven.

Date - 19/June/2102, 8:00 AM

Location - Living Room, Bornea

Yet another scene will play out with Saribash after leaving the Guest Room. Like with Lisa's squad, it is very important that you upgrade the entire squad on Ash's squad before leaving Bornea. Save your game and head to the Suburbs of Bornea.

Mission 16 - Suburbs of Bornea

Enemies: 22

Bosses: 1

Units: 7 + 5

Allies: 0

Difficulty: ****

Winning Condition:

1. All enemy machines destroyed.

Losing Condition:

1. All ally machines destroyed.

Prize: 2860(All enemies), 2688(Veteran surrenders)

Bonus: 20000. Rare computer, Jingo, can be procured by forcing the Veteran to surrender.

Setup:

Ash - Zenith RV. Two Artassaut and VS24-N. AG-640B.

Amia - Zenith RV. Two Artassaut and VS24-N. AG-640B.

Sayuri - Zenith RV. Two Artassaut and Type 203S. AG-640B.

Lisa - Zenith RV. Tom Tit, Myna, and GL-200M4. BP-T3B with GR Ammo, RK Ammo, and two Restore 1.

Joyce - Hart Wind Body and Zenith RV Arms/Legs. Tom Tit, Skua GF, and Ibis W1. BP-T3B with GR Ammo, MS Ammo, and two Restore 1.

Roswell - Hart Wind Body and Zenith RV Arms/Legs. Tom Tit, Skua GF, and Ibis W1. BP-T3B with GR Ammo, MS Ammo, and two Restore 1.

Pike - Hart Wind Body and Zenith RV Arms/Legs. Tom Tit, Skua GF, and Ibis W1. BP-T3B with GR Ammo, MS Ammo, and two Restore 1.

Thomas - Zenith RV. God Pound and VS24-N. AG-640B.

Rocky - Zenith RV. God Pound and VS24-N. AG-640B.

Griff - Zenith RV. Light Buster and Type 203S. AG-640B.

Cordy - Zenith RV. Light Buster and Type 203S. AG-640B.

Maylan - Zenith RV. Light Buster and Type 203S. AG-640B.

Computers:

Ash - Guanaco 4, Mode 3

Amia - Guanaco 4, Mode 3

Sayuri - Guanaco 4, Mode 3

Lisa - Holism 4, Mode 4

Joyce - Holism 4, Mode 4

Roswell - Holism 4, Mode 4

Pike - Holism 4, Mode 4

Thomas - Guanaco 4, Mode 2

Rocky - Guanaco 4, Mode 2

Griff - Guanaco 4, Mode 2

Cordy - Guanaco 4, Mode 2

Maylan - Guanaco 4, Mode 2

Skills:

Recommended - Surrender Call(Ash or Thomas)

Ash - Feint, Critical, Speed, Switch

Amia - Feint, Critical, Speed, Switch

Sayuri - Feint, Critical, Speed, Target

Lisa - Best Position, Lucky

Joyce - Best Position, Lucky

Roswell - Best Position, Lucky

Pike - Best Position, Feint, Critical, Lucky

Thomas - Critical, Feint, First, Charge

Rocky - Critical, Feint, First, Charge

Griff - Critical, Feint, Heat Blow, First

Cordy - Critical, Feint, Heat Blow, First

Maylan - Critical, Feint, Heat Blow, First

Placements:

[Tho] [Roc]

[Ash]

[Ami]

[Joy]

[Pik][Ros]

(Lisa's squad on turn 3)

[Lis]

[Say][May]

[Gri][Cor]

Strategy:

If you didn't notice the warnings prior to this mission, Ash's and Lisa's squads will finally merge into one large squad. You will not have access to Lisa's squad at first, but they join the battle after the first two turns have passed. Once they can be used, have them intercept the squad of vehicles parked by the train tracks. Lisa's squad is likely to be less experienced than Ash's squad, so have them destroy as many units as possible. Keep Ash's squad concentrated on all units heading their way for most of the mission. Only help out Lisa's squad if they really need the assistance.

Most enemies are vehicles conveniently positioned very close to each other. Have fun tossing GRs at them if they are within range. There's some wanzers to deal with and a trio of mobile weapons to boot. The new enemy in this mission is the Veteran, which is basically an experienced pilot in a wanzler. Veterans have four skills and can easily destroy a unit if they get lucky. Obviously, you don't want this to happen, so deplete their AP reserves and surround them. The OSV-12d Grooks are nothing fancy. However, destroying the northmost one will net you access to a new EARLY BIRD password.

On a final note, a rare computer can be procured in this mission. To obtain the rare computer, you must force the Veteran to surrender. Surrendering an enemy unit requires the Honor skill, Surrender Call. This can be learned if either Ash or Thomas have 140 Honor, which you may not have at the moment if you distributed the kills among your pilots evenly. You can earn up 57 Honor in this mission; only the Veteran with its Body part would be left. If you still can't learn Surrender Call even with this factored in, you can always try again in a new game file.

Enemy Composition

Boss - Darxan in OSV-12d Grook(Commander)

AP: 10 MV: 8 Lv: 15 Honor: 3

Unit Loadout:

Body - 361

Legs - 237

BP - None

Mobile - 10

Armor - Piercing

Defense - 43/35

Talent Levels:

Control - 15

Sight - 18

Mechanic - 14

Vitality - 11

Weapon Loadout:

(I + P) CN(130mm Cannon) - 68 x 3, 1-2, 9 ammo

(F + I) MS(VMS-4) - 60 x 2, 4-5, 4 ammo

(P) AC(20mm AC) - 16 x 9, 1-2, 9 ammo

Job Levels:

Fight - 9

Short - 17

Long - 16

Skills:

Critical

Target

Veteran in Igel Eins - Total 1

AP: 11 MV: 8 Lv: 17 Honor: 3

Unit Loadout:

Body - 124

Arms - 77

Weapon Loadout:

(P) SG(Grop 20mm) - 13 x 8, 1, 9 ammo

(P) SG(Grop 20mm) - 13 x 8, 1, 9 ammo

Legs - 106 (F + I) RK(Myna) - 20 x 6, 2-4, 2 ammo

BP - Item

Mobile - 6

Armor - Piercing

Defense - 25/20/22

Talent Levels:	Job Levels:	Skills:
Control - 15	Fight - 17	Critical
Sight - 17	Short - 17	Best Position
Mechanic - 14	Long - 17	Feint
Vitality - 15		First

Assault in Robust 1C - Total 2

AP: 9 MV: 9 Lv: 11 Honor: 2

Unit Loadout: Weapon Loadout:

Body - 127 (P) MG(Artassaut) - 17 x 7, 1, 9 ammo

Arms - 78 (P) SG(Wet Blood) - 15 x 8, 1, 9 ammo(one)

Legs - 108 (P) RF(Type 98 Rifle A) - 83 x 1, 1, 9 ammo(one)

BP - None (N) SD(VS24-N)

Mobile - 20/21(SG)

Armor - Normal

Defense - 32/26/29

Talent Levels:	Job Levels:	Skills: None.
Control - 14	Fight - 7	
Sight - 17	Short - 14	
Mechanic - 13	Long - 7	
Vitality - 10		

Driver in TC350 - Total 1

AP: 8 MV: 9 Lv: 8 Honor: 2

Unit Loadout: Weapon Loadout: None.

Body - 114

Legs - 70

BP - None

Mobile - 20

Armor - Normal

Defense - 10/9

Talent Levels:	Job Levels:	Skills: None.
Control - 12	Fight - 7	
Sight - 12	Short - 10	
Mechanic - 12	Long - 7	
Vitality - 12		

Driver in PM131M2 - Total 1

AP: 8 MV: 9 Lv: 8 Honor: 2

Unit Loadout: Weapon Loadout:

Body - 139 (P) MG(7.5mm MG) - 22 x 6, 1, 9 ammo

Legs - 78

BP - None

Mobile - 20

Armor - Normal

Defense - 20/11

Talent Levels:	Job Levels:	Skills: None.
Control - 12	Fight - 7	
Sight - 12	Short - 10	
Mechanic - 12	Long - 7	
Vitality - 12		

Striker in Hayle M14 - Total 2

AP: 9 MV: 9 Lv: 11 Honor: 2

Unit Loadout: Weapon Loadout:

Body - 131 (I) PC(Dumm Claw) - 93 x 1, 1, infinite
Arms - 80 (I) PC(Dumm Claw) - 93 x 1, 1, infinite
Legs - 111 (N) SD(VS24-N)
BP - Turbo (N) SD(VS24-N)
Mobile - 26
Armor - Fire
Defense - 35/29/32
Talent Levels: Job Levels: Skills: None.
Control - 17 Fight - 14
Sight - 10 Short - 7
Mechanic - 12 Long - 7
Vitality - 14

Gunner in OSV-12d Groom - Total 2
AP: 10 MV: 8 Lv: 13 Honor: 2
Unit Loadout: Weapon Loadout:
Body - 361 (I + P) CN(130mm Cannon) - 68 x 3, 1-2, 9 ammo
Legs - 237 (F + I) MS(VMS-4) - 60 x 2, 4-5, 4 ammo
BP - None (P) AC(20mm AC) - 16 x 9, 1-2, 9 ammo
Mobile - 10
Armor - Piercing
Defense - 43/35
Talent Levels: Job Levels: Skills:
Control - 13 Fight - 8 Critical
Sight - 17 Short - 8
Mechanic - 15 Long - 16
Vitality - 11

Gunner in Igel Eins - Total 1
AP: 10 MV: 8 Lv: 13 Honor: 2
Unit Loadout: Weapon Loadout:
Body - 124 (P) SG(Grop 20mm) - 13 x 8, 1, 9 ammo
Arms - 77 (P) SG(Grop 20mm) - 13 x 8, 1, 9 ammo
Legs - 106 (F + I) MS(Ibis W1) - 39 x 3, 4-5, 3 ammo
BP - Item
Mobile - 5
Armor - Piercing
Defense - 25/20/22
Talent Levels: Job Levels: Skills:
Control - 13 Fight - 8 Critical
Sight - 17 Short - 8
Mechanic - 15 Long - 16
Vitality - 11

Gunner in BT94M2A1 - Total 3
AP: 9 MV: 8 Lv: 11 Honor: 2
Unit Loadout: Weapon Loadout:
Body - 155 (I + P) CN(102mm Cannon) - 39 x 3, 1-2, 9 ammo
Legs - 111
BP - None
Mobile - 16
Armor - Normal
Defense - 33/26
Talent Levels: Job Levels: Skills: None.
Control - 13 Fight - 7
Sight - 17 Short - 7
Mechanic - 14 Long - 14
Vitality - 10

Gunner in AM131M2 - Total 1

AP: 10 MV: 9 Lv: 13 Honor: 2
Unit Loadout: Weapon Loadout:
Body - 144 (F + I) MS(ATM4) - 53 x 2, 4-5, 4 ammo
Legs - 94 (P) AC(20mm AC) - 14 x 9, 1-2, 9 ammo
BP - None
Mobile - 21
Armor - Normal
Defense - 24/16
Talent Levels: Job Levels: Skills:
Control - 13 Fight - 8 Critical
Sight - 17 Short - 8
Mechanic - 15 Long - 16
Vitality - 11

Gunner in RSV300B - Total 2

AP: 10 MV: 9 Lv: 13 Honor: 2
Unit Loadout: Weapon Loadout:
Body - 121 (F + I) MS(ATM19) - 53 x 2, 4-5, 6 ammo
Arms - 70
BP - None
Mobile - 21
Armor - Normal
Defense - 19/10
Talent Levels: Job Levels: Skills:
Control - 13 Fight - 8 Critical
Sight - 17 Short - 8
Mechanic - 15 Long - 16
Vitality - 11

Gunner in OC300MB - Total 2

AP: 9 MV: 10 Lv: 11 Honor: 2
Unit Loadout: Weapon Loadout:
Body - 46 (N) RW(WAG5) - 0 x 1, 2-6, infinite
Arms - 32 (N) RW(WAG5s) - 0 x 1, 2-6, infinite
BP - None (N) RW(WAG5) - 0 x 1, 2-6, infinite
Mobile - 33
Armor - Normal
Defense - 5/5
Talent Levels: Job Levels: Skills: None.
Control - 13 Fight - 7
Sight - 17 Short - 7
Mechanic - 14 Long - 14
Vitality - 10

Mechanic in SP10b-F - Total 4

AP: 8 MV: 9 Lv: 8 Honor: 2
Unit Loadout: Weapon Loadout:
Body - 57 (F) FT(FL-32) - 23 x 4, 1, 9 ammo
Legs - 48 (N) SD(SP10b-F)
BP - None (N) SD(SP10b-F)
Mobile - 27
Armor - Piercing
Defense - 15/9
Talent Levels: Job Levels: Skills: None.
Control - 13 Fight - 7
Sight - 12 Short - 10
Mechanic - 13 Long - 7
Vitality - 12

When the mission is complete, head back to Bornea.

Date - 19/June/2102, 2:00 PM

Location - Bornea

Now that Ash's and Lisa's parties have merged, you will have access to all of the gear and money both sides had prior to Mission 16. Anyways, new equipment is now available at the Warehouse so upgrade if you must. You need to head to the Living Room to continue with the game. A lengthy scene will commence and after Lisa is done explaining her mission, exit the Living Room and head out to the city.

Go to the Bar next and watch the nice reunion between the Muddy Otters crew. Return to the Living Room for another scene and head to the Warehouse to talk to Saribash. Once you're ready to go, head for the Subway and select Go Dhaka. Once the ride is over, you will have one last chance to set up prior to the next mission. Select Exit once you are done with last-minute preparations.

Mission 17 - Central of Dhaka, Civilian District Revisited

Enemies: 24

Bosses: 1

Units: 12

Allies: 0

Difficulty: ***

Winning Condition:

1. Drago destroyed.

Losing Condition:

1. All ally machines destroyed.

Prize: 4186

Bonus: 20000

Setup:

Ash - Zora C9. Two Chronik and SP02-N. AG-1000C.

Amia - Zora C9. Two Chronik and SP02-N. AG-1000C.

Sayuri - Zora C9. Two Chronik and SP02-N. AG-1000C.

Lisa - Tedium A3 Body and Zebu T4S Arms/Legs. Tom Tit, Wit Horn, and Plaver M4. BP-T3C with GR Ammo, MS Ammo, CN Ammo, and two Restore 1.

Joyce - Tedium A3 Body and Zebu T4S Arms/Legs. Tom Tit, Wit Horn, and Plaver M4. BP-T3C with GR Ammo, MS Ammo, CN Ammo, and two Restore 1.

Roswell - Tedium A3 Body and Zebu T4S Arms/Legs. Tom Tit, Wit Horn, and Plaver M4. BP-T3C with GR Ammo, MS Ammo, CN Ammo, and two Restore 1.

Pike - Tedium A3 Body and Zebu T4S Arms/Legs. Tom Tit, Wit Horn, and Plaver M4. BP-T3C with GR Ammo, MS Ammo, CN Ammo, and two Restore 1.

Thomas - Zora C9. Double Blade, Mad Hammer, and SP02-N. AG-1000C.

Rocky - Zora C9. Double Blade, Mad Hammer, and SP02-N. AG-1000C.

Griff - Zora C9. Double Blade and SP02-N. AG-1000C.

Cordy - Zora C9. Double Blade and SP02-N. AG-1000C.

Maylan - Zora C9. Double Blade and SP02-N. AG-1000C.

Computers:

Ash - Guanaco 4, Mode 3
Amia - Guanaco 4, Mode 3
Sayuri - Guanaco 4, Mode 3
Lisa - Holism 4, Mode 4
Joyce - Holism 4, Mode 4
Roswell - Holism 4, Mode 4
Pike - Holism 4, Mode 4
Thomas - Guanaco 4, Mode 2
Rocky - Guanaco 4, Mode 2
Griff - Guanaco 4, Mode 2
Cordy - Guanaco 4, Mode 2
Maylan - Guanaco 4, Mode 2

Skills:

Ash - Feint, Critical, Speed, Switch
Amia - Feint, Critical, Speed, Switch
Sayuri - Feint, Critical, Speed, Target
Lisa - Best Position, Lucky
Joyce - Best Position, Lucky
Roswell - Best Position, Lucky
Pike - Best Position, Feint, Critical, Lucky
Thomas - Critical, Feint, First, Charge
Rocky - Critical, Feint, First, Charge
Griff - Critical, Feint, Heat Blow, First
Cordy - Critical, Feint, Heat Blow, First
Maylan - Critical, Feint, Heat Blow, First

Placements:

[Ros][Tho] [Roc][Pik]
[Ash] [Ami]
[Gri][Cor] [May][Say]
[Joy] [Lis]

Strategy:

Split up into two groups and have each group eliminate all of the enemy units to the East and West of your starting positions. As Dhaka is mostly in ruins, all of the destroyed areas boast very high Geo ratings. The only areas you need to avoid are near the city lights, which have low Geo ratings. Ensure that both groups are balanced in terms of specialists or things will get ugly during the battles. Find the closest enemy in each squad and send an MS round to get them moving. Retreat to areas with high Geo ratings and take out the enemy units there.

Focus fire on the Tatou 3 units and try to disable their Arms. A punch from their Fire Tusks is very strong and can take out parts even at full HP. If you take them on squares with a Geo rating of 30% or higher, you should be able to dodge their punches for the most part. The Zora C9 units are also a threat, but their weapons don't connect well on high Geo squares. The Grook mobile weapons are standard fare, but don't let them run wild. Destroying the Northwest Grook will net you a new EARLY BIRD password, so go and do that. To end this mission, eliminate Drago once he gets within range.

Enemy Composition

Boss - Drago in OSV-12d Grook(Commander)
AP: 10 MV: 8 Lv: 16 Honor: 3

Unit Loadout: Weapon Loadout:
Body - 361 (I + P) CN(130mm Cannon) - 68 x 3, 1-2, 9 ammo
Legs - 237 (F + I) MS(VMS-4) - 60 x 2, 4-5, 4 ammo
BP - None (P) AC(20mm AC) - 16 x 9, 1-2, 9 ammo
Mobile - 10
Armor - Piercing
Defense - 43/35
Talent Levels: Job Levels: Skills:
Control - 15 Fight - 12 Critical
Sight - 18 Short - 18 Arm First
Mechanic - 14 Long - 16 Target
Vitality - 11 Surprise

Veteran in Zora C9 - Total 1

AP: 11 MV: 8 Lv: 17 Honor: 3
Unit Loadout: Weapon Loadout:
Body - 145 (F) FT(Heat Rat S) - 38 x 4, 1, 9 ammo
Arms - 90 (P) MG(Chronik) - 19 x 7, 1, 9 ammo
Legs - 124 (N) SD(SP02-N)
BP - None
Mobile - 13
Armor - Fire
Defense - 37/30/34
Talent Levels: Job Levels: Skills:
Control - 15 Fight - 17 Critical
Sight - 17 Short - 17 Best Position
Mechanic - 14 Long - 17 Feint
Vitality - 15 First

Assault in Zora C9 - Total 3

AP: 10 MV: 8 Lv: 13 Honor: 2
Unit Loadout: Weapon Loadout:
Body - 145 (P) MG(Chronik) - 19 x 7, 1, 9 ammo
Arms - 90 (F) FT(Warmer F2) - 33 x 4, 1, 9 ammo
Legs - 124 (N) SD(SP02-N)
BP - None
Mobile - 14
Armor - Fire
Defense - 37/30/34
Talent Levels: Job Levels: Skills:
Control - 15 Fight - 8 Critical
Sight - 17 Short - 16
Mechanic - 13 Long - 8
Vitality - 11

Assault in Zora C9 - Total 2

AP: 9 MV: 8 Lv: 11 Honor: 2
Unit Loadout: Weapon Loadout:
Body - 145 (P) MG(Chronik) - 19 x 7, 1, 9 ammo
Arms - 90 (P) SG(Sin Libra B) - 16 x 8, 1, 9 ammo
Legs - 124 (N) SD(SP02-N)
BP - None
Mobile - 15
Armor - Fire
Defense - 37/30/34
Talent Levels: Job Levels: Skills: None.
Control - 14 Fight - 7
Sight - 17 Short - 14
Mechanic - 13 Long - 7
Vitality - 10

Assault in Zora C9 - Total 1

AP: 9 MV: 8 Lv: 11 Honor: 2

Unit Loadout: Weapon Loadout:

Body - 145 (P) MG(Chronik) - 19 x 7, 1, 9 ammo

Arms - 90 (F) FT(Warmer F2) - 33 x 4, 1, 9 ammo

Legs - 124 (N) SD(SP02-N)

BP - None

Mobile - 14

Armor - Fire

Defense - 37/30/34

Talent Levels: Job Levels: Skills: None.

Control - 14 Fight - 7

Sight - 17 Short - 14

Mechanic - 13 Long - 7

Vitality - 10

Driver in TC350 - Total 1

AP: 9 MV: 9 Lv: 10 Honor: 2

Unit Loadout: Weapon Loadout: None.

Body - 114

Legs - 70

BP - None

Mobile - 20

Armor - Normal

Defense - 10/9

Talent Levels: Job Levels: Skills: None.

Control - 13 Fight - 9

Sight - 12 Short - 12

Mechanic - 13 Long - 9

Vitality - 12

Striker in Tatou 3 - Total 4

AP: 9 MV: 10 Lv: 11 Honor: 2

Unit Loadout: Weapon Loadout:

Body - 134 (I) KN(Fire Tusk) - 104 x 1, 1, infinite

Arms - 83 (I) KN(Fire Tusk) - 104 x 1, 1, infinite

Legs - 114 (N) SD(SP02-N)

BP - Turbo (N) SD(SP02-N)

Mobile - 21

Armor - Impact

Defense - 43/34/39

Talent Levels: Job Levels: Skills: None.

Control - 17 Fight - 14

Sight - 10 Short - 7

Mechanic - 12 Long - 7

Vitality - 14

Striker in Zora C9 - Total 1

AP: 9 MV: 8 Lv: 11 Honor: 2

Unit Loadout: Weapon Loadout:

Body - 145 (P) MG(Chronik) - 19 x 7, 1, 9 ammo

Arms - 90 (P) SG(Sin Libra B) - 16 x 8, 1, 9 ammo

Legs - 124 (N) SD(SP02-N)

BP - None

Mobile - 15

Armor - Fire

Defense - 37/30/34

Talent Levels: Job Levels: Skills: None.

Control - 17 Fight - 14

Sight - 10 Short - 7
Mechanic - 12 Long - 7
Vitality - 14

Gunner in OSV-12d Grook - Total 2

AP: 10 MV: 8 Lv: 13 Honor: 2

Unit Loadout: Weapon Loadout:
Body - 361 (I + P) CN(130mm Cannon) - 68 x 3, 1-2, 9 ammo
Legs - 237 (F + I) MS(VMS-4) - 60 x 2, 4-5, 4 ammo
BP - None (P) AC(20mm AC) - 16 x 9, 1-2, 9 ammo

Mobile - 10
Armor - Piercing
Defense - 43/35

Talent Levels: Job Levels: Skills:
Control - 13 Fight - 8 Critical
Sight - 17 Short - 8
Mechanic - 15 Long - 16
Vitality - 11

Gunner in Tedium A3 - Total 3

AP: 10 MV: 9 Lv: 13 Honor: 2

Unit Loadout: Weapon Loadout:
Body - 155 (F + I) MS(Wrentit) - 59 x 2, 4-5, 2 ammo
Arms - 96 (F + I) MS(Wrentit) - 59 x 2, 4-5, 2 ammo
Legs - 132

BP - Item
Mobile - 19
Armor - Piercing
Defense - 29/23/26

Talent Levels: Job Levels: Skills:
Control - 13 Fight - 8 Critical
Sight - 17 Short - 8
Mechanic - 15 Long - 16
Vitality - 11

Gunner in BT77M3A2 - Total 2

AP: 10 MV: 8 Lv: 13 Honor: 2

Unit Loadout: Weapon Loadout:
Body - 172 (I + P) CN(75mm Cannon) - 44 x 3, 1-2, 9 ammo
Legs - 123 (I + P) CN(100mm Cannon) - 38 x 3, 1-2, 9 ammo
BP - None

Mobile - 16
Armor - Normal
Defense - 35/28

Talent Levels: Job Levels: Skills:
Control - 13 Fight - 8 Critical
Sight - 17 Short - 8
Mechanic - 15 Long - 16
Vitality - 11

Gunner in A338S10a - Total 1

AP: 10 MV: 9 Lv: 13 Honor: 2

Unit Loadout: Weapon Loadout:
Body - 160 (P) AC(20mm AC) - 16 x 9, 1-2, 9 ammo
Legs - 104
BP - None

Mobile - 22
Armor - Normal
Defense - 26/17

Talent Levels: Job Levels: Skills:

Control - 13 Fight - 8 Critical
Sight - 17 Short - 8
Mechanic - 15 Long - 16
Vitality - 11

Gunner in Radar V - Total 1

AP: 9 MV: 8 Lv: 11 Honor: 2
Unit Loadout: Weapon Loadout:
Body - 62 (N) RW(WAG5) - 0 x 1, 2-6, infinite
Legs - 37
BP - None
Mobile - 18
Armor - Normal
Defense - 6/5
Talent Levels: Job Levels: Skills: None.
Control - 13 Fight - 7
Sight - 17 Short - 7
Mechanic - 14 Long - 14
Vitality - 10

Gunner in OC300MT - Total 1

AP: 10 MV: 10 Lv: 13 Honor: 2
Unit Loadout: Weapon Loadout:
Body - 46 (N) RW(WAG5) - 0 x 1, 2-6, infinite
Arms - 32 (N) RW(WAG5s) - 0 x 1, 2-6, infinite
BP - None (N) RW(WAG5) - 0 x 1, 2-6, infinite
Mobile - 33
Armor - Normal
Defense - 5/5
Talent Levels: Job Levels: Skills:
Control - 13 Fight - 8 Critical
Sight - 17 Short - 8
Mechanic - 15 Long - 16
Vitality - 11

Mechanic in ISP100A - Total 1

AP: 9 MV: 9 Lv: 10 Honor: 2
Unit Loadout: Weapon Loadout:
Body - 81 (F) FT(FL-43) - 38 x 4, 1, 9 ammo
Legs - 68 (N) SD(ISP100A)
BP - None (N) SD(ISP100A)
Mobile - 27
Armor - Piercing
Defense - 19/11
Talent Levels: Job Levels: Skills: None.
Control - 13 Fight - 9
Sight - 13 Short - 12
Mechanic - 13 Long - 9
Vitality - 13

When the mission is complete, you will be at the outskirts of Dhaka. You can access the Setup and Network outside of the Load and Save options. Restock items and make any changes to your setup as needed. When you're ready to go, choose exit.

Mission 18 - Downtown in Dhaka, Revisited

Enemies: 8 + 16 reinforcements

Bosses: 1

Units: 12

Allies: 3

Difficulty: ***

Winning Condition:

1. All enemy machines destroyed.
2. All ally machines head to the escape points.

Losing Condition:

1. All ally machines destroyed.

Prize: 4088

Bonus: 20000. Destroy all enemy machines. If all enemy units are destroyed, a Restore ALL and Hexafire can be procured at the Warehouse in Daukandei.

Setup:

Ash - Zora C9. Two Chronik and SP02-N. AG-1000C.

Amia - Zora C9. Two Chronik and SP02-N. AG-1000C.

Sayuri - Zora C9. Two Chronik and SP02-N. AG-1000C.

Lisa - Tedium A3 Body and Zebu T4S Arms/Legs. Tom Tit, Wit Horn, and MCaille
2. BP-T3C with GR Ammo, AM Ammo, CN Ammo, and two Restore 1.

Joyce - Tedium A3 Body and Zebu T4S Arms/Legs. Tom Tit, Wit Horn, and
MCaille 2. BP-T3C with GR Ammo, AM Ammo, CN Ammo, and two Restore 1.

Roswell - Tedium A3 Body and Zebu T4S Arms/Legs. Tom Tit, Wit Horn, and
MCaille 2. BP-T3C with GR Ammo, AM Ammo, CN Ammo, and two Restore 1.

Pike - Tedium A3 Body and Zebu T4S Arms/Legs. Tom Tit, Wit Horn, and
MCaille 2. BP-T3C with GR Ammo, AM Ammo, CN Ammo, and two Restore 1.

Thomas - Zora C9. Double Blade, Mad Hammer, and SP02-N. AC-1000C.

Rocky - Zora C9. Double Blade, Mad Hammer, and SP02-N. AC-1000C.

Griff - Zora C9. Double Blade, Mad Hammer, and SP02-N. AC-1000C.

Cordy - Zora C9. Double Blade, Mad Hammer, and SP02-N. AC-1000C.

Maylan - Zora C9. Double Blade, Mad Hammer, and SP02-N. AC-1000C.

Computers:

Ash - Guanaco 4, Mode 3

Amia - Guanaco 4, Mode 3

Sayuri - Guanaco 4, Mode 3

Lisa - Holism 4, Mode 4

Joyce - Holism 4, Mode 4

Roswell - Holism 4, Mode 4

Pike - Holism 4, Mode 4

Thomas - Guanaco 4, Mode 2

Rocky - Guanaco 4, Mode 2

Griff - Guanaco 4, Mode 2

Cordy - Guanaco 4, Mode 2

Maylan - Guanaco 4, Mode 2

Skills:

Ash - Feint, Critical, Speed, Switch

Amia - Feint, Critical, Speed, Switch

Sayuri - Feint, Critical, Speed, Switch

Lisa - Best Position, Lucky

Joyce - Best Position, Lucky
Roswell - Best Position, Lucky
Pike - Best Position, Feint, Critical, Lucky
Thomas - Critical, Feint, First, Charge
Rocky - Critical, Feint, First, Charge
Griff - Critical, Feint, First, Charge
Cordy - Critical, Feint, First, Charge
Maylan - Critical, Feint, First, Charge

Placements:

[Tho]
[Roc][Gri]
[Cor][May][Ash][Ami]
[Say][Joy]
[Ros][Lis]
[Pik]

Strategy:

The main objective for the mission is to head for the escape points by the North end of the map. If you don't remember this area, it's by the same area that the truck back in Mission 3 passes through to escape. You can procure bonus rewards if you stick around and destroy all enemy units however. Don't expect to have a field day with the initial helicopters and jets that Ven brings along.

MISSION UPDATE

After the first turn, sling helicopters will drop a lot of wanzers and some vehicles will arrive on the map. Don't fret if you feel overwhelmed; the trio of Unknown pilots who appeared in previous missions are back to assist. They will retreat once Ven goes down or if they take too much damage though. Whatever you decide on doing, split up into two groups and mop up enemies on the way to the escape points.

The enemy composition is largely the same as before, so you should already have an idea of how to handle them. The aircraft are quite annoying, so have your Short and Long specialists take them down first. Your Fight specialists can handle any nearby units without much trouble, but avoid the Veteran's squad for now. Once the aircraft are taken care of, go after the Veteran's squad and destroy it. Attack the Tatou 3 units first as they pose the biggest threat to your squad.

Unless you get a streak of bad luck, you won't have to worry about Ven and his helicopter squad. If the Unknown helicopters manage to destroy Ven, the other helicopters will flee from the scene. On a final note, you should try to learn Surrender Call for Ash or Thomas as future missions will offer rare equipment obtained only by surrenders.

Enemy Composition

Boss - Ven Mackarge in ACH9b Huron(Gunner)

AP: 11 MV: 8 Lv: 18 Honor: 7

Unit Loadout:

Body - 233

BP - None

Mobile - 15

Armor - Piercing

Weapon Loadout:

(P) AC(30mm AC) - 16 x 9, 1-2, 9 ammo

(F + I) RK(HRC-32) - 23 x 6, 2-4, 2 ammo

(F + I) MS(AGM5u) - 60 x 2, 4-5, 2 ammo

Defense - 13
Talent Levels: Job Levels: Skills:
Control - 18 Fight - 13 Critical
Sight - 18 Short - 16 Best Position
Mechanic - 16 Long - 20 Leg First
Vitality - 16 Escape

Assault in ACH9b Huron - Total 4

AP: 9 MV: 8 Lv: 11 Honor: 2

Unit Loadout: Weapon Loadout:

Body - 233 (P) AC(30mm AC) - 16 x 9, 1-2, 9 ammo
BP - None (F + I) RK(HRC-32) - 23 x 6, 2-4, 2 ammo
Mobile - 15 (F + I) MS(AGM5u) - 60 x 2, 4-5, 2 ammo

Armor - Piercing

Defense - 13

Talent Levels: Job Levels: Skills: None.

Control - 14 Fight - 7

Sight - 17 Short - 14

Mechanic - 13 Long - 7

Vitality - 10

Gunner in PVA-05e7 Curlew - Total 4

AP: 9 MV: 8 Lv: 11 Honor: 2

Unit Loadout: Weapon Loadout:

Body - 226 (P) AC(30mm AC) - 16 x 9, 1-2, 9 ammo
BP - None (F + I) MS(AGM40) - 59 x 2, 4-5, 2 ammo
Mobile - 15 (P) AC(30mm GP) - 16 x 9, 1-2, 9 ammo

Armor - Piercing

Defense - 10

Talent Levels: Job Levels: Skills: None.

Control - 14 Fight - 7

Sight - 17 Short - 7

Mechanic - 13 Long - 14

Vitality - 10

Allies:

Unknown in AAH45e Hahn(Gunner) - Total 1

AP: 11 MV: 8 Lv: 18 Honor: 7

Unit Loadout: Weapon Loadout:

Body - 187 (P) MG(7.5mm MG) - 13 x 9, 1-2, 1 ammo
BP - None (P) AC(30mm AC) - 13 x 9, 1-2, 9 ammo
Mobile - 16 (F + I) MS(AGM5s) - 53 x 2, 4-5, 2 ammo

Armor - Piercing

Defense - 11

Talent Levels: Job Levels: Skills:

Control - 19 Fight - 12 Critical

Sight - 18 Short - 20 Duel

Mechanic - 16 Long - 17 Speed

Vitality - 15 Hit & Away

Unknown in AAH45e Hahn(Gunner) - Total 2

AP: 10 MV: 8 Lv: 13 Honor: 3

Unit Loadout: Weapon Loadout:

Body - 187 (P) MG(7.5mm MG) - 13 x 9, 1-2, 1 ammo
BP - None (P) AC(30mm AC) - 13 x 9, 1-2, 9 ammo
Mobile - 16 (F + I) MS(AGM5s) - 53 x 2, 4-5, 2 ammo

Armor - Piercing

Defense - 11

Talent Levels:	Job Levels:	Skills:
Control - 16	Fight - 4	Critical
Sight - 18	Short - 10	
Mechanic - 16	Long - 16	
Vitality - 10		

Reinforcements:

(turn 2)

Veteran in Zora C9 - Total 1

AP: 10 MV: 8 Lv: 15 Honor: 2

Unit Loadout:	Weapon Loadout:
Body - 145	(P) MG(Glowtusk) - 22 x 7, 1, 9 ammo
Arms - 90	(P) SG(Sin Libra B) - 16 x 8, 1, 9 ammo
Legs - 124	(N) SD(SP02-N)
BP - None	
Mobile - 14	
Armor - Fire	
Defense - 37/30/34	

Talent Levels:	Job Levels:	Skills:
Control - 15	Fight - 15	Critical
Sight - 17	Short - 15	Best Position
Mechanic - 14	Long - 15	Feint
Vitality - 15		First

Assault in Zora C9 - Total 2

AP: 9 MV: 8 Lv: 11 Honor: 2

Unit Loadout:	Weapon Loadout:
Body - 145	(P) MG(Chronik) - 19 x 7, 1, 9 ammo
Arms - 90	(P) RF(Alchemy) - 93 x 1, 1, 9 ammo
Legs - 124	(N) SD(SP02-N)
BP - None	
Mobile - 13	
Armor - Fire	
Defense - 37/30/34	

Talent Levels:	Job Levels:	Skills: None.
Control - 14	Fight - 7	
Sight - 17	Short - 14	
Mechanic - 13	Long - 7	
Vitality - 10		

Assault in Zora C9 - Total 1

AP: 9 MV: 8 Lv: 11 Honor: 2

Unit Loadout:	Weapon Loadout:
Body - 145	(P) MG(Chronik) - 19 x 7, 1, 9 ammo
Arms - 90	(F) FT(Warmer F2) - 33 x 4, 1, 9 ammo
Legs - 124	(N) SD(SP02-N)
BP - None	
Mobile - 14	
Armor - Fire	
Defense - 37/30/34	

Talent Levels:	Job Levels:	Skills: None.
Control - 14	Fight - 7	
Sight - 17	Short - 14	
Mechanic - 13	Long - 7	
Vitality - 10		

Assault in BT94M2A1 - Total 4

AP: 9 MV: 9 Lv: 11 Honor: 2

Unit Loadout: Weapon Loadout:

Body - 172 (I + P) CN(102mm Cannon) - 44 x 3, 1-2, 9 ammo

Legs - 123

BP - None

Mobile - 22

Armor - Normal

Defense - 35/28

Talent Levels: Job Levels: Skills: None.

Control - 14 Fight - 7

Sight - 17 Short - 14

Mechanic - 13 Long - 7

Vitality - 10

Striker in Tatou 3 - Total 2

AP: 9 MV: 10 Lv: 11 Honor: 2

Unit Loadout: Weapon Loadout:

Body - 134 (I) KN(Fire Tusk) - 104 x 1, 1, infinite

Arms - 83 (I) KN(Fire Tusk) - 104 x 1, 1, infinite

Legs - 114 (N) SD(SP02-N)

BP - Turbo (N) SD(SP02-N)

Mobile - 21

Armor - Impact

Defense - 43/34/39

Talent Levels: Job Levels: Skills: None.

Control - 17 Fight - 14

Sight - 10 Short - 7

Mechanic - 12 Long - 7

Vitality - 14

Gunner in Tedium A3 - Total 4

AP: 10 MV: 9 Lv: 11 Honor: 2

Unit Loadout: Weapon Loadout:

Body - 155 (F + I) MS(Wrentit) - 59 x 2, 4-5, 2 ammo

Arms - 96 (F + I) MS(Wrentit) - 59 x 2, 4-5, 2 ammo

Legs - 132

BP - Item

Mobile - 19

Armor - Piercing

Defense - 29/23/26

Talent Levels: Job Levels: Skills: None.

Control - 13 Fight - 7

Sight - 17 Short - 7

Mechanic - 14 Long - 14

Vitality - 10

Gunner in AAT6S1c4 - Total 2

AP: 9 MV: 9 Lv: 11 Honor: 2

Unit Loadout: Weapon Loadout:

Body - 172 (P) AC(40mm AC) - 16 x 9, 1-2, 9 ammo

Legs - 123

BP - None

Mobile - 22

Armor - Normal

Defense - 35/28

Talent Levels: Job Levels: Skills: None.

Control - 13 Fight - 7

Sight - 17 Short - 7

Mechanic - 14 Long - 14

Daukandei is your next destination after escaping Dhaka.

Date - 20/June/2102, 12:00 AM

Location - Daukandei

In Daukandei, make a stop at the Warehouse first. If you managed to destroy all enemies during the last mission, you will be awarded with a Restore ALL and a Hexafire. The Warehouse has also updated their stock so do the usual upgrades for everyone. A rare computer can be procured at the Arena with Cordy. In order to get the computer, Onrush, you have to win a minimum of eight matches using Cordy only. If you already won eight or more matches before coming to the Daukandei Arena, you may get it as soon as you win one more match. Otherwise, keep winning with Cordy until you get it. You should get it within 15 wins or less.

Aside from this and Arena fighting, that's it for Daukandei. Before heading to the Rimian Firing Range, head to the O.C.U. Front Base first. You can get some free goodies by visiting the Headquarters and the Booth. Access the computer at Headquarters to get some new Network addresses to browse. At the Booth, you will get the following items: Opfer, BP-T5B, two Repair 3, and two Restore 2. Not too shabby for free goodies left behind by the O.C.U. forces. Anyways, save your game and head to the Rimian Firing Range when ready.

Mission 19 - Rimian Firing Range

Enemies: 23

Bosses: 2

Units: 12

Allies: 0

Difficulty: ***

Winning Condition:

1. All enemy machines destroyed.

Losing Condition:

1. All ally machines destroyed.

Prize: 3903(All enemies), 3673(Veteran surrenders)

Bonus: 20000. Rare computer, Legende, can be procured by forcing the Veteran to surrender.

Setup:

Ash - Gaff A Body, Moth VAS Arms, and Gaff A Legs. Chronik, Opfer, and Type 201S. AG-450C.

Amia - Gaff A Body, Moth VAS Arms, and Gaff A Legs. Two Chronik and Type 201S. AG-450C.

Sayuri - Gaff A Body, Moth VAS Arms, and Gaff A Legs. Two Chronik and Type 201S. AG-450C.

Lisa - Moth VAS Body, Giza 5A Arms, and Hart Zahn Legs. Funagi Type 3, McCaille 2, and Wit Horn. BP-T3C with GR Ammo, CN Ammo, MG Ammo, and two Restore 1.

Joyce - Moth VAS Body, Giza 5A Arms, and Hart Zahn Legs. Funagi Type 3,

MCaille 2, and Wit Horn. BP-T3C with GR Ammo, CN Ammo, MG Ammo, and two Restore 1.

Roswell - Moth VAS Body, Giza 5A Arms, and Hart Zahn Legs. Funagi Type 3, MCaille 2, and Wit Horn. BP-T3C with GR Ammo, CN Ammo, MG Ammo, and two Restore 1.

Pike - Moth VAS Body, Giza 5A Arms, and Hart Zahn Legs. Funagi Type 3, MCaille 2, and Wit Horn. BP-T3C with GR Ammo, CN Ammo, MG Ammo and two Restore 1.

Thomas - Gaff A Body, Moth VAS Arms, and Gaff A Legs. Press Sting, Dawn Star, and Type 201S. AG-450C.

Rocky - Gaff A Body, Moth VAS Arms, and Gaff A Legs. Press Sting, Dawn Star, and Type 201S. AG-450C.

Griff - Gaff A Body, Moth VAS Arms, and Gaff A Legs. Press Sting, Dawn Star, and Type 201S. AG-450C.

Cordy - Gaff A Body, Moth VAS Arms, and Gaff A Legs. Press Sting, Dawn Star, and Type 201S. AG-450C.

Maylan - Gaff A Body, Moth VAS Arms, and Gaff A Legs. Press Sting, Dawn Star, and Type 201S. AG-450C.

Computers:

Ash - Guanaco 4, Mode 3

Amia - Guanaco 4, Mode 3

Sayuri - Guanaco 4, Mode 3

Lisa - Holism 4, Mode 4

Joyce - Holism 4, Mode 4

Roswell - Holism 4, Mode 4

Pike - Holism 4, Mode 4

Thomas - Guanaco 4, Mode 2

Rocky - Guanaco 4, Mode 2

Griff - Guanaco 4, Mode 2

Cordy - Guanaco 4, Mode 2

Maylan - Guanaco 4, Mode 2

Skills:

Recommended - Surrender Call (Ash or Thomas)

Ash - Feint, Critical, Speed, Switch

Amia - Feint, Critical, Speed, Switch

Sayuri - Feint, Critical, Speed, Switch

Lisa - Best Position, Lucky, Escape

Joyce - Best Position, Lucky, Escape

Roswell - Best Position, Lucky, Escape

Pike - Best Position, Feint, Critical, Escape

Thomas - Critical, Feint, First, Charge

Rocky - Critical, Feint, First, Charge

Griff - Critical, Feint, First, Charge

Cordy - Critical, Feint, First, Charge

Maylan - Critical, Feint, First, Charge

Placements:

[Tho] [Roc] [Gri] [Cor]

[May] [Ash] [Ami] [Say]

[Lis] [Joy] [Ros] [Pik]

Strategy:

Ven sure has a bad habit of coming back for more despite being beaten so many

times by now. And it seems he hasn't learned that helicopters are easy prey for anti-aircraft weaponry such as the MCaille 2. Like the last mission, you don't need to kill Ven. However, if you want to, make sure you kill him fast. Ven will escape from the firing range by the fourth turn.

Anyways, as you may have noticed, there are vehicles armed with spotlights. While these spotlights do no damage, they will reduce the Geo ratings of the affected areas. All spotlights have a 9-square radius range and will drop the Geo ratings of each square to either 0% or 5%. Eliminate these vehicles and stay away from the spotlights until they are destroyed.

Most of the enemies are by the buildings but they'll start moving once Ven escapes. Take advantage of the squares with high Geo Effect ratings and lure the enemies there, especially the nasty Hayle M16 units. Once the Hayle M16s are out of the way, the rest of the enemy units will be easy to deal with. Aside from the enemies, you can procure another rare computer if you manage to surrender the Veteran.

Enemy Composition

Boss - Ven Mackarge in ACH9d Huron(Gunner)

AP: 11 MV: 8 Lv: 18 Honor: 7

Unit Loadout:

Body - 258

BP - None

Mobile - 16

Armor - Piercing

Defense - 13

Talent Levels:

Control - 18

Sight - 18

Mechanic - 16

Vitality - 16

Weapon Loadout:

(P) AC(30mm AC) - 16 x 9, 1-2, 9 ammo

(F + I) MS(AGM12) - 67 x 2, 4-5, 2 ammo

(F + I) MS(AGM5u) - 60 x 2, 4-5, 2 ammo

Job Levels:

Fight - 13

Short - 17

Long - 20

Skills:

Critical

Duel

Leg First

Escape

Boss - Hamza in Gaff A(Commander)

AP: 10 MV: 7 Lv: 16 Honor: 3

Unit Loadout:

Body - 148

Arms - 91

Legs - 125

BP - Item

Mobile - 3

Armor - Impact

Defense - 46/37/41

Talent Levels:

Control - 14

Sight - 18

Mechanic - 16

Vitality - 11

Weapon Loadout:

(P) MG(Chromer) - 25 x 6, 1, 9 ammo

(P) SG(19mm SG) - 18 x 8, 1, 9 ammo

(P) SG(19mm SG) - 18 x 8, 1, 9 ammo

(F + I) MS(Mainate U) - 67 x 2, 4-5, 2 ammo

Job Levels:

Fight - 13

Short - 16

Long - 17

Skills:

Critical

Target

All or Nothing

Intercept

Veteran in Gaff A - Total 1

AP: 12 MV: 7 Lv: 21 Honor: 3

Unit Loadout:

Body - 148

Arms - 91

Legs - 125

BP - Item

Mobile - 3

Armor - Impact

Defense - 46/37/41

Weapon Loadout:

(P) MG(Chromer) - 25 x 6, 1, 9 ammo

(P) SG(19mm SG) - 18 x 8, 1, 9 ammo

(P) SG(19mm SG) - 18 x 8, 1, 9 ammo

(F + I) RK(Wild GR) - 26 x 6, 2-4, 2 ammo

Talent Levels:	Job Levels:	Skills:
Control - 15	Fight - 21	Critical
Sight - 17	Short - 21	Best Position
Mechanic - 14	Long - 21	Feint
Vitality - 15		First

Assault in Moth VAS - Total 2

AP: 10 MV: 8 Lv: 13 Honor: 2

Unit Loadout:	Weapon Loadout:
Body - 172	(P) MG(Glowtusk) - 22 x 7, 1, 9 ammo
Arms - 106	(P) SG(Auden M98) - 18 x 8, 1, 9 ammo
Legs - 145	(I) SD(Type 201S)
BP - None	
Mobile - 18	
Armor - Piercing	
Defense - 31/25/27	

Talent Levels:	Job Levels:	Skills:
Control - 15	Fight - 8	Critical
Sight - 17	Short - 16	
Mechanic - 13	Long - 8	
Vitality - 11		

Assault in Moth VAS - Total 1

AP: 10 MV: 8 Lv: 13 Honor: 2

Unit Loadout:	Weapon Loadout:
Body - 172	(P) MG(Glowtusk) - 22 x 7, 1, 9 ammo
Arms - 106	(P) RF(Wander 20) - 105 x 1, 1, 9 ammo
Legs - 145	(P) SD(Type 201S)
BP - None	
Mobile - 16	
Armor - Piercing	
Defense - 31/25/27	

Talent Levels:	Job Levels:	Skills:
Control - 15	Fight - 8	Critical
Sight - 17	Short - 16	
Mechanic - 13	Long - 8	
Vitality - 11		

Assault in Moth VAS - Total 1

AP: 10 MV: 8 Lv: 13 Honor: 2

Unit Loadout:	Weapon Loadout:
Body - 172	(P) MG(Glowtusk) - 22 x 7, 1, 9 ammo
Arms - 106	(F) FT(Heat Rat S) - 38 x 4, 1, 9 ammo
Legs - 145	(I) SD(Type 201S)
BP - None	
Mobile - 17	
Armor - Piercing	
Defense - 31/25/27	

Talent Levels:	Job Levels:	Skills:
Control - 15	Fight - 8	Critical
Sight - 17	Short - 16	
Mechanic - 13	Long - 8	
Vitality - 11		

Driver in Light V - Total 4

AP: 9 MV: 9 Lv: 10 Honor: 2

Unit Loadout:	Weapon Loadout:
Body - 149	(N) RW(WAG5) - 0 x 1, 2-6, infinite
Legs - 90	
BP - None	

Mobile - 21
Armor - Normal
Defense - 11/10
Talent Levels:
Control - 13
Sight - 12
Mechanic - 13
Vitality - 12

Job Levels: Skills: None.
Fight - 9
Short - 12
Long - 9

Driver in RSV300B - Total 2

AP: 10 MV: 9 Lv: 16 Honor: 2

Unit Loadout: Weapon Loadout:

Body - 149 (F + I) MS(ATM19) - 68 x 2, 4-5, 6 ammo

Arms - 86

BP - None

Mobile - 20

Armor - Normal

Defense - 22/11

Talent Levels: Job Levels: Skills:
Control - 14 Fight - 10 Critical
Sight - 18 Short - 10
Mechanic - 15 Long - 20
Vitality - 11

Driver in RSV300DM - Total 2

AP: 9 MV: 7 Lv: 10 Honor: 2

Unit Loadout: Weapon Loadout: None.

Body - 149

Arms - 86

BP - None

Mobile - 4

Armor - Normal

Defense - 22/11

Talent Levels: Job Levels: Skills: None.
Control - 13 Fight - 9
Sight - 12 Short - 12
Mechanic - 13 Long - 9
Vitality - 12

Driver in PM117A1 - Total 1

AP: 9 MV: 9 Lv: 10 Honor: 2

Unit Loadout: Weapon Loadout:

Body - 153 (P) MG(7.5mm MG) - 25 x 6, 1, 9 ammo

Legs - 86

BP - None

Mobile - 20

Armor - Normal

Defense - 22/11

Talent Levels: Job Levels: Skills: None.
Control - 13 Fight - 9
Sight - 12 Short - 12
Mechanic - 13 Long - 9
Vitality - 12

Driver in PM117A3 - Total 1

AP: 9 MV: 9 Lv: 10 Honor: 2

Unit Loadout: Weapon Loadout:

Body - 153 (F + I) MS(ATM9a) - 67 x 2, 4-5, 4 ammo

Legs - 86 (P) MG(7.5mm MG) - 0 x 6, 1, 9 ammo

BP - None

Mobile - 20
Armor - Normal
Defense - 22/11
Talent Levels:
Control - 13
Sight - 12
Mechanic - 13
Vitality - 12

Job Levels: Skills: None.
Fight - 9
Short - 12
Long - 9

Striker in Hayle M16 - Total 2

AP: 10 MV: 9 Lv: 13 Honor: 2

Unit Loadout: Weapon Loadout:
Body - 161 (I) PC(Dark Claw) - 117 x 1, 1, infinite
Arms - 99 (I) PC(Dark Claw) - 117 x 1, 1, infinite
Legs - 136 (I) SD(Type 201S)
BP - Turbo (I) SD(Type 201S)

Mobile - 20
Armor - Fire
Defense - 40/32/35

Talent Levels: Job Levels: Skills:
Control - 17 Fight - 16 Critical
Sight - 11 Short - 8
Mechanic - 13 Long - 8
Vitality - 15

Gunner in Gaff A - Total 1

AP: 10 MV: 7 Lv: 16 Honor: 2

Unit Loadout: Weapon Loadout:
Body - 148 (P) MG(Chromer) - 25 x 6, 1, 9 ammo
Arms - 91 (P) SG(19mm SG) - 18 x 8, 1, 9 ammo
Legs - 125 (P) SG(19mm SG) - 18 x 8, 1, 9 ammo
BP - Item (F + I) RK(Wild GR) - 26 x 6, 2-4, 2 ammo

Mobile - 3
Armor - Impact
Defense - 46/37/41

Talent Levels: Job Levels: Skills:
Control - 14 Fight - 10 Critical
Sight - 18 Short - 10
Mechanic - 15 Long - 20
Vitality - 11

Gunner in Gaff A - Total 1

AP: 10 MV: 7 Lv: 16 Honor: 2

Unit Loadout: Weapon Loadout:
Body - 148 (P) MG(Chromer) - 25 x 6, 1, 9 ammo
Arms - 91 (P) SG(19mm SG) - 18 x 8, 1, 9 ammo
Legs - 125 (P) SG(19mm SG) - 18 x 8, 1, 9 ammo
BP - Item (F + P) GR(GL-200M6) - 61 x 1, 2-3, 2 ammo

Mobile - 5
Armor - Impact
Defense - 46/37/41

Talent Levels: Job Levels: Skills:
Control - 14 Fight - 10 Critical
Sight - 18 Short - 10
Mechanic - 15 Long - 20
Vitality - 11

Gunner in ACH9d Huron - Total 2

AP: 10 MV: 8 Lv: 16 Honor: 2

Unit Loadout: Weapon Loadout:

Body - 258 (P) AC(30mm AC) - 18 x 9, 1-2, 9 ammo
BP - None (F + I) MS(AGM12) - 67 x 2, 4-5, 2 ammo
Mobile - 16 (F + I) MS(AGM5u) - 67 x 2, 4-5, 2 ammo
Armor - Piercing
Defense - 13
Talent Levels: Job Levels: Skills:
Control - 14 Fight - 10 Critical
Sight - 18 Short - 10
Mechanic - 15 Long - 20
Vitality - 11

Mechanic in ISP100B - Total 2

AP: 9 MV: 9 Lv: 10 Honor: 2
Unit Loadout: Weapon Loadout:
Body - 89 (F) FT(FL-43) - 52 x 4, 1, 9 ammo
Legs - 75 (N) SD(ISP100B)
BP - None (N) SD(ISP100B)
Mobile - 28
Armor - Piercing
Defense - 20/12
Talent Levels: Job Levels: Skills: None.
Control - 13 Fight - 9
Sight - 13 Short - 12
Mechanic - 13 Long - 9
Vitality - 13

Head to Notun Comilla after thrashing Ven and his lackeys once again.

CONSPIRACIES

[CONS]

Go to the Bar and speak with the Master. Watch the scene with Cordy and you can go to Agit afterwards. The Warehouse has some weapon upgrades for your Short and Long specialists. Head to the Main Room and a long scene with the crew will commence. Go to the Passage after the scene ends and head to the Bar. Talk to Jane at the Bar and then go to Maniple for a scene with Ash and Joyce. Get back to Agit and Domingo appears after a lengthy absence. Head to the Main Room and after several of your crew are done talking, return to the Main Room and speak with Lisa.

Ash and Lisa will talk for a while and once they're done, go to Room D and choose Sleep. Upon waking up, go to Rooms A, B, and C to wake up everyone else. Once your next objective has been revealed, head to the Bar and speak with the Master. The Arena becomes accessible soon after and the Master will give Cordy a new weapon to use, the Dawn Star. Of course, your Fight users should already have this weapon equipped. Get ready for the next mission, save your game, and leave Notun Comilla. You can go to Daukandei or head straight to Central of Dhaka.

Date - 21/June/2102, 6:00 AM

Location - Central of Dhaka

Watch the scene with Saribash and the next mission will begin.

Mission 20 - Central of Dhaka, Capital District

Enemies: 19 + 3 reinforcements

Bosses: 1

Units: 12

Allies: 3

Difficulty: ****

Winning Condition:

1. Commander destroyed.
2. All enemy aircraft destroyed.

Losing Condition:

1. All ally machines destroyed.

Prize: 5102

Bonus: 30000

Setup:

Ash - Gaff A Body, Moth VAS Arms, and Gaff A Legs. Glowtusk, Opfer, and Type 201S. AG-450C.

Amia - Gaff A Body, Moth VAS Arms, and Gaff A Legs. Two Glowtusk and Type 201S. AG-450C.

Sayuri - Gaff A Body, Moth VAS Arms, and Gaff A Legs. Two Glowtusk and Type 201S. AG-450C.

Lisa - Moth VAS Body, Giza 5A Arms, and Hart Zahn Legs. Funagi Type 3, Air Finch 1, and GL-200M6. BP-T3C with GR Ammo, CN Ammo, MG Ammo, and two Restore 1.

Joyce - Moth VAS Body, Giza 5A Arms, and Hart Zahn Legs. Funagi Type 3, Air Finch 1, and GL-200M6. BP-T3C with GR Ammo, CN Ammo, MG Ammo, and two Restore 1.

Roswell - Moth VAS Body, Giza 5A Arms, and Hart Zahn Legs. Funagi Type 3, Air Finch 1, and GL-200M6. BP-T3C with GR Ammo, CN Ammo, MG Ammo, and two Restore 1.

Pike - Moth VAS Body, Giza 5A Arms, and Hart Zahn Legs. Funagi Type 3, Air Finch 1, and GL-200M6. BP-T3C with GR Ammo, CN Ammo, MG Ammo, and two Restore 1.

Thomas - Gaff A Body, Moth VAS Arms, and Gaff A Legs. Press Sting, Dawn Star, and Type 201S. AG-450C.

Rocky - Gaff A Body, Moth VAS Arms, and Gaff A Legs. Press Sting, Dawn Star, and Type 201S. AG-450C.

Griff - Gaff A Body, Moth VAS Arms, and Gaff A Legs. Press Sting, Dawn Star, and Type 201S. AG-450C.

Cordy - Gaff A Body, Moth VAS Arms, and Gaff A Legs. Press Sting, Dawn Star, and Type 201S. AG-450C.

Maylan - Gaff A Body, Moth VAS Arms, and Gaff A Legs. Press Sting, Dawn Star, and Type 201S. AG-450C.

Computers:

Ash - Guanaco 4, Mode 3

Amia - Guanaco 4, Mode 3

Sayuri - Guanaco 4, Mode 3

Lisa - Holism 4, Mode 4

Joyce - Holism 4, Mode 4

Roswell - Holism 4, Mode 4

Pike - Holism 4, Mode 4

Thomas - Guanaco 4, Mode 2

Rocky - Guanaco 4, Mode 2
Griff - Guanaco 4, Mode 2
Cordy - Guanaco 4, Mode 2
Maylan - Guanaco 4, Mode 2

Skills:

Ash - Feint, Critical, Speed, Switch
Amia - Feint, Critical, Speed, Switch
Sayuri - Feint, Critical, Speed, Switch
Lisa - Best Position, Lucky, Escape
Joyce - Best Position, Lucky, Escape
Roswell - Best Position, Lucky, Escape
Pike - Best Position, Feint, Critical, Escape
Thomas - Critical, Feint, First, Charge
Rocky - Critical, Feint, First, Charge
Griff - Critical, Feint, First, Charge
Cordy - Critical, Feint, First, Charge
Maylan - Critical, Feint, First, Charge

Placements:

(North)

[Lis][Ros]
[Joy][Pik]
[Cor][May]

(South)

[Tho][Roc][Gri]
[Ash][Ami][Say]

Strategy:

For this mission, you have to split up into two groups of six. One group fights towards the parliament building, where the bulk of the enemy forces are. The other group attacks from behind against less enemies, but they have aircraft to deal with. Saribash and his squad will assist the group taking on most of the enemy forces, but don't count on them being too helpful. Your goal is lure Ven out into the open by destroying the Commander in the parliament building or eliminate all of the aircraft. The group against the aircraft will have an easier time dealing with their enemies, but the group by the South will get more experience.

With the group near Saribash, eliminate the tanks first and then move onto the wanzers next. Stay clear of the Veteran and Striker until they are the last ones left. For the aircraft group, do not destroy all of the aircraft until the other group finishes their job. In short, save one unit alive until the Commander is taken out. The aircraft group only has to deal with two Assaults and just one Striker, which are easy enough to deal with.

MISSION UPDATE

Winning Condition:

1. Ven destroyed.

Once the Commander or all of the aircraft are destroyed, Ven comes out of his

hiding spot in a new mobile weapon, the OSV-21a Lavant. Three more Lavants show up, two near the parliament building and the third one by the outskirts of the city with Ven. If you took out the Commander, deal with the mobile weapons near the parliament building. If you took out the aircraft, deal with the mobile weapon away from Ven then take out the ones inside the parliament building. Destroying Ven ends the mission so if you need more experience, save him for last.

Enemy Composition

Commander in OSV-12d Grook - Total 1

AP: 11 MV: 8 Lv: 18 Honor: 3

Unit Loadout:

Weapon Loadout:

Body - 361

(I + P) CN(130mm Cannon) - 68 x 3, 1-2, 9 ammo

Legs - 237

(F + I) MS(VMS-4) - 60 x 2, 4-5, 4 ammo

BP - None

(P) AC(20mm AC) - 16 x 9, 1-2, 9 ammo

Mobile - 10

Armor - Piercing

Defense - 43/35

Talent Levels:

Job Levels:

Skills:

Control - 16

Fight - 16

Critical

Sight - 18

Short - 19

Terror Shot

Mechanic - 15

Long - 18

Duel

Vitality - 10

All or Nothing

Veteran in Hayle M16 - Total 1

AP: 11 MV: 9 Lv: 17 Honor: 3

Unit Loadout:

Weapon Loadout:

Body - 161

(I) PC(Dark Claw) - 117 x 1, 1, infinite

Arms - 99

(I) PC(Dark Claw) - 117 x 1, 1, infinite

Legs - 136

(N) SD(VS17-N)

BP - Turbo

(N) SD(VS17-N)

Mobile - 20

Armor - Fire

Defense - 40/32/35

Talent Levels:

Job Levels:

Skills:

Control - 15

Fight - 17

Critical

Sight - 17

Short - 17

Best Position

Mechanic - 14

Long - 17

Feint

Vitality - 15

First

Assault in Moth VAS - Total 2

AP: 10 MV: 8 Lv: 13 Honor: 2

Unit Loadout:

Weapon Loadout:

Body - 172

(P) MG(Glowtusk) - 22 x 7, 1, 9 ammo

Arms - 106

(P) SG(Auden M98) - 18 x 8, 1, 9 ammo

Legs - 145

(I) SD(Type 201S)

BP - None

Mobile - 18

Armor - Piercing

Defense - 31/25/27

Talent Levels:

Job Levels:

Skills:

Control - 15

Fight - 8

Critical

Sight - 17

Short - 16

Mechanic - 13

Long - 8

Vitality - 11

Assault in Moth VAS - Total 2

AP: 10 MV: 8 Lv: 13 Honor: 2

Unit Loadout:

Weapon Loadout:

Body - 172 (P) MG(Glowtusk) - 22 x 7, 1, 9 ammo
Arms - 106 (P) RF(Wander 20) - 105 x 1, 1, 9 ammo
Legs - 145 (I) SD(Type 201S)
BP - None
Mobile - 16
Armor - Piercing
Defense - 31/25/27
Talent Levels: Job Levels: Skills:
Control - 15 Fight - 8 Critical
Sight - 17 Short - 16
Mechanic - 13 Long - 8
Vitality - 11

Assault in BT99M4 - Total 5

AP: 10 MV: 8 Lv: 13 Honor: 2
Unit Loadout: Weapon Loadout:
Body - 191 (I + P) CN(120mm Cannon) - 48 x 3, 1-2, 9 ammo
Legs - 136 (P) AC(12mm AC) - 22 x 6, 1, 9 ammo
BP - None
Mobile - 16
Armor - Normal
Defense - 37/30
Talent Levels: Job Levels: Skills:
Control - 15 Fight - 8 Critical
Sight - 17 Short - 16
Mechanic - 13 Long - 8
Vitality - 11

Striker in Hayle M16 - Total 2

AP: 10 MV: 9 Lv: 13 Honor: 2
Unit Loadout: Weapon Loadout:
Body - 161 (I) PC(Dark Claw) - 117 x 1, 1, infinite
Arms - 99 (I) PC(Dark Claw) - 117 x 1, 1, infinite
Legs - 136 (I) SD(Type 201S)
BP - Turbo (I) SD(Type 201S)
Mobile - 20
Armor - Fire
Defense - 40/32/35
Talent Levels: Job Levels: Skills:
Control - 17 Fight - 16 Critical
Sight - 11 Short - 8
Mechanic - 13 Long - 8
Vitality - 15

Gunner in IVA-13A Schrubber - Total 4

AP: 10 MV: 8 Lv: 14 Honor: 2
Unit Loadout: Weapon Loadout:
Body - 250 (P) AC(20mm AC) - 18 x 9, 1-2, 9 ammo
BP - None (F + P) CB(CBR-9) - 117 x 1, 2-3, 1 ammo
Mobile - 16 (F + I) RK(ARC-12) - 26 x 6, 2-4, 2 ammo
Armor - Piercing (F + I) MS(AGM40b) - 68 x 2, 4-5, 2 ammo
Defense - 11
Talent Levels: Job Levels: Skills:
Control - 13 Fight - 9 Critical
Sight - 17 Short - 9
Mechanic - 15 Long - 18
Vitality - 11

Gunner in 120mmATC - Total 2

AP: 10 MV: 1 Lv: 14 Honor: 2

Unit Loadout: Weapon Loadout:
Body - 220 (I + P) CN(120mm ATC) - 56 x 3, 1-3, 9 ammo
BP - None
Mobile - 0
Armor - Normal
Defense - 40
Talent Levels: Job Levels: Skills:
Control - 13 Fight - 9 Critical
Sight - 17 Short - 9
Mechanic - 15 Long - 18
Vitality - 11

Allies:

Saribash Labra in Giza 5A(Assault)
AP: 10 MV: 8 Lv: 13 Honor: 4
Unit Loadout: Weapon Loadout:
Body - 156 (P) MG(Glowtusk) - 22 x 7, 1, 9 ammo
Arms - 96 (F + I) BZ(Caiard 10) - 117 x 1, 1-2, 3 ammo
Legs - 132 (I) SD(Type 201S)
BP - Item
Mobile - 10
Armor - Normal
Defense - 36/29/32
Talent Levels: Job Levels: Skills:
Control - 16 Fight - 10 Critical
Sight - 15 Short - 16 Speed
Mechanic - 11 Long - 6
Vitality - 14

Lila Labra in Giza 5A(Assault)
AP: 10 MV: 8 Lv: 13 Honor: 2
Unit Loadout: Weapon Loadout:
Body - 156 (I) PC(Hard Blow) - 63 x 1, 1, infinite
Arms - 96 (P) SG(Auden M98) - 18 x 8, 1, 9 ammo
Legs - 132 (I) SD(Type 201S)
BP - Item (I) SD(Type 201S)
Mobile - 14
Armor - Normal
Defense - 36/29/32
Talent Levels: Job Levels: Skills:
Control - 16 Fight - 9 Critical Repair 1(2, BP)
Sight - 18 Short - 15 Feint Restore 1(2, BP)
Mechanic - 13 Long - 13 First
Vitality - 13 Shield Wall

Burg Team in H558a Shade(Assault) - Total 1
AP: 10 MV: 8 Lv: 13 Honor: 3
Unit Loadout: Weapon Loadout:
Body - 258 (P) AC(12mm AC) - 18 x 9, 1, 9 ammo
BP - None
Mobile - 16
Armor - Piercing
Defense - 13
Talent Levels: Job Levels: Skills:
Control - 15 Fight - 10 Critical
Sight - 17 Short - 15
Mechanic - 13 Long - 12
Vitality - 11

Reinforcements:

(Commander or all aircraft destroyed)

Boss - Ven Mackarge in OSV-21a Lavant (Gunner)

AP: 11 MV: 9 Lv: 18 Honor: 7

Unit Loadout:

Body - 399

Legs - 262

BP - None

Mobile - 21

Armor - Normal

Defense - 46/37

Talent Levels:

Control - 18

Sight - 18

Mechanic - 16

Vitality - 16

Weapon Loadout:

(P) AC(30mm AC) - 18 x 9, 1-2, 9 ammo

(P) AC(40mm AC) - 27 x 9, 1-2, 9 ammo

(P) AC(40mm AC) - 27 x 9, 1-2, 9 ammo

Job Levels:

Fight - 13

Short - 17

Long - 20

Skills:

Critical

Duel

Leg First

Escape

Gunner in OSV-21a Lavant - Total 3

AP: 11 MV: 9 Lv: 14 Honor: 2

Unit Loadout:

Body - 399

Legs - 262

BP - None

Mobile - 21

Armor - Normal

Defense - 46/37

Talent Levels:

Control - 13

Sight - 17

Mechanic - 15

Vitality - 11

Weapon Loadout:

(P) AC(30mm AC) - 18 x 9, 1-2, 9 ammo

(P) AC(40mm AC) - 27 x 9, 1-2, 9 ammo

(P) AC(40mm AC) - 27 x 9, 1-2, 9 ammo

Job Levels:

Fight - 9

Short - 9

Long - 18

Skills:

Critical

Date - 21/June/2102, 4:00 PM

Location - Dhaka

After watching some lengthy scenes, exit the H.Q. building. You can enter a few rooms but go to the Repair Booth and upgrade your wanzers. When you're done, go to each room and talk with everyone. Then, go back to H.Q. to watch a scene with Saribash and the crew. Afterwards, return to each room and speak with everyone once again. Head to the Repair Booth afterwards for a scene with Saribash and Sayuri. Now, return to H.Q. for more scenes with Saribash and a new destination. Exit H.Q. and you have to go to Room D for yet another scene with the crew. Now, go to the Repair Booth and watch more scenes.

When that's over with, you can finally exit H.Q and move ahead into the game. Thomas and Roswell will not be going to the next mission, so make sure you're prepared to deal with the mission at hand without them. Exit Dhaka and head to the Brahmaputra River when ready.

Mission 21 - Brahmaputra River

Enemies: 25 + 2 reinforcements

Bosses: 1
Units: 10
Allies: 0
Difficulty: ***
Winning Condition:

1. All enemy machines destroyed.

Losing Condition:

1. All ally machines destroyed.

Prize: 3631

Bonus: 30000. Destroy all enemy machines and capture the cargo. A Type 103 MG, Donkey DX, and Repair ALL can be procured at the Repair Booth in Dhaka if the cargo is captured.

Setup:

Ash - Zenith DV. Two Opfer and VS17-N. AG-640C.
Amia - Zenith DV. Two Opfer and VS17-N. AG-640C.
Sayuri - Zenith DV. Two Opfer and VS17-N. AG-640C.

Lisa - Zebu T8 Body and Zenith DV Arms/Legs. Funagi Type 3, Mainate U, and Skua GF2. BP-T3C with GR Ammo, MS Ammo, CN Ammo, and two Restore 1.
Joyce - Zebu T8 Body and Zenith DV Arms/Legs. Funagi Type 3, Mainate U, and Skua GF2. BP-T3C with GR Ammo, MS Ammo, CN Ammo, and two Restore 1.
Pike - Zebu T8 Body and Zenith DV Arms/Legs. Funagi Type 3, Mainate U, and Skua GF2. BP-T3C with GR Ammo, MS Ammo, CN Ammo, and two Restore 1.

Rocky - Zenith DV. Two Press Sting and VS17-N. AG-640C.
Griff - Zenith DV. Two Press Sting and VS17-N. AG-640C.
Cordy - Zenith DV. Two Press Sting and VS17-N. AG-640C.
Maylan - Zenith DV. Two Press Sting and VS17-N. AG-640C.

Computers:

Recommended - Ethel 5, Mode 5
Ash - Guanaco 4, Mode 3
Amia - Guanaco 4, Mode 3
Sayuri - Guanaco 4, Mode 3
Lisa - Holism 4, Mode 4
Joyce - Holism 4, Mode 4
Pike - Holism 4, Mode 4
Rocky - Guanaco 4, Mode 2
Griff - Guanaco 4, Mode 2
Cordy - Guanaco 4, Mode 2
Maylan - Guanaco 4, Mode 2

Skills:

Ash - Feint, Critical, Speed, Switch
Amia - Feint, Critical, Speed, Switch
Sayuri - Feint, Critical, Speed, Switch
Lisa - Best Position, Lucky, Escape
Joyce - Best Position, Lucky, Escape
Pike - Best Position, Feint, Critical, Escape
Rocky - Critical, Feint, First, Double Punch
Griff - Critical, Feint, First, Double Punch
Cordy - Critical, Feint, First, Double Punch

Placements:

[Ash] [Ami]
[Say]
[Roc] [Cor]
[Gri] [May] [Lis] [Joy] [Pik]

Strategy:

For this mission, you can procure special goods that the plane drops beside the sea. The cargo can't be obtained normally, but the Drivers in the trucks are more than happy to get them for you. Once they do, feel free to destroy the trucks if you want the goods. The only challenge is reaching them before they decide to escape. This is manageable if you lighten up and equip the Ethel 5 on Mode 5. If you have been trying to expand your Network options as much as possible, just go to the VINES JP address and select VICIOUS as the password.

As for other mission matters, the enemy units aren't too difficult with the high amount of vehicles in the area. Conveniently, all of them are positioned a square away from each other and will remain that way as they move. This is perfect for your Long specialists to amass a lot of experience by tossing GR rounds at the enemy units. You will have to go through some wanzers before dealing with the vehicles. They aren't too tough, but don't forget to take out the Strikers. Avoid Captain Sherdor and Veteran until you are able to surround them. Once the trucks are in position to get the cargo, the Drivers will begin to collect the goods.

MISSION UPDATE

Three turns after the Drivers collect the goods, two aircraft reinforcements will arrive on the battlefield. As you likely won't have any anti-aircraft missile or rocket launchers equipped, use Ash, Amia, and Sayuri to take them out. You can also destroy the trucks at this point to collect the cargo once they start moving again. Any enemy units that are still alive will begin to retreat, so kill them for experience if you need it.

Enemy Composition

Boss - Captain Sherdor in Gust 505C (Commander)

AP: 11 MV: 9 Lv: 18 Honor: 3

Unit Loadout:

Weapon Loadout:

Body - 169

(P) MG (20mm MG) - 28 x 6, 1, 9 ammo

Arms - 104

(P) MG (20mm MG) - 28 x 6, 1, 9 ammo

Legs - 142

(N) SD (VS17-N)

BP - None

Mobile - 23

Armor - Normal

Defense - 38/30/34

Talent Levels:

Job Levels:

Skills:

Control - 17

Fight - 17

Critical

Sight - 18

Short - 20

Speed

Mechanic - 13

Long - 17

Arm First

Vitality - 11

Defense

Veteran in Zebu T8 - Total 1

AP: 11 MV: 9 Lv: 19 Honor: 3

Unit Loadout: Weapon Loadout:
Body - 189 (I) RD(Rodder G) - 67 x 1, 1, infinite
Arms - 117 (I) PC(Hard Blow) - 71 x 1, 1, infinite
Legs - 160 (N) SD(VS17-N)
BP - Turbo (N) SD(VS17-N)
Mobile - 25
Armor - Piercing
Defense - 33/26/30
Talent Levels: Job Levels: Skills:
Control - 15 Fight - 19 Critical
Sight - 17 Short - 19 Best Position
Mechanic - 14 Long - 19 Feint
Vitality - 15 First

Assault in Gust 505C - Total 3

AP: 10 MV: 9 Lv: 14 Honor: 2

Unit Loadout: Weapon Loadout:
Body - 169 (P) MG(20mm MG) - 28 x 6, 1, 9 ammo
Arms - 104 (P) MG(20mm MG) - 28 x 6, 1, 9 ammo
Legs - 142 (N) SD(VS17-N)
BP - None
Mobile - 23

Armor - Normal
Defense - 38/30/34

Talent Levels: Job Levels: Skills:
Control - 15 Fight - 9 Critical
Sight - 17 Short - 18
Mechanic - 13 Long - 9

Vitality - 11

Assault in A338S10a - Total 2

AP: 10 MV: 9 Lv: 14 Honor: 2

Unit Loadout: Weapon Loadout:
Body - 194 (P) AC(20mm AC) - 20 x 9, 1-2, 9 ammo
Legs - 127
BP - None
Mobile - 21

Armor - Normal
Defense - 29/19

Talent Levels: Job Levels: Skills:
Control - 15 Fight - 9 Critical
Sight - 17 Short - 18
Mechanic - 13 Long - 9

Vitality - 11

Assault in AM121M4 - Total 2

AP: 10 MV: 9 Lv: 14 Honor: 2

Unit Loadout: Weapon Loadout:
Body - 194 (P) AC(30mm AC) - 20 x 9, 1-2, 9 ammo
Legs - 127
BP - None
Mobile - 21

Armor - Normal
Defense - 29/19

Talent Levels: Job Levels: Skills:
Control - 15 Fight - 9 Critical
Sight - 17 Short - 18
Mechanic - 13 Long - 9

Vitality - 11

Driver in VT500 - Total 4

AP: 9 MV: 9 Lv: 12 Honor: 2

Unit Loadout: Weapon Loadout: None.

Body - 59

Legs - 30

BP - None

Mobile - 20

Armor - Normal

Defense - 9/5

Talent Levels: Job Levels: Skills: None.

Control - 13 Fight - 10

Sight - 12 Short - 14

Mechanic - 13 Long - 10

Vitality - 12

Driver in TC350 - Total 3

AP: 9 MV: 9 Lv: 12 Honor: 2

Unit Loadout: Weapon Loadout: None.

Body - 114

Legs - 70

BP - None

Mobile - 20

Armor - Normal

Defense - 10/9

Talent Levels: Job Levels: Skills: None.

Control - 13 Fight - 10

Sight - 12 Short - 14

Mechanic - 13 Long - 10

Vitality - 12

Driver in PM117B1 - Total 2

AP: 9 MV: 9 Lv: 12 Honor: 2

Unit Loadout: Weapon Loadout:

Body - 168 (F + P) GR(GL300) - 68 x 1, 2-3, 4 ammo

Legs - 95

BP - None

Mobile - 20

Armor - Normal

Defense - 23/12

Talent Levels: Job Levels: Skills: None.

Control - 13 Fight - 10

Sight - 12 Short - 14

Mechanic - 13 Long - 10

Vitality - 12

Striker in Zebu T8 - Total 1

AP: 10 MV: 9 Lv: 14 Honor: 2

Unit Loadout: Weapon Loadout:

Body - 189 (I) RD(Fear Iron) - 61 x 1, 1, infinite

Arms - 117 (I) PC(Hard Blow) - 71 x 1, 1, infinite

Legs - 160 (N) SD(VS17-N)

BP - Turbo (N) SD(VS17-N)

Mobile - 26

Armor - Piercing

Defense - 33/26/30

Talent Levels: Job Levels: Skills:

Control - 17 Fight - 18 Critical

Sight - 11 Short - 9

Mechanic - 13 Long - 9

Vitality - 15

Gunner in Torero - Total 1

AP: 10 MV: 9 Lv: 14 Honor: 2

Unit Loadout: Weapon Loadout:

Body - 177 (I) PC(Hard Blow) - 71 x 1, 1, infinite
Arms - 109 (I) PC(Hard Blow) - 71 x 1, 1, infinite
Legs - 149 (F + I) RK(Myna 2) - 29 x 6, 2-4, 2 ammo
BP - Item (F + I) RK(Myna 2) - 29 x 6, 2-4, 2 ammo
Mobile - 4

Armor - Fire

Defense - 43/34/39

Talent Levels: Job Levels: Skills:
Control - 13 Fight - 9 Critical
Sight - 17 Short - 9
Mechanic - 15 Long - 18
Vitality - 11

Gunner in Torero - Total 1

AP: 10 MV: 9 Lv: 14 Honor: 2

Unit Loadout: Weapon Loadout:

Body - 177 (I) PC(Hard Blow) - 71 x 1, 1, infinite
Arms - 109 (I) PC(Hard Blow) - 71 x 1, 1, infinite
Legs - 149 (F + I) MS(Adler G) - 75 x 2, 4-5, 2 ammo
BP - Item (F + I) MS(Adler G) - 75 x 2, 4-5, 2 ammo
Mobile - 2

Armor - Fire

Defense - 43/34/39

Talent Levels: Job Levels: Skills:
Control - 13 Fight - 9 Critical
Sight - 17 Short - 9
Mechanic - 15 Long - 18
Vitality - 11

Gunner in OC300MT - Total 1

AP: 10 MV: 10 Lv: 14 Honor: 2

Unit Loadout: Weapon Loadout:

Body - 46 (P) MG(5.5mm MG) - 8 x 6, 1, 9 ammo
Arms - 32 (N) RW(WAG5s) - 0 x 1, 2-6, infinite
BP - None (N) RW(WAG5) - 0 x 1, 2-6, infinite
Mobile - 33

Armor - Normal

Defense - 5/5

Talent Levels: Job Levels: Skills:
Control - 13 Fight - 9 Critical
Sight - 17 Short - 9
Mechanic - 15 Long - 18
Vitality - 11

Mechanic in ISP100B - Total 4

AP: 9 MV: 9 Lv: 12 Honor: 2

Unit Loadout: Weapon Loadout:

Body - 89 (F) FT(FL-43) - 52 x 4, 1, 9 ammo
Legs - 75 (N) SD(ISP100B)
BP - None (N) SD(ISP100B)
Mobile - 28

Armor - Piercing

Defense - 20/12

Talent Levels: Job Levels: Skills: None.
Control - 13 Fight - 10
Sight - 13 Short - 14

Mechanic - 13 Long - 10
Vitality - 13

Reinforcements:

(3 turns after the trucks gather the cargo)

Gunner in IVA-13B Schrubber - Total 2

AP: 10 MV: 8 Lv: 14 Honor: 2

Unit Loadout:

Body - 275

BP - None

Mobile - 16

Armor - Piercing

Defense - 12

Talent Levels:

Control - 13

Sight - 17

Mechanic - 15

Vitality - 11

Weapon Loadout:

(P) AC(30mm AC) - 20 x 9, 1-2, 9 ammo

(F + I) MS(AGM40c) - 76 x 2, 4-5, 2 ammo

(F + I) MS(AGM40b) - 76 x 2, 4-5, 2 ammo

Job Levels:

Fight - 9

Short - 9

Long - 18

Skills:

Critical

Return to Dhaka after the mission is done.

Date - 22/June/2102, 3:00 AM

Location - Dhaka

At Dhaka, go to Agit and enter the Repair Booth first. If you managed to take out the trucks with the cargo, you will get the following items at the Shop: Type 103 MG, Donkey DX, and a Repair ALL. The Type 103 MG is easily the best item of the bunch, being the strongest shoulder-mounted MG you can use. You won't find any stronger MGs than this until the very end of the game, so by all means...use it! There are new updates for your Fight and Long users now if you wish to upgrade. Head to H.Q. to see what's been happening with Saribash, Thomas, and Roswell. Exit Agit and prepare for the next mission. Upon exiting Dhaka, head to the Alordesh Coast.

Mission 22 - Alordesh Coast, Revisited

Enemies: 28

Bosses: 0

Units: 12

Allies: 0

Difficulty: ****

Winning Condition:

1. All enemy machines destroyed.

Losing Condition:

1. All ally machines destroyed.

Prize: 5126

Bonus: 30000. Destroy all ST300M vehicles before they escape. 6 Repair ALL and 1 Restore ALL can be procured at the Repair Booth in Dhaka by destroying all ST300M vehicles.

Setup:

Ash - Zenith DV. Two Opfer and VS17-N. AG-640C.
Amia - Zenith DV. Two Opfer and VS17-N. AG-640C.
Sayuri - Zenith DV. Two Opfer and VS17-N. AG-640C.

Lisa - Zebu T8 Body and Zenith DV Arms/Legs. Funagi Type 3, Myna 2, and Skua GF2. BP-T3C with GR Ammo, RK Ammo, CN Ammo, and two Restore 1.
Joyce - Zebu T8 Body and Zenith DV Arms/Legs. Funagi Type 3, Myna 2, and Skua GF2. BP-T3C with GR Ammo, RK Ammo, CN Ammo, and two Restore 1.
Roswell - Zebu T8 Body and Zenith DV Arms/Legs. Funagi Type 3, Myna 2, and Skua GF2. BP-T3C with GR Ammo, RK Ammo, CN Ammo, and two Restore 1.
Pike - Zebu T8 Body and Zenith DV Arms/Legs. Funagi Type 3, Myna 2, and Skua GF2. BP-T3C with GR Ammo, RK Ammo, CN Ammo, and two Restore 1.

Thomas - Zenith DV. Two Double Fang and VS17-N. AG-640C.
Rocky - Zenith DV. Two Double Fang and VS17-N. AG-640C.
Griff - Zenith DV. Two Double Fang and VS17-N. AG-640C.
Cordy - Zenith DV. Two Double Fang and VS17-N. AG-640C.
Maylan - Zenith DV. Two Double Fang and VS17-N. AG-640C.

Computers:

Recommended - Ethel 5, Mode 5
Ash - Guanaco 4, Mode 3
Amia - Guanaco 4, Mode 3
Sayuri - Guanaco 4, Mode 3
Lisa - Holism 4, Mode 4
Joyce - Holism 4, Mode 4
Roswell - Holism 4, Mode 4
Pike - Holism 4, Mode 4
Thomas - Guanaco 4, Mode 2
Rocky - Guanaco 4, Mode 2
Griff - Guanaco 4, Mode 2
Cordy - Guanaco 4, Mode 2
Maylan - Guanaco 4, Mode 2

Skills:

Ash - Feint, Critical, Speed, Switch
Amia - Feint, Critical, Speed, Switch
Sayuri - Feint, Critical, Speed, Switch
Lisa - Best Position, Lucky, Escape
Joyce - Best Position, Lucky, Escape
Roswell - Best Position, Lucky, Escape
Pike - Best Position, Feint, Critical, Escape
Thomas - Critical, Feint, First, Double Punch
Rocky - Critical, Feint, First, Double Punch
Griff - Critical, Feint, First, Double Punch
Cordy - Critical, Feint, First, Double Punch
Maylan - Critical, Feint, First, Double Punch

Placements:

(West)

[Tho][Roc]
[Ash][Ami]
[Lis][Ros]

(East)

[Gri][Cor]

[May][Say]

[Pik]

Strategy:

Since Joyce was stupid enough to charge at the enemy, everyone needs to move South and protect him. For Joyce, have him move North so he's not getting shot at by the wanzers nearby. Once everyone is nearby Joyce, begin the attack against the enemy forces to the South. Take out the Commander first and then move onto the Strikers and Assaults. The Gunners are next after the first squad is destroyed. You don't need to worry about the forces by the North for now. As long as you continue slaying every unit to the South, the units to the North will take a while to reach you.

The goal for the mission is to get to the beaches and eliminate the ST300M vehicles stationed there. Bonus rewards can be procured for the destruction of each ST300M and another one for destroy all of the ST300M vehicles. They will begin leaving after an unknown pilot radios for help. This happens when you eliminate at least two of them and if you're past the fifth turn. If you have the Ethel 5 computers on Mode 5 from the previous mission, you can reach most of the ST300M vehicles before they retreat from the area. The ST300Ms have GRs, so spread out when fighting them or suffer a lot of damage.

Once they're taken care of, finish off the remaining enemy squads from the North area of the map. The Veteran is the only threat here, so shoot it from afar with your Long specialists until it gets within range. If you're having a blast with surrendering enemies, another rare computer can be procured by surrendering the Veteran. The computer is Onrush, which you may have if Cordy won enough battles in the Daukandei Arena prior to Mission 18. However, you won't get all of the bonus rewards if the Veteran surrenders. Namely, you'll miss out on the Restore ALL. It's your call if you want another Onrush or not.

Enemy Composition

Commander in Gust 505C - Total 1

AP: 11 MV: 9 Lv: 19 Honor: 3

Unit Loadout:

Weapon Loadout:

Body - 169

(P) MG(20mm MG) - 28 x 6, 1, 9 ammo

Arms - 104

(P) MG(20mm MG) - 28 x 6, 1, 9 ammo

Legs - 142

(N) SD(VS17-N)

BP - None

Mobile - 23

Armor - Normal

Defense - 38/30/34

Talent Levels:

Job Levels:

Skills:

Control - 17

Fight - 18

Critical

Sight - 18

Short - 21

Terror Shot

Mechanic - 14

Long - 18

Target

Vitality - 10

Side Attack

Veteran in Zebu T8 - Total 1

AP: 12 MV: 9 Lv: 21 Honor: 3

Unit Loadout:

Weapon Loadout:

Body - 189

(I) KN(Press Sting) - 47 x 1, 1, infinite

Arms - 117

(I) KN(Press Sting) - 47 x 1, 1, infinite

Legs - 160

(N) SD(VS17-N)

BP - Turbo

(N) SD(VS17-N)

Mobile - 21
Armor - Piercing
Defense - 33/26/30

Talent Levels:	Job Levels:	Skills:
Control - 15	Fight - 21	Critical
Sight - 17	Short - 21	Best Position
Mechanic - 14	Long - 21	Feint
Vitality - 15		First

Assault in Gust 505C - Total 4

AP: 10 MV: 9 Lv: 16 Honor: 2

Unit Loadout:	Weapon Loadout:
Body - 169	(P) MG(20mm MG) - 28 x 6, 1, 9 ammo
Arms - 104	(P) MG(20mm MG) - 28 x 6, 1, 9 ammo
Legs - 142	(N) SD(VS17-N)
BP - None	

Mobile - 23

Armor - Normal

Defense - 38/30/34

Talent Levels:	Job Levels:	Skills:
Control - 15	Fight - 10	Critical
Sight - 18	Short - 20	
Mechanic - 14	Long - 10	
Vitality - 11		

Driver in ST300M - Total 6

AP: 10 MV: 9 Lv: 14 Honor: 2

Unit Loadout:	Weapon Loadout:
Body - 163	(F + P) GR(GL400) - 69 x 1, 2-3, 4 ammo
Legs - 109	(P) MG(7.5mm MG) - 28 x 6, 1, 9 ammo
BP - None	

Mobile - 20

Armor - Normal

Defense - 14/12

Talent Levels:	Job Levels:	Skills:
Control - 13	Fight - 12	None.
Sight - 13	Short - 16	
Mechanic - 13	Long - 12	
Vitality - 13		

Striker in Zebu T8 - Total 2

AP: 10 MV: 9 Lv: 16 Honor: 2

Unit Loadout:	Weapon Loadout:
Body - 189	(I) RD(Fear Iron) - 61 x 1, 1, infinite
Arms - 117	(I) PC(Hard Blow) - 71 x 1, 1, infinite
Legs - 160	(N) SD(VS17-N)
BP - Turbo	(N) SD(VS17-N)

Mobile - 26

Armor - Piercing

Defense - 33/26/30

Talent Levels:	Job Levels:	Skills:
Control - 18	Fight - 20	Critical
Sight - 11	Short - 10	
Mechanic - 14	Long - 10	
Vitality - 15		

Striker in Zebu T8 - Total 2

AP: 10 MV: 9 Lv: 16 Honor: 2

Unit Loadout:	Weapon Loadout:
Body - 189	(I) KN(Press Sting) - 47 x 1, 1, infinite

Arms - 117 (I) KN(Press Sting) -47 x 1, 1, infinite
Legs - 160 (N) SD(VS17-N)
BP - Turbo (N) SD(VS17-N)
Mobile - 21
Armor - Piercing
Defense - 33/26/30
Talent Levels: Job Levels: Skills:
Control - 18 Fight - 20 Critical
Sight - 11 Short - 10
Mechanic - 14 Long - 10
Vitality - 15

Gunner in Torero - Total 2

AP: 10 MV: 9 Lv: 16 Honor: 2
Unit Loadout: Weapon Loadout:
Body - 177 (I) PC(Hard Blow) - 71 x 1, 1, infinite
Arms - 109 (I) PC(Hard Blow) - 71 x 1, 1, infinite
Legs - 149 (F + I) MS(Adler G) - 75 x 2, 4-5, 2 ammo
BP - Item (F + I) MS(Adler G) - 75 x 2, 4-5, 2 ammo
Mobile - 2
Armor - Fire
Defense - 43/34/39
Talent Levels: Job Levels: Skills:
Control - 14 Fight - 10 Critical
Sight - 18 Short - 10
Mechanic - 15 Long - 18
Vitality - 11

Gunner in Torero - Total 1

AP: 10 MV: 9 Lv: 16 Honor: 2
Unit Loadout: Weapon Loadout:
Body - 177 (I) PC(Hard Blow) - 71 x 1, 1, infinite
Arms - 109 (I) PC(Hard Blow) - 71 x 1, 1, infinite
Legs - 149 (F + I) RK(Myna 2) - 29 x 6, 2-4, 2 ammo
BP - Item (F + I) RK(Myna 2) - 29 x 6, 2-4, 2 ammo
Mobile - 4
Armor - Fire
Defense - 43/34/39
Talent Levels: Job Levels: Skills:
Control - 14 Fight - 10 Critical
Sight - 18 Short - 10
Mechanic - 15 Long - 18
Vitality - 11

Gunner in Torero - Total 2

AP: 10 MV: 9 Lv: 16 Honor: 2
Unit Loadout: Weapon Loadout:
Body - 177 (I) PC(Hard Blow) - 71 x 1, 1, infinite
Arms - 109 (I) PC(Hard Blow) - 71 x 1, 1, infinite
Legs - 149 (F + I) MS(Adler G) - 75 x 2, 4-5, 2 ammo
BP - Item (F + I) RK(Myna 2) - 29 x 6, 2-4, 2 ammo
Mobile - 3
Armor - Fire
Defense - 43/34/39
Talent Levels: Job Levels: Skills:
Control - 14 Fight - 10 Critical
Sight - 18 Short - 10
Mechanic - 15 Long - 20
Vitality - 11

Gunner in OLV160M3 - Total 3

AP: 10 MV: 9 Lv: 14 Honor: 2

Unit Loadout: Weapon Loadout:

Body - 96 (F) MG(7.5mm MG) - 18 x 6, 1, 9 ammo

Legs - 67

BP - None

Mobile - 28

Armor - Normal

Defense - 9/8

Talent Levels: Job Levels: Skills:

Control - 13 Fight - 9 Critical

Sight - 17 Short - 9

Mechanic - 15 Long - 18

Vitality - 11

Mechanic in SP09c - Total 4

AP: 9 MV: 9 Lv: 12 Honor: 2

Unit Loadout: Weapon Loadout:

Body - 98 (F) FT(FL-40) - 42 x 4, 1, 9 ammo

Legs - 83 (N) SD(SP09c)

BP - None (N) SD(SP09c)

Mobile - 29

Armor - Piercing

Defense - 21/13

Talent Levels: Job Levels: Skills: None.

Control - 13 Fight - 10

Sight - 13 Short - 14

Mechanic - 13 Long - 10

Vitality - 13

Head back to Dhaka after completing the mission.

LIBERATION

[LIBE]

Date - 22/June/2102, 7:00 PM

Location - Dhaka

At Dhaka, make a stop at the Arena and fight the opponent by the name of PINE. Defeat him and you will get another rare computer to your collection, the Isthmus. It's the same as the other rare computers, but it does have a second unique skill as opposed to only one. Anyways, head to Agit and head to the Repair Booth. Now, go to the Shop and collect your prize of 6 Repair ALL, and a Restore ALL if you didn't surrender the Veteran. The Shop has new equipment in stock so take advantage of it and upgrade.

Once you feel like progressing the plot, go to H.Q. and learn about the upcoming operation. You must split your crew into three groups of 4 for the following missions lead by Amia, Thomas, and Ash. Be sure to balance each group properly with at least one specialist for each Job class. If you mess up, you can do it over again by choosing Team Select. For the purpose of this guide, the following will be assigned to each team:

(Transport Decoy Team)

Leader - Amia

Unit 1 - Joyce

Unit 2 - Griff

Unit 3 - Cordy

(Front Gate Assault Team)

Leader - Thomas

Unit 1 - Rocky

Unit 2 - Roswell

Unit 3 - Sayuri

(Secure FENRIR and Gwianda Team)

Leader - Ash

Unit 1 - Lisa

Unit 2 - Pike

Unit 3 - Maylan

The leaders are automatically chosen, so don't think you can change it. The first two teams will be used for the next mission, while the one after that goes to the third team. Make sure all of your units are equipped with the latest gear before leaving. When you're ready to go, exit Dhaka and go to O.C.U. Deean A.F.B.

Mission 23 - O.C.U. Deean A.F.B., Entrance

Enemies: 18 + 2 reinforcements

Bosses: 0

Units: 8

Allies: 4

Difficulty: ****

Winning Condition:

1. Protect the transport plane until turn limit exceeded(5).

Losing Condition:

1. All ally machines destroyed.

2. Transport plane destroyed.

Prize: 5922

Bonus: 30000

Setup:

Amia - Degen T8 Body, Frost M50 Arms, and Degen T8 Legs. Two Clavier and SN-20. AG-1000D.

Sayuri - Degen T8 Body, Frost M50 Arms, and Degen T8 Legs. Two Clavier and SN-20. AG-1000D.

Joyce - Qwagga M08 Body, Kafir M3 Arms, and Qwagga M08 Legs. H.C 110, Thrush, and Bar Horn. BP-T3C with GR Ammo, MS Ammo, CN Ammo, and two Restore 1.

Roswell - Qwagga M08 Body, Kafir M3 Arms, and Qwagga M08 Legs. H.C 110, Thrush, and Bar Horn. BP-T3C with GR Ammo, MS Ammo, CN Ammo, and two Restore 1.

Thomas - Degen T8. SN-20. AG-1000D.

Rocky - Degen T8. SN-20. AG-1000D.

Griff - Degen T8. SN-20. AG-1000D.

Cordy - Degen T8. SN-20. AG-1000D.

Computers:

Amia - Guanaco 4, Mode 3
Sayuri - Guanaco 4, Mode 3
Joyce - Holism 4, Mode 4
Roswell - Holism 4, Mode 4
Thomas - Guanaco 4, Mode 2
Rocky - Guanaco 4, Mode 2
Griff - Guanaco 4, Mode 2
Cordy - Guanaco 4, Mode 2

Skills:

Amia - Feint, Critical, Speed, Switch
Sayuri - Feint, Critical, Speed, Switch
Joyce - Best Position, Lucky, Escape
Roswell - Best Position, Lucky, Escape
Thomas - Critical, Feint, First, Double Punch
Rocky - Critical, Feint, First, Double Punch
Griff - Critical, Feint, First, Double Punch
Cordy - Critical, Feint, First, Double Punch

Placements:

(Transport Decoy Team)

[Joy] [Ami]
[Gri] [Cor]

(Front Gate Assault Team)

[Say][Tho][Roc][Ros]

Strategy:

For the first part of the operation, the first two teams as mentioned will be participating. The Transport Decoy team fights for the first five turns until the transport plane detonates, which is when the Front Gate Assault team can be used. Until then, have the Transport Decoy team defend the transport plane from enemy attacks. You'll have to fend off two tanks, a Gunner, and the lone Commander for those five turns. Joyce and Griff should handle the tanks while Amia and Cordy deal with the more dangerous Commander and Gunner. If you have been using them often, they should have no problem destroying the enemies.

MISSION UPDATE

Winning Condition:

1. All gun turrets and reinforcement Commander destroyed.

Once the transport plane detonates, the Front Gate Assault team joins the fray from the South. Saribash and his Burg lackeys will also assist you from the South as well. Have both teams merge towards the center, while taking out any enemy unit in the way. Once all of the gun turrets have been destroyed, go and confront the two Lavant mobile weapons.

These Lavant are armed with RFs that can kill in one shot and rarely miss, even in low AP conditions. Do not attack them unless they are close to death

or they have no AP to fire. Fire any remaining rounds from your Long users to weaken the Lavants and don't even bother using your Fight users. Unless the Lavants can't attack or First activates, each attack by a Fight specialist is potentially an instant kill if their RF connects. Don't ignore their RKs, which are equally as deadly should they hit often. Use Restore 1s when the Lavants do break some parts.

Enemy Composition

Commander in Calm 450S - Total 1

AP: 12 MV: 8 Lv: 22 Honor: 4

Unit Loadout:

Weapon Loadout:

Body - 207 (P) MG(Clavier) - 24 x 8, 1, 9 ammo

Arms - 128 (P) SG(Peak Gaza) - 23 x 8, 1, 9 ammo

Legs - 175 (N) SD(SN-20)

BP - None

Mobile - 16

Armor - Piercing

Defense - 35/28/31

Talent Levels:

Job Levels:

Skills:

Control - 16

Fight - 19

Critical

Sight - 19

Short - 23

Feint

Mechanic - 15

Long - 22

Target

Vitality - 12

Deep Strike

Veteran in Torero - Total 1

AP: 12 MV: 10 Lv: 21 Honor: 3

Unit Loadout:

Weapon Loadout:

Body - 177 (I) PC(Hard Blow) - 71 x 1, 1, infinite

Arms - 109 (I) PC(Hard Blow) - 71 x 1, 1, infinite

Legs - 149 (F + I) MS(Ibis WPS) - 68 x 3, 4-5, 3 ammo

BP - Item

Mobile - 15

Armor - Fire

Defense - 43/34/39

Talent Levels:

Job Levels:

Skills:

Control - 15

Fight - 21

Critical

Sight - 17

Short - 21

Best Position

Mechanic - 14

Long - 21

Feint

Vitality - 15

First

Assault in Calm 450S - Total 1

AP: 10 MV: 8 Lv: 16 Honor: 2

Unit Loadout:

Weapon Loadout:

Body - 207 (P) MG(Clavier) - 24 x 8, 1, 9 ammo

Arms - 128 (F + I) BZ(Madcap B) - 147 x 1, 1-2, 3 ammo

Legs - 175 (N) SD(SN-20)

BP - None

Mobile - 14

Armor - Piercing

Defense - 35/28/31

Talent Levels:

Job Levels:

Skills:

Control - 15

Fight - 10

Critical

Sight - 18

Short - 20

Mechanic - 14

Long - 10

Vitality - 11

Assault in Calm 450S - Total 1

AP: 10 MV: 8 Lv: 16 Honor: 2

Unit Loadout:

Weapon Loadout:

Body - 207 (P) MG(Clavier) - 24 x 8, 1, 9 ammo
Arms - 128 (P) SG(Peak Gaza) - 23 x 8, 1, 9 ammo
Legs - 175 (N) SD(SN-20)
BP - None
Mobile - 16
Armor - Piercing
Defense - 35/28/31
Talent Levels: Job Levels: Skills:
Control - 15 Fight - 10 Critical
Sight - 18 Short - 20
Mechanic - 14 Long - 10
Vitality - 11

Gunner in Torero - Total 1

AP: 10 MV: 10 Lv: 16 Honor: 2
Unit Loadout: Weapon Loadout:
Body - 177 (I) PC(Hard Blow) - 71 x 1, 1, infinite
Arms - 109 (I) PC(Hard Blow) - 71 x 1, 1, infinite
Legs - 149 (F + I) AM(Plaver S4) - 72 x 2, 4-5, 2 ammo
BP - Item
Mobile - 17
Armor - Fire
Defense - 43/34/39
Talent Levels: Job Levels: Skills:
Control - 14 Fight - 10 Critical
Sight - 18 Short - 10
Mechanic - 15 Long - 20
Vitality - 11

Gunner in Torero - Total 1

AP: 10 MV: 10 Lv: 16 Honor: 2
Unit Loadout: Weapon Loadout:
Body - 177 (I) PC(Hard Blow) - 71 x 1, 1, infinite
Arms - 109 (I) PC(Hard Blow) - 71 x 1, 1, infinite
Legs - 149 (F + I) RK(Egret F) - 48 x 4, 2-4, 2 ammo
BP - Item
Mobile - 17
Armor - Fire
Defense - 43/34/39
Talent Levels: Job Levels: Skills:
Control - 14 Fight - 10 Critical
Sight - 18 Short - 10
Mechanic - 15 Long - 20
Vitality - 11

Gunner in BT98M4A3 - Total 5

AP: 10 MV: 8 Lv: 16 Honor: 2
Unit Loadout: Weapon Loadout:
Body - 230 (I + P) CN(120mm Cannon) - 62 x 3, 1-2, 9 ammo
Legs - 164
BP - None
Mobile - 15
Armor - Normal
Defense - 42/34
Talent Levels: Job Levels: Skills:
Control - 14 Fight - 10 Critical
Sight - 18 Short - 10
Mechanic - 15 Long - 20
Vitality - 11

Gunner in AAT6S1b4 - Total 3

AP: 10 MV: 9 Lv: 16 Honor: 2

Unit Loadout: Weapon Loadout:

Body - 230 (P) AC(20mm AC) - 23 x 9, 1-2, 9 ammo

Legs - 164

BP - None

Mobile - 21

Armor - Normal

Defense - 42/34

Talent Levels: Job Levels: Skills:

Control - 14 Fight - 10 Critical

Sight - 18 Short - 10

Mechanic - 15 Long - 20

Vitality - 11

Gunner in 40mmAAC - Total 3

AP: 11 MV: 1 Lv: 17 Honor: 3

Unit Loadout: Weapon Loadout:

Body - 265 (P) AC(45mm AAC) - 25 x 9, 1-3, 9 ammo

BP - None

Mobile - 0

Armor - Normal

Defense - 46

Talent Levels: Job Levels: Skills:

Control - 14 Fight - 11 Critical

Sight - 18 Short - 11

Mechanic - 15 Long - 22

Vitality - 11

Gunner in GAM409A - Total 1

AP: 11 MV: 1 Lv: 17 Honor: 3

Unit Loadout: Weapon Loadout:

Body - 265 (F + I) AM(Potoo G) - 105 x 2, 4-7, 9 ammo

BP - None

Mobile - 0

Armor - Normal

Defense - 46

Talent Levels: Job Levels: Skills:

Control - 14 Fight - 11 Critical

Sight - 18 Short - 11

Mechanic - 15 Long - 22

Vitality - 11

Allies:

Saribash Labra in Frost M50(Assault)

AP: 10 MV: 7 Lv: 16 Honor: 4

Unit Loadout: Weapon Loadout:

Body - 194 (P) MG(Clavier) - 24 x 8, 1, 9 ammo

Arms - 119 (P) RF(Jura 60) - 131 x 1, 1, 9 ammo

Legs - 164 (N) SD(SN-20)

BP - None (N) SD(SN-20)

Mobile - 6

Armor - Fire

Defense - 45/36/41

Talent Levels: Job Levels: Skills:

Control - 16 Fight - 13 Critical

Sight - 15 Short - 19 Speed

Mechanic - 11 Long - 8 Duel

Vitality - 14

Burg Team in Frost M50(Assault) - Total 2

AP: 11 MV: 8 Lv: 17 Honor: 4

Unit Loadout:

Weapon Loadout:

Body - 194

(P) MG(Clavier) - 24 x 8, 1, 9 ammo

Arms - 119

(P) SG(Peak Gaza) - 23 x 8, 1, 9 ammo

Legs - 164

(N) SD(SN-20)

BP - None

Mobile - 12

Armor - Fire

Defense - 45/36/41

Talent Levels:

Job Levels:

Skills:

Control - 15

Fight - 13

Critical

Sight - 17

Short - 19

Duel

Mechanic - 13

Long - 15

Vitality - 11

Burg Team in H558a Shade(Gunner) - Total 1

AP: 11 MV: 8 Lv: 17 Honor: 4

Unit Loadout:

Weapon Loadout:

Body - 310

(F + P) GR(GL-600) - 76 x 1, 2-3, 6 ammo

BP - None

Mobile - 16

Armor - Piercing

Defense - 15

Talent Levels:

Job Levels:

Skills:

Control - 15

Fight - 13

Critical

Sight - 17

Short - 19

Duel

Mechanic - 13

Long - 15

Vitality - 11

Reinforcements:

(transport plane detonates)

Commander in OSV-21c Lavant - Total 1

AP: 12 MV: 9 Lv: 22 Honor: 4

Unit Loadout:

Weapon Loadout:

Body - 480

(P) RF(90mm ATR) - 176 x 1, 1, 9 ammo

Legs - 315

(F + I) RK(VRK-12) - 49 x 6, 2-4, 4 ammo

BP - None

Mobile - 21

Armor - Normal

Defense - 52/42

Talent Levels:

Job Levels:

Skills:

Control - 16

Fight - 19

Critical

Sight - 19

Short - 23

Feint

Mechanic - 15

Long - 22

Target

Vitality - 12

Deep Strike

Gunner in OSV-21c Lavant - Total 1

AP: 11 MV: 9 Lv: 17 Honor: 3

Unit Loadout:

Weapon Loadout:

Body - 480

(P) RF(90mm ATR) - 176 x 1, 1, 9 ammo

Legs - 315

(F + I) RK(VRK-12) - 49 x 6, 2-4, 4 ammo

BP - None

Mobile - 21

Armor - Normal
Defense - 52/42
Talent Levels: Job Levels: Skills:
Control - 14 Fight - 11 Critical
Sight - 18 Short - 11
Mechanic - 15 Long - 22
Vitality - 11

Defense target:

Gunner in PCV-02 - Total 1
AP: 10 MV: 1 Lv: 16 Honor: 0
Unit Loadout: Weapon Loadout: None.
Body - 275
BP - None
Mobile - 0
Armor - Piercing
Defense - 40
Talent Levels: Job Levels: Skills: None.
Control - 15 Fight - 1
Sight - 15 Short - 1
Mechanic - 15 Long - 1
Vitality - 15

When the mission is complete, the game will switch to the Secure FENRIR and Gwianda team. You can only access the Setup and Network, so you might as well save the game and commence the next portion of the mission.

Mission 24 - O.C.U. Deean A.F.B., Airfield

Enemies: 4 + 17 reinforcements
Bosses: 2
Units: 4 + 8
Allies: 1
Difficulty: *****
Winning Condition:

1. All enemy machines destroyed.

Losing Condition:

1. All ally machines destroyed.

Prize: 4618
Bonus: 30000. Destroy all of the warehouses, including the one with FENRIR. An SN-120P, Restore ALL, and 3 Repair ALL can be procured at the Hangar in O.C.U. Deean A.F.B.

Setup:

Ash - Degen T8 Body, Frost M50 Arms, and Degen T8 Legs. Two Clavier and SN-20. AG-1000D.
Amia - Degen T8 Body, Frost M50 Arms, and Degen T8 Legs. Two Clavier and SN-20. AG-1000D.
Sayuri - Degen T8 Body, Frost M50 Arms, and Degen T8 Legs. Two Clavier and SN-20. AG-1000D.

Lisa - Qwagga M08 Body, Kafir M3 Arms, and Qwagga M08 Legs. H.C 110, Sky Myna B, and Bar Horn. BP-T3C with GR Ammo, AR Ammo, CN Ammo, and two Restore 1.
Joyce - Qwagga M08 Body, Kafir M3 Arms, and Qwagga M08 Legs. H.C 110, Thrush, and Bar Horn. BP-T3C with GR Ammo, MS Ammo, CN Ammo, and two Restore 1.
Roswell - Qwagga M08 Body, Kafir M3 Arms, and Qwagga M08 Legs. H.C 110, Thrush, and Bar Horn. BP-T3C with GR Ammo, MS Ammo, CN Ammo, and two Restore 1.
Pike - Qwagga M08 Body, Kafir M3 Arms, and Qwagga M08 Legs. H.C 110, Sky Myna B, and Bar Horn. BP-T3C with GR Ammo, AR Ammo, CN Ammo, and two Restore 1.

Thomas - Degen T8. SN-20. AG-1000D.
Rocky - Degen T8. SN-20. AG-1000D.
Griff - Degen T8. SN-20. AG-1000D.
Cordy - Degen T8. SN-20. AG-1000D.
Maylan - Degen T8. SN-20. AG-1000D.

Computers:

Ash - Guanaco 4, Mode 3
Amia - Guanaco 4, Mode 3
Sayuri - Guanaco 4, Mode 3
Lisa - Holism 4, Mode 4
Joyce - Holism 4, Mode 4
Roswell - Holism 4, Mode 4
Pike - Holism 4, Mode 4
Thomas - Guanaco 4, Mode 2
Rocky - Guanaco 4, Mode 2
Griff - Guanaco 4, Mode 2
Cordy - Guanaco 4, Mode 2
Maylan - Guanaco 4, Mode 2

Skills:

Ash - Feint, Critical, Speed, Switch
Amia - Feint, Critical, Speed, Switch
Sayuri - Feint, Critical, Speed, Switch
Lisa - Best Position, Lucky, Escape
Joyce - Best Position, Lucky, Escape
Roswell - Best Position, Lucky, Escape
Pike - Best Position, Feint, Critical, Escape
Thomas - Critical, Feint, First, Double Punch
Rocky - Critical, Feint, First, Double Punch
Griff - Critical, Feint, First, Double Punch
Cordy - Critical, Feint, First, Double Punch
Maylan - Critical, Feint, First, Double Punch

Placements:

(Secure FENRIR and Gwianda Team)

[Ash] [May]

[Lis] [Pik]

(Transport Decoy and Front Gate Assault Teams)

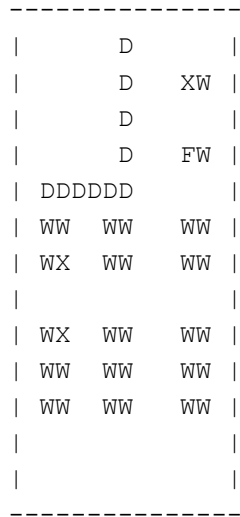
[Tho] [Roc]

[Gri] [Cor]

[Ami] [Say]

[Joy] [Ros]

Special - DOOR Placements:



- X - DOOR without FENRIR
- F - DOOR with FENRIR
- W - Warehouse
- D - Detonation Point (Warehouses destroyed)

Strategy:

It's about time we got to take on the mastermind behind the coup d'etat and eliminate FENRIR! With Ash's team, head straight for Ven and Gwianda to the North. Don't worry about fighting those two or heading for any DOORs to find FENRIR for the time being.

MISSION UPDATE

Once you get close enough to Ven and Gwianda, plenty of reinforcements arrive at the base. You will be greatly outnumbered, as well as being outclassed in terms of wanzers and equipment. Oh, and you have to deal with two Lavants and their equipment is still the same as before. To top it off, you have to deal with some aircraft as well. Fortunately on the next turn, backup arrives in the form of the Transport Decoy and Front Gate Assault teams, as well as Saribash himself. They start far to the South for now, so they won't be too helpful to the Ash's team.

With Ash's team, force your way to the first two DOORs and destroy any enemies in the way. The purpose of the mission is to destroy all DOORs guarding the warehouses in search of FENRIR. For each DOOR that you destroy, a bonus reward is awarded after this mission ends. However, there are two things that you need to pay attention to. First, the DOOR with the FENRIR must be destroyed last. Second, if any of your units except Saribash reach the detonation points as stated in the diagram, the DOORs will blow up...and you get no rewards. Refer to the Placements diagram if you're confused on which DOOR to destroy first, as well as the detonation points. As with the fuel tank of Mission 15, any Short or Long weapon can destroy a DOOR.

To reach the DOORs to the Northeast and the one with the FENRIR, go through the Southeast path. This way, you won't trigger the detonation points. You can use Amia's and Thomas' teams to hit those DOORs. Just make sure everyone going that way is moving to the East end of the base, so you don't trigger the detonation.

While you go after any DOOR, keep in mind that you have to deal with enemy forces guarding the way to them. Ash's team should only pick fights against lone or weakened enemies to stay alive until the other teams move in closer into the base. For experience purposes, Ash's team should score the kills. However, this may prove to be risky against the OSV-21c Lavants. When you're done dealing with the enemies and the DOORs, go after Ven and Gwianda.

Once you get close enough to Ven, a scene plays out and Ven will escape. At this point, any surviving enemies will start retreating from the base. You can let them run away or destroy them to finish the mission.

Enemy Composition

Boss - Ven Mackarge in Moth VBS(Assault)

AP: 12 MV: 8 Lv: 23 Honor: 7

Unit Loadout:

Weapon Loadout:

Body - 226

(P) MG(FV-24) - 23 x 9, 1, 9 ammo

Arms - 139

(P) RF(Alchemia) - 145 x 1, 1, 9 ammo

Legs - 191

(N) SD(SN-35)

BP - None

Mobile - 14

Armor - Piercing

Defense - 37/29/33

Talent Levels:

Job Levels:

Skills:

Control - 18

Fight - 17

Critical

Sight - 18

Short - 23

Duel

Mechanic - 16

Long - 25

Leg First

Vitality - 16

Duel

Boss - Gorsh Gwianda in OSH20c Cauldron(Gunner)

AP: 11 MV: 8 Lv: 17 Honor: 7

Unit Loadout:

Weapon Loadout:

Body - 125

(F + I) RK(HRC-7) - 12 x 6, 2-4, 6 ammo

BP - None

Mobile - 14

Armor - Piercing

Defense - 8

Talent Levels:

Job Levels:

Skills: None.

Control - 13

Fight - 8

Sight - 15

Short - 20

Mechanic - 17

Long - 17

Vitality - 11

Door in DOOR - Total 4

AP: 0 MV: 1 Lv: 1 Honor: 0

Unit Loadout:

Weapon Loadout:

Body - 220

(I + P) CN(120mm ATC) - 56 x 3, 1-3, 9 ammo

BP - None

Mobile - 0

Armor - Normal

Defense - 40

Talent Levels:

Job Levels:

Skills: None.

Control - 15

Fight - 1

Sight - 15

Short - 1

Mechanic - 15

Long - 1

Vitality - 15

Allies:

Saribash Labra in Kafir M3/SARI (Assault)

AP: 10 MV: 8 Lv: 16 Honor: 4

Unit Loadout:

Body - 188

Arms - 116

Legs - 159

BP - Item

Mobile - 12

Armor - Normal

Defense - 41/33/37

Talent Levels:

Control - 16

Sight - 15

Mechanic - 11

Vitality - 14

Weapon Loadout:

(P) MG(Clavier) - 24 x 8, 1, 9 ammo

(P) SG(Peak Gaza) - 23 x 8, 1, 9 ammo

(N) SD(SN-20)

Job Levels:

Fight - 13

Short - 19

Long - 8

Skills:

Critical

Speed

Duel

Reinforcements:

(get close enough to Ven and Gwianda)

Commander in OSV-21c Lavant - Total 1

AP: 12 MV: 9 Lv: 22 Honor: 4

Unit Loadout:

Body - 480

Legs - 315

BP - None

Mobile - 21

Armor - Normal

Defense - 52/42

Talent Levels:

Control - 17

Sight - 19

Mechanic - 15

Vitality - 11

Weapon Loadout:

(P) RF(90mm ATR) - 176 x 1, 1, 9 ammo

(F + I) RK(VRK-12) - 49 x 6, 2-4, 4 ammo

Job Levels:

Fight - 20

Short - 23

Long - 23

Skills:

Critical

Speed

Terror Shot

Dead Angle

Assault in OSV-21c Lavant - Total 1

AP: 10 MV: 9 Lv: 16 Honor: 2

Unit Loadout:

Body - 480

Legs - 315

BP - None

Mobile - 21

Armor - Normal

Defense - 52/42

Talent Levels:

Control - 15

Sight - 18

Mechanic - 14

Vitality - 11

Job Levels:

Fight - 10

Short - 20

Long - 10

Skills:

Critical

Assault in Calm 450S - Total 2

AP: 10 MV: 8 Lv: 16 Honor: 2

Unit Loadout:

Body - 207

Arms - 128

Legs - 175

BP - None

Mobile - 15

Weapon Loadout:

(P) MG(Clavier) - 24 x 8, 1, 9 ammo

(P) RF(Jura 60) - 131 x 1, 1, 9 ammo

(N) SD(SN-20)

Armor - Piercing
Defense - 35/28/31
Talent Levels:
Control - 15
Sight - 18
Mechanic - 14
Vitality - 11

Job Levels: Skills:
Fight - 10 Critical
Short - 20
Long - 10

Assault in Calm 450S - Total 2

AP: 10 MV: 8 Lv: 16 Honor: 2

Unit Loadout: Weapon Loadout:
Body - 207 (P) MG(Clavier) - 24 x 8, 1, 9 ammo
Arms - 128 (P) SG(Peak Gaza) - 23 x 8, 1, 9 ammo
Legs - 175 (N) SD(SN-20)
BP - None

Mobile - 16

Armor - Piercing
Defense - 35/28/31

Talent Levels: Job Levels: Skills:
Control - 15 Fight - 10 Critical
Sight - 18 Short - 20
Mechanic - 14 Long - 10
Vitality - 11

Striker in Kafir M3 - Total 4

AP: 10 MV: 8 Lv: 16 Honor: 2

Unit Loadout: Weapon Loadout:
Body - 188 (I) KN(Double Blade S) - 65 x 1, 1, infinite
Arms - 116 (I) KN(Double Blade S) - 65 x 1, 1, infinite
Legs - 159 (N) SD(SN-20)
BP - Turbo (N) SD(SN-20)

Mobile - 19

Armor - Normal
Defense - 41/33/37

Talent Levels: Job Levels: Skills:
Control - 18 Fight - 20 Critical
Sight - 11 Short - 10
Mechanic - 14 Long - 10
Vitality - 15

Gunner in Torero - Total 2

AP: 10 MV: 10 Lv: 16 Honor: 2

Unit Loadout: Weapon Loadout:
Body - 177 (I) PC(Hard Blow) - 71 x 1, 1, infinite
Arms - 109 (I) PC(Hard Blow) - 71 x 1, 1, infinite
Legs - 149 (F + I) RK(Egret F) - 48 x 4, 2-4, 2 ammo
BP - Item

Mobile - 17

Armor - Fire
Defense - 43/34/39

Talent Levels: Job Levels: Skills:
Control - 14 Fight - 10 Critical
Sight - 18 Short - 10
Mechanic - 15 Long - 20
Vitality - 11

Gunner in Torero - Total 1

AP: 10 MV: 10 Lv: 16 Honor: 2

Unit Loadout: Weapon Loadout:
Body - 177 (I) PC(Hard Blow) - 71 x 1, 1, infinite

Arms - 109 (I) PC(Hard Blow) - 71 x 1, 1, infinite
Legs - 149 (F + I) MS(Thrush) - 61 x 3, 4-5, 3 ammo
BP - Item
Mobile - 16
Armor - Fire
Defense - 43/34/39
Talent Levels: Job Levels: Skills:
Control - 14 Fight - 10 Critical
Sight - 18 Short - 10
Mechanic - 15 Long - 20
Vitality - 11

Gunner in IVA-13B Schrubber - Total 4

AP: 10 MV: 8 Lv: 16 Honor: 2
Unit Loadout: Weapon Loadout:
Body - 301 (P) AC(30mm AC) - 22 x 9, 1-2, 9 ammo
BP - None (F + P) CB(CBR-10) - 143 x 1, 2-3, 1 ammo
Mobile - 16 (F + I) MS(AGM80) - 83 x 2, 4-5, 2 ammo
Armor - Piercing (F + I) MS(AGM80) - 83 x 2, 4-5, 2 ammo
Defense - 12
Talent Levels: Job Levels: Skills:
Control - 14 Fight - 10 Critical
Sight - 18 Short - 10
Mechanic - 15 Long - 20
Vitality - 11

After the mission finally ends, you will be at the O.C.U. Deean A.F.B.

Date - 23/June/2102, 2:00 PM
Location - O.C.U. Deean A.F.B.

Once the entire crew stops talking, you can go Rest or go to the Hangar. If you did destroy all of the warehouses and the one with FENRIR was last, enjoy your SN-120P, Restore ALL, and 3 Repair ALL items. Unsurprisingly, the Shop has new gear, so do the usual with wanzer setup. Choose Rest when you finish with the usual wanzer upgrading.

Date - 23/June/2102, 11:00 PM
Location - O.C.U. Deean A.F.B.

A lot of scenes will then play out before you regain control of the game.

Date - 24/June/2102, 6:00 AM
Location - O.C.U. Deean A.F.B.

Once you regain control, you can finally exit O.C.U. Deean A.F.B. and head back to Dhaka. Stop by at the Repair Booth in Agit next. The Shop has the rest of the upgrades that were unavailable at the O.C.U. Deean A.F.B. Hangar. When you are done with preparations, choose Subway and select Go Bornea.

Mission 25 - Subway

Enemies: 11
Bosses: 1
Units: 12
Allies: 0
Difficulty: ****

Winning Condition:

1. All enemy machines destroyed.

Losing Condition:

1. All ally machines destroyed.

Prize: 6145

Bonus: 30000

Setup:

Ash - Castigo U. Two FV-24 and SN-35. AG-450D.

Amia - Castigo U. Two FV-24 and SN-35. AG-450D.

Sayuri - Castigo U. Two FV-24 and SN-35. AG-450D.

Lisa - Zaigaut. H.C 110, Ibis WPS, and GL-200M7. BP-T3D with GR Ammo, MS Ammo, CN Ammo, and three Restore 1.

Joyce - Zaigaut. H.C 110, Ibis WPS, and GL-200M7. BP-T3D with GR Ammo, MS Ammo, CN Ammo, and three Restore 1.

Roswell - Zaigaut. H.C 110, Ibis WPS, and GL-200M7. BP-T3D with GR Ammo, MS Ammo, CN Ammo, and three Restore 1.

Pike - Zaigaut. H.C 110, Ibis WPS, and GL-200M7. BP-T3D with GR Ammo, MS Ammo, CN Ammo, and three Restore 1.

Thomas - Castigo U. Two Double Blade S and SN-35. AG-450D.

Rocky - Castigo U. Two Double Blade S and SN-35. AG-450D.

Griff - Castigo U. Two Double Blade S and SN-35. AG-450D.

Cordy - Castigo U. Two Double Blade S and SN-35. AG-450D.

Maylan - Castigo U. Two Double Blade S and SN-35. AG-450D.

Computers:

Ash - Guanaco 4, Mode 3

Amia - Guanaco 4, Mode 3

Sayuri - Guanaco 4, Mode 3

Lisa - Holism 4, Mode 4

Joyce - Holism 4, Mode 4

Roswell - Holism 4, Mode 4

Pike - Holism 4, Mode 4

Thomas - Guanaco 4, Mode 2

Rocky - Guanaco 4, Mode 2

Griff - Guanaco 4, Mode 2

Cordy - Guanaco 4, Mode 2

Maylan - Guanaco 4, Mode 2

Skills:

Ash - Feint, Critical, Speed, Switch

Amia - Feint, Critical, Speed, Switch

Sayuri - Feint, Critical, Speed, Switch

Lisa - Best Position, Lucky, Escape, Disarm Armor

Joyce - Best Position, Lucky, Escape, Disarm Armor

Roswell - Best Position, Lucky, Escape, Disarm Armor

Pike - Best Position, Feint, Escape, Disarm Armor

Thomas - Critical, Feint, First, Double Punch

Rocky - Critical, Feint, First, Double Punch

Griff - Critical, Feint, First, Double Punch

Cordy - Critical, Feint, First, Double Punch

Placements:

[Lis]
[Joy][Ros]
[Pik][Ash]
[Amu][Say]
[Tho][Roc]
[Gri]
[Cor][May]

Strategy:

The only units you fight here are mobile weapons, which you may hate seeing in missions by now. This time though, swarm tactics won't work here against them. Each squad, compromised of three mobile weapons, can destroy anything they can target. Each unit has at least one powerful weapon and while a few of them have poor accuracy, the rest of their weapons have decent hit rates. In other words, playing defensively is a recipe for disaster. Whenever a mobile weapon attacks, there is a high risk that a unit will be destroyed.

Focus all of your firepower and eliminate the Goalton trio to the North and make it quick. Stay out of the Tilden trio's attack range until the Goalton trio are gone. Have all of your Long specialists fire MS rounds to draw the Tilden trio away from the Groom trio. The last thing you want to do is have six mobile weapons attacking your units all at the same time. Once you have drawn them away far enough, go on a full offensive with your Fight and Short specialists. Normally, mobile weapons are best fought defensively but in a mission like this, you're far better off fighting aggressively.

Clean up the Tilden trio and move onto the Groom trio. Stay right out of RK range against the Groom trio; their RKs are the most powerful out of the mobile weapons. Destroy the Groom trio and finish off the final trio of mobile weapons to the North. The Lavant duo should be your first priority so Captain Zauner's Honor skill, Morale, is rendered useless. This is a great mission for anyone who needs to catch up on their proficiencies, as each kill yields a large EXP gain. Just don't be conservative with your Restore 1s!

Enemy Composition

Boss - Captain Zauner in OSV-13h Portal(Commander)

AP: 12 MV: 7 Lv: 24 Honor: 4

Unit Loadout:

Weapon Loadout:

Body - 523

(I + P) CN(130mm Cannon) - 105 x 3, 1-2, 9 ammo

Legs - 344

(P) AC(30mm AC) - 23 x 9, 1-2, 9 ammo

BP - None

(F + I) RK(VRK-55) - 36 x 6, 2-4, 4 ammo

Mobile - 4

Armor - Impact

Defense - 45/39

Talent Levels:

Job Levels:

Skills:

Control - 16

Fight - 21

Critical

Sight - 19

Short - 25

Terror Shot

Mechanic - 16

Long - 24

Speed

Vitality - 11

Morale

Assault in OSV-21g Lavant - Total 2

AP: 11 MV: 9 Lv: 19 Honor: 3

Unit Loadout:

Weapon Loadout:

Body - 523

(I + P) CN(100mm Cannon) - 105 x 3, 1-2, 9 ammo

Legs - 344 (I + P) CN(100mm Cannon) - 105 x 3, 1-2, 9 ammo
BP - None (F) FT(FL-102) - 80 x 4, 1, 9 ammo
Mobile - 21 (F) FT(FL-102) - 80 x 4, 1, 9 ammo
Armor - Normal
Defense - 55/45
Talent Levels: Job Levels: Skills:
Control - 16 Fight - 12 Critical
Sight - 18 Short - 24
Mechanic - 14 Long - 12
Vitality - 12

Assault in OSV-08d Tilden - Total 3

AP: 11 MV: 8 Lv: 19 Honor: 3
Unit Loadout: Weapon Loadout:
Body - 523 (I + P) CN(130mm Cannon) - 105 x 3, 1-2, 9 ammo
Legs - 344 (F + P) GR(VGL-2) - 85 x 1, 2-3, 4 ammo
BP - None
Mobile - 10
Armor - Impact
Defense - 45/39
Talent Levels: Job Levels: Skills:
Control - 16 Fight - 12 Critical
Sight - 18 Short - 24
Mechanic - 14 Long - 12
Vitality - 12

Gunner in OSV-12f Grook - Total 3

AP: 11 MV: 8 Lv: 19 Honor: 3
Unit Loadout: Weapon Loadout:
Body - 523 (F + I) RK(VRK-50) - 54 x 6, 2-4, 4 ammo
Legs - 344 (I + P) CN(80mm Cannon) - 68 x 3, 1-2, 9 ammo
BP - None (P) AC(40mm AC) - 25 x 9, 1-2, 9 ammo
Mobile - 10
Armor - Piercing
Defense - 55/45
Talent Levels: Job Levels: Skills:
Control - 14 Fight - 12 Critical
Sight - 18 Short - 12
Mechanic - 16 Long - 24
Vitality - 12

Gunner in OSV-08f Goalton - Total 3

AP: 11 MV: 10 Lv: 19 Honor: 3
Unit Loadout: Weapon Loadout:
Body - 523 (I + P) CN(55mm Cannon) - 105 x 3, 1-2, 9 ammo
Legs - 344 (F + I) RK(VRK-12) - 36 x 6, 2-4, 4 ammo
BP - None
Mobile - 30
Armor - Normal
Defense - 55/45
Talent Levels: Job Levels: Skills:
Control - 14 Fight - 12 Critical
Sight - 18 Short - 12
Mechanic - 16 Long - 24
Vitality - 12

After that wild encounter with the mobile weapons, return to Dhaka.

Date - 24/June/2102, 1:00 PM

Location - Dhaka

Head to H.Q. and stick around for a quick scene and then exit Agit. Once you have prepared everyone's wanzers, exit Dhaka and head to the Old Factory.

Mission 26 - Old Factory

Enemies: 26

Bosses: 1

Units: 12

Allies: 1

Difficulty: ****

Winning Condition:

1. All enemy machines destroyed.

Losing Condition:

1. All ally machines destroyed.

Prize: 7081(All enemies), 6731(Veteran surrenders)

Bonus: 40000. Rare computer, Motive, can be procured by surrendering the Veteran.

Setup:

Ash - Castigo U. Two FV-24 and SN-35. AG-450D.

Amia - Castigo U. Two FV-24 and SN-35. AG-450D.

Sayuri - Castigo U. Two FV-24 and SN-35. AG-450D.

Lisa - Zaigaut. H.C 110, Ibis WPS, and GL-200M7. BP-T3D with GR Ammo, MS Ammo, CN Ammo, and three Restore 1.

Joyce - Zaigaut. H.C 110, Ibis WPS, and GL-200M7. BP-T3D with GR Ammo, MS Ammo,, CN Ammo, and three Restore 1.

Roswell - Zaigaut. H.C 110, Ibis WPS, and GL-200M7. BP-T3D with GR Ammo, MS Ammo, CN Ammo, and three Restore 1.

Pike - Zaigaut. H.C 110, Ibis WPS, and GL-200M7. BP-T3D with GR Ammo, MS Ammo, CN Ammo, and three Restore 1.

Thomas - Castigo U. Two Double Blade S and SN-35. AG-450D.

Rocky - Castigo U. Two Double Blade S and SN-35. AG-450D.

Griff - Castigo U. Two Double Blade S and SN-35. AG-450D.

Cordy - Castigo U. Two Double Blade S and SN-35. AG-450D.

Maylan - Castigo U. Two Double Blade S and SN-35. AG-450D.

Computers:

Ash - Guanaco 4, Mode 3

Amia - Guanaco 4, Mode 3

Sayuri - Guanaco 4, Mode 3

Lisa - Holism 4, Mode 4

Joyce - Holism 4, Mode 4

Roswell - Holism 4, Mode 4

Pike - Holism 4, Mode 4

Thomas - Guanaco 4, Mode 2

Rocky - Guanaco 4, Mode 2

Griff - Guanaco 4, Mode 2

Cordy - Guanaco 4, Mode 2

Skills:

Recommended - Surrender Call (Ash or Thomas)
Ash - Feint, Critical, Speed, Switch
Amia - Feint, Critical, Speed, Switch
Sayuri - Feint, Critical, Speed, Switch
Lisa - Best Position, Lucky, Escape, Disarm Armor
Joyce - Best Position, Lucky, Escape, Disarm Armor
Roswell - Best Position, Lucky, Escape, Disarm Armor
Pike - Best Position, Feint, Escape, Disarm Armor
Thomas - Critical, Feint, First, Double Punch
Rocky - Critical, Feint, First, Double Punch
Griff - Critical, Feint, First, Double Punch
Cordy - Critical, Feint, First, Double Punch
Maylan - Critical, Feint, First, Double Punch

Placements:

[Tho][Roc][Gri][Cor]
[May][Ash][Ami][Say]
[Lis][Joy][Ros][Pik]

Strategy:

Ven is one very stubborn pest isn't he? Well, you have to give him credit for fighting on, despite losing many times in the past. He is all the way to the top of the map and you have plenty of foes to get rid off to reach him. There are also two mobile weapons, but we'll get to them later. For now, cross the bridge and take out the defenses and wanzers nearby. Watch out for the two Hayle M19 Strikers and their Dead Claws. Each hit is guaranteed to destroy an Arm and with Critical, it can also result in Body destruction. Only have your Fight specialists engage them in combat for safety reasons.

Once the initial defenses by the entrance are destroyed, move North and take out the enemy squad by the Gunner turret. You have to deal with two Strikers and one of the mobile weapons nearby. Keep your distance and try stay out of the OSV-21g Lavant's attack range. Have your Short specialists deal with the Lavant and send some Fight specialists to fend off the Strikers. Your Long specialists can either move onto different enemy units or assist in taking down the mobile weapon. Don't send them too far until your other units finish off their battles.

After dealing with the first Lavant mobile weapon and the two Strikers, head North and hit the units to the West. More or less, it's where the squad of wanzers and Assault tanks are located. Waste the Assault tanks with your Long specialists and deal with the wanzers with your Fight specialists. The second Lavant goes to your Short specialists like the first one. Spread out as much as possible if you don't want to be surrounded by the enemy units. Stay out of the factory until all of the enemy units guarding the entrance are destroyed.

When you're ready to assault Ven, move everyone inside the factory entrance to the West and go East-bound. When any of your units are within 5 squares West of Ven's position, a scene will play out. Afterwards, Ven will attempt to escape the factory to the Northeast. You don't need to kill him, but he does give out a lot of EXP to whoever finishes him off. On a final note, surrendering the Veteran leads to another rare computer, Motive.

Enemy Composition

Boss - Ven Mackarge in OSV-21g Lavant (Gunner)

AP: 12 MV: 9 Lv: 24 Honor: 7

Unit Loadout:

Weapon Loadout:

Body - 523

(I + P) CN(100mm Cannon) - 105 x 3, 1-2, 9 ammo

Legs - 344

(I + P) CN(100mm Cannon) - 105 x 3, 1-2, 9 ammo

BP - None

(F) FT(FL-102) - 80 x 4, 1, 9 ammo

Mobile - 21

Armor - Normal

Defense - 55/45

Talent Levels:

Job Levels:

Skills:

Control - 18

Fight - 18

Critical

Sight - 18

Short - 24

Duel

Mechanic - 16

Long - 26

Leg First

Vitality - 16

Escape

Commander in OSV-21g Lavant - Total 1

AP: 12 MV: 9 Lv: 24 Honor: 4

Unit Loadout:

Weapon Loadout:

Body - 523

(I + P) CN(100mm Cannon) - 105 x 3, 1-2, 9 ammo

Legs - 344

(I + P) CN(100mm Cannon) - 105 x 3, 1-2, 9 ammo

BP - None

(F) FT(FL-102) - 80 x 4, 1, 9 ammo

Mobile - 21

Armor - Normal

Defense - 55/45

Talent Levels:

Job Levels:

Skills:

Control - 16

Fight - 22

Critical

Sight - 19

Short - 25

Target

Mechanic - 15

Long - 24

Side Attack

Vitality - 12

Intercept

Veteran in Moth VBS - Total 1

AP: 12 MV: 8 Lv: 23 Honor: 3

Unit Loadout:

Weapon Loadout:

Body - 226

(P) MG(FV-24) - 23 x 9, 1, 9 ammo

Arms - 139

(P) RF(Alchemia) - 145 x 1, 1, 9 ammo

Legs - 191

(N) SD(SN-35)

BP - None

Mobile - 14

Armor - Piercing

Defense - 37/29/33

Talent Levels:

Job Levels:

Skills:

Control - 15

Fight - 23

Critical

Sight - 17

Short - 23

Best Position

Mechanic - 14

Long - 23

Feint

Vitality - 15

First

Assault in OSV-21g Lavant - Total 1

AP: 11 MV: 9 Lv: 17 Honor: 3

Unit Loadout:

Weapon Loadout:

Body - 523

(I + P) CN(100mm Cannon) - 105 x 3, 1-2, 9 ammo

Legs - 344

(I + P) CN(100mm Cannon) - 105 x 3, 1-2, 9 ammo

BP - None

(F) FT(FL-102) - 80 x 4, 1, 9 ammo

Mobile - 21

Armor - Normal

Defense - 55/45

Talent Levels:

Job Levels:

Skills:

Control - 15

Fight - 11

Critical

Sight - 18

Short - 22

Mechanic - 14 Long - 11
Vitality - 11

Assault in Moth VBS - Total 1

AP: 11 MV: 8 Lv: 17 Honor: 3

Unit Loadout: Weapon Loadout:
Body - 226 (P) MG(FV-24) - 23 x 9, 1, 9 ammo
Arms - 139 (F) FT(Hell Pond 2) - 52 x 4, 1, 9 ammo
Legs - 191 (N) SD(SN-35)

BP - None

Mobile - 15

Armor - Piercing

Defense - 37/29/33

Talent Levels: Job Levels: Skills:
Control - 15 Fight - 11 Critical
Sight - 18 Short - 22
Mechanic - 14 Long - 11

Vitality - 11

Assault in Moth VBS - Total 1

AP: 11 MV: 8 Lv: 17 Honor: 3

Unit Loadout: Weapon Loadout:
Body - 226 (P) MG(FV-24) - 23 x 9, 1, 9 ammo
Arms - 139 (P) SG(State 30) - 25 x 8, 1, 9 ammo
Legs - 191 (N) SD(SN-35)

BP - None

Mobile - 15

Armor - Piercing

Defense - 37/29/33

Talent Levels: Job Levels: Skills:
Control - 15 Fight - 11 Critical
Sight - 18 Short - 22
Mechanic - 14 Long - 11

Vitality - 11

Assault in BT94M3 - Total 4

AP: 11 MV: 8 Lv: 17 Honor: 3

Unit Loadout: Weapon Loadout:
Body - 250 (I + P) CN(75mm Cannon) - 68 x 3, 1-2, 9 ammo
Legs - 179 (P) MG(7.5mm MG) - 30 x 6, 1, 9 ammo

BP - None

Mobile - 15

Armor - Normal

Defense - 44/36

Talent Levels: Job Levels: Skills:
Control - 15 Fight - 11 Critical
Sight - 18 Short - 22
Mechanic - 14 Long - 11

Vitality - 11

Assault in A338S10m - Total 2

AP: 11 MV: 9 Lv: 17 Honor: 3

Unit Loadout: Weapon Loadout:
Body - 232 (F + I) MS(AGM40) - 93 x 2, 4-5, 4 ammo
Legs - 151

BP - None

Mobile - 21

Armor - Normal

Defense - 32/21

Talent Levels: Job Levels: Skills:

Control - 15 Fight - 11 Critical
Sight - 18 Short - 22
Mechanic - 14 Long - 11
Vitality - 11

Striker in Hayle M19 - Total 4

AP: 11 MV: 9 Lv: 17 Honor: 3

Unit Loadout: Weapon Loadout:
Body - 211 (I) PC(Dead Claw) - 162 x 1, 1, infinite
Arms - 130 (I) PC(Dead Claw) - 162 x 1, 1, infinite
Legs - 179 (N) SD(SN-35)
BP - Turbo (N) SD(SN-35)
Mobile - 22
Armor - Fire
Defense - 47/37/43

Talent Levels: Job Levels: Skills:
Control - 18 Fight - 22 Critical
Sight - 11 Short - 11
Mechanic - 14 Long - 11
Vitality - 15

Gunner in Gaff B - Total 1

AP: 11 MV: 7 Lv: 17 Honor: 3

Unit Loadout: Weapon Loadout:
Body - 212 (P) MG(Chromer 5) - 38 x 6, 1, 9 ammo
Arms - 130 (P) SG(23mm SG) - 28 x 8, 1, 9 ammo
Legs - 180 (P) SG(23mm SG) - 28 x 8, 1, 9 ammo
BP - Item (F + I) RK(B Finch) - 26 x 6, 2-4, 2 ammo
Mobile - 5
Armor - Impact
Defense - 57/46/52

Talent Levels: Job Levels: Skills:
Control - 14 Fight - 11 Critical
Sight - 18 Short - 11
Mechanic - 15 Long - 22
Vitality - 11

Gunner in Gaff B - Total 1

AP: 11 MV: 7 Lv: 17 Honor: 3

Unit Loadout: Weapon Loadout:
Body - 212 (P) MG(Chromer 5) - 38 x 6, 1, 9 ammo
Arms - 130 (P) SG(23mm SG) - 28 x 8, 1, 9 ammo
Legs - 180 (P) SG(23mm SG) - 28 x 8, 1, 9 ammo
BP - Item (I + P) CN(Blaster 96) - 68 x 3, 1-2, 3 ammo
Mobile - 6
Armor - Impact
Defense - 57/46/52

Talent Levels: Job Levels: Skills:
Control - 14 Fight - 11 Critical
Sight - 18 Short - 11
Mechanic - 15 Long - 22
Vitality - 11

Gunner in Gaff B - Total 1

AP: 11 MV: 7 Lv: 17 Honor: 3

Unit Loadout: Weapon Loadout:
Body - 212 (P) MG(Chromer 5) - 38 x 6, 1, 9 ammo
Arms - 130 (P) SG(23mm SG) - 28 x 8, 1, 9 ammo
Legs - 180 (P) SG(23mm SG) - 28 x 8, 1, 9 ammo
BP - Item (F + I) MS(Ibis WPS) - 68 x 3, 4-5, 3 ammo

Mobile - 5
Armor - Impact
Defense - 57/46/52

Talent Levels:	Job Levels:	Skills:
Control - 14	Fight - 11	Critical
Sight - 18	Short - 11	
Mechanic - 15	Long - 22	
Vitality - 11		

Gunner in Radar V - Total 2

AP: 11 MV: 8 Lv: 17 Honor: 3
Unit Loadout: Weapon Loadout:
Body - 62 (N) RW(WAG5) - 0 x 1, 2-6, infinite

Legs - 37

BP - None

Mobile - 18

Armor - Normal

Defense - 6/5

Talent Levels:	Job Levels:	Skills:
Control - 14	Fight - 11	Critical
Sight - 18	Short - 11	
Mechanic - 15	Long - 22	
Vitality - 11		

Gunner in 40mmRR - Total 3

AP: 11 MV: 1 Lv: 17 Honor: 3
Unit Loadout: Weapon Loadout:
Body - 289 (F + I) RK(RK10) - 40 x 6, 2-6, 9 ammo

BP - None

Mobile - 0

Armor - Normal

Defense - 48

Talent Levels:	Job Levels:	Skills:
Control - 14	Fight - 11	Critical
Sight - 18	Short - 11	
Mechanic - 15	Long - 22	
Vitality - 11		

Mechanic in ISP100B - Total 3

AP: 10 MV: 9 Lv: 16 Honor: 3
Unit Loadout: Weapon Loadout:
Body - 89 (F) FT(FL-43) - 52 x 4, 1, 9 ammo

Legs - 75 (N) SD(ISP100B)

BP - None (N) SD(ISP100B)

Mobile - 28

Armor - Piercing

Defense - 20/12

Talent Levels:	Job Levels:	Skills: None.
Control - 14	Fight - 14	
Sight - 13	Short - 18	
Mechanic - 14	Long - 14	
Vitality - 13		

Allies:

Saribash Labra in Robust 2A/SARI(Assault)

AP: 11 MV: 7 Lv: 19 Honor: 5
Unit Loadout: Weapon Loadout:
Body - 205 (P) MG(FV-24) - 23 x 9, 1, 9 ammo

Arms - 126 (P) SG(State 30) - 25 x 8, 1, 9 ammo
Legs - 174 (N) SD(SN-35)
BP - Item
Mobile - 9
Armor - Normal
Defense - 43/34/39
Talent Levels: Job Levels: Skills:
Control - 16 Fight - 17 Critical
Sight - 15 Short - 22 Speed
Mechanic - 11 Long - 13 Duel
Vitality - 14 Dead Angle

Date - 25/June/2102, 4:00 AM
Location - Supply Camp

When the mission ends, you will be at a Supply Camp. Upgrade your equipment and save your game before heading out. If you trained each character in their specialty, they should have learned their Super skill by now. To make the most out of these skills, you should use unique wanzer and skill setups for each character. If you're not ready to do so, the setups for the next few missions are fine. Once you're done, exit and head to the Munitions Dump.

Date - 25/June/2102, 5:00 AM
Location - Munitions Dump

Watch the quick scene and the next mission will begin.

Mission 27 - Munitions Dump

Enemies: 24
Bosses: 1 + 1 reinforcement
Units: 12
Allies: 1
Difficulty: *****
Winning Condition:

1. All enemy machines destroyed.

Losing Condition:

1. All ally machines destroyed.

Prize: 0
Bonus: 0

Setup:

Ash - Gaff B Body, Zeal A1 Arms, and Gaff B Legs. Two Type 95 MG and Firewall. AG-640D.

Amia - Gaff B Body, Zeal A1 Arms, and Gaff B Legs. Two Type 95 MG and Firewall. AG-640D.

Sayuri - Gaff B Body, Zeal A1 Arms, and Gaff B Legs. Two Type 95 MG and Firewall. AG-640D.

Lisa - Vaje M30. Hill Pierce, Donkey DX, and Fine Horn. BP-T3D with GR Ammo, RK Ammo, CN Ammo, and three Restore 1.

Joyce - Vaje M30. Hill Pierce, Donkey DX, and Fine Horn. BP-T3D with GR Ammo,

RK Ammo, CN Ammo, and three Restore 1.

Roswell - Vaje M30. Hill Pierce, Donkey DX, and Fine Horn. BP-T3D with GR Ammo, RK Ammo, CN Ammo, and three Restore 1.

Pike - Vaje M30. Hill Pierce, Donkey DX, and Fine Horn. BP-T3D with GR Ammo, RK Ammo, CN Ammo, and three Restore 1.

Thomas - Gaff B Body, Zeal A1 Arms, and Gaff B Legs. Two Soul Buster and Firewall. AG-640D.

Rocky - Gaff B Body, Zeal A1 Arms, and Gaff B Legs. Two Soul Buster and Firewall. AG-640D.

Griff - Gaff B Body, Zeal A1 Arms, and Gaff B Legs. Two Soul Buster and Firewall. AG-640D.

Cordy - Gaff B Body, Zeal A1 Arms, and Gaff B Legs. Two Soul Buster and Firewall. AG-640D.

Maylan - Gaff B Body, Zeal A1 Arms, and Gaff B Legs. Two Soul Buster and Firewall. AG-640D.

Computers:

Ash - Guanaco 5, Mode 3

Amia - Guanaco 5, Mode 3

Sayuri - Guanaco 5, Mode 3

Lisa - Holism 5, Mode 4

Joyce - Holism 5, Mode 4

Roswell - Holism 5, Mode 4

Pike - Holism 5, Mode 4

Thomas - Guanaco 5, Mode 2

Rocky - Guanaco 5, Mode 2

Griff - Guanaco 5, Mode 2

Cordy - Guanaco 5, Mode 2

Maylan - Guanaco 5, Mode 2

Skills:

Ash - Feint, Critical, Speed, Switch

Amia - Feint, Critical, Speed, Switch

Sayuri - Feint, Critical, Speed, Switch

Lisa - Best Position, Lucky, Escape, Disarm Armor

Joyce - Best Position, Lucky, Escape, Disarm Armor

Roswell - Best Position, Lucky, Escape, Disarm Armor

Pike - Best Position, Feint, Escape, Disarm Armor

Thomas - Critical, Feint, First, Double Punch

Rocky - Critical, Feint, First, Double Punch

Griff - Critical, Feint, First, Double Punch

Cordy - Critical, Feint, First, Double Punch

Maylan - Critical, Feint, First, Double Punch

Placements:

(West)

[Tho] [Roc]

[Lis] [Joy]

(Center)

[Gri] [Cor]

[Ash] [Ami]

(East)

[May] [Say]

[Ros] [Pik]

Strategy:

This is a tough mission not because of the vast amount of wanzers that you have to eliminate, but because of what appears later in the mission. For now, get over to Saribash and eliminate the enemy squad to the East. His Zenith X is pretty durable, but don't count on him to survive repeated enemy attacks. The enemy squads by the center and West also want to go after poor Saribash, so send half of your squad to deal with them. The other half should help him out until his pursuers are gone. Just stay away from the warehouse until you get rid of 11 enemy units.

MISSION UPDATE

Winning Condition:

1. Ven destroyed.

Once you destroy 11 enemy units, Ven joins the battle in one monster-sized ISV09A-S Bismillah. This is the strongest enemy in the entire game and it is fully equipped to kill your 12-man squad. It has an extremely strong CN, a very strong AC, and a strong MS. All three weapons are more than capable of destroying anything in one attack, regardless of how much HP that unit has. With nine ammo in each weapon, it has more than enough ammo to wipe out your squad by itself. You will need a lot of luck to survive even one attack from this 12-square occupying monster.

Also, Honor skills don't have any effect on the ISV09A-S which means it won't lose AP if you surround it. So with that said, you have no chance of winning in a straight fight. For now, finish off the remaining units and keep all of your units close to each other. Ven will be using his MS first and if one of your units survive, immediately use a Restore 1 on their Body and on any destroyed parts. Once you deal with the rest of the enemy forces, it's time to attack Ven. Have all of your Long specialists attack first so Ven loses 8 AP, which will seriously lower his accuracy. Then, you can safely attack him.

Once your Long users are done, follow up with your Short users and leave your Fight users last. The reasoning behind this attack order is that Ven has high accuracy against anyone using Fight weapons and he always goes first unless First is used. It will take a while to wear down the Bismillah, so don't slack off with keeping everyone alive.

MISSION UPDATE

Winning Condition:

1. Unknown aircraft destroyed.

Upon defeating Ven, a scene will play and you have to deal with a single jet unit. Send any of your Short users to finish it off. If you can't finish it off, that's okay. The mission ends once the jet escapes on the next turn.

Enemy Composition

Elite in Mythos A - Total 1

AP: 13 MV: 8 Lv: 25 Honor: 4
Unit Loadout: Weapon Loadout:
Body - 223 (P) RF(Type 98 Rifle B) - 177 x 1, 1, 9 ammo
Arms - 137 (P) MG(Type 95 MG) - 26 x 9, 1, 9 ammo
Legs - 189 (F) SD(Firewall)
BP - None
Mobile - 14
Armor - Normal
Defense - 45/36/41
Talent Levels: Job Levels: Skills:
Control - 15 Fight - 25 Critical
Sight - 17 Short - 25 Best Position
Mechanic - 14 Long - 25 Feint
Vitality - 15 First

Assault in Mythos A - Total 1

AP: 11 MV: 8 Lv: 19 Honor: 3
Unit Loadout: Weapon Loadout:
Body - 223 (P) MG(Type 95 MG) - 26 x 9, 1, 9 ammo
Arms - 137 (P) SG(Flat Soul) - 28 x 8, 1, 9 ammo
Legs - 189 (F) SD(Firewall)
BP - None
Mobile - 16
Armor - Normal
Defense - 45/36/41
Talent Levels: Job Levels: Skills:
Control - 16 Fight - 12 Critical
Sight - 18 Short - 24
Mechanic - 14 Long - 12
Vitality - 12

Assault in Mythos A - Total 1

AP: 11 MV: 8 Lv: 19 Honor: 3
Unit Loadout: Weapon Loadout:
Body - 223 (P) MG(Type 95 MG) - 26 x 9, 1, 9 ammo
Arms - 137 (F) FT(Heat Rat EX) - 57 x 4, 1, 9 ammo
Legs - 189 (F) SD(Firewall)
BP - None
Mobile - 16
Armor - Normal
Defense - 45/36/41
Talent Levels: Job Levels: Skills:
Control - 16 Fight - 12 Critical
Sight - 18 Short - 24
Mechanic - 14 Long - 12
Vitality - 12

Assault in BT94M3 - Total 1

AP: 11 MV: 8 Lv: 19 Honor: 3
Unit Loadout: Weapon Loadout:
Body - 250 (I + P) CN(75mm Cannon) - 68 x 3, 1-2, 9 ammo
Legs - 179 (P) MG(7.5mm MG) - 30 x 6, 1, 9 ammo
BP - None
Mobile - 15
Armor - Normal
Defense - 44/36
Talent Levels: Job Levels: Skills:
Control - 16 Fight - 12 Critical
Sight - 18 Short - 24
Mechanic - 14 Long - 12

Vitality - 11

Striker in Zeal A1 - Total 3

AP: 11 MV: 8 Lv: 19 Honor: 3

Unit Loadout:

Weapon Loadout:

Body - 245

(I) KN(Soul Buster) - 71 x 1, 1, infinite

Arms - 151

(I) KN(Soul Buster) - 71 x 1, 1, infinite

Legs - 208

(F) SD(Firewall)

BP - Turbo

(F) SD(Firewall)

Mobile - 18

Armor - Piercing

Defense - 38/31/35

Talent Levels:

Job Levels:

Skills:

Control - 18

Fight - 24

Critical

Sight - 12

Short - 12

Mechanic - 14

Long - 12

Vitality - 16

Gunner in Gaff B - Total 5

AP: 11 MV: 7 Lv: 19 Honor: 3

Unit Loadout:

Weapon Loadout:

Body - 212

(P) MG(Chromer 5) - 38 x 6, 1, 9 ammo

Arms - 130

(P) SG(23mm SG) - 28 x 8, 1, 9 ammo

Legs - 180

(P) SG(23mm SG) - 28 x 8, 1, 9 ammo

BP - Item

(F + I) MS(Plaver M6) - 102 x 2, 4-5, 3 ammo

Mobile - 1

Armor - Impact

Defense - 57/46/52

Talent Levels:

Job Levels:

Skills:

Control - 14

Fight - 12

Critical

Sight - 18

Short - 12

Mechanic - 16

Long - 24

Vitality - 12

Gunner in Gaff B - Total 1

AP: 11 MV: 7 Lv: 19 Honor: 3

Unit Loadout:

Weapon Loadout:

Body - 212

(P) MG(Chromer 5) - 38 x 6, 1, 9 ammo

Arms - 130

(P) SG(23mm SG) - 28 x 8, 1, 9 ammo

Legs - 180

(P) SG(23mm SG) - 28 x 8, 1, 9 ammo

BP - Item

(F + I) RK(Donkey DX) - 58 x 4, 2-4, 2 ammo

Mobile - 2

Armor - Impact

Defense - 57/46/52

Talent Levels:

Job Levels:

Skills:

Control - 14

Fight - 12

Critical

Sight - 18

Short - 12

Mechanic - 16

Long - 24

Vitality - 12

Gunner in RSV300DM - Total 2

AP: 11 MV: 8 Lv: 19 Honor: 3

Unit Loadout:

Weapon Loadout: None.

Body - 149

Arms - 86

BP - None

Mobile - 16

Armor - Normal

Defense - 22/11

Talent Levels:

Job Levels:

Skills:

Control - 14 Fight - 12 Critical
Sight - 18 Short - 12
Mechanic - 16 Long - 24
Vitality - 12

Gunner in OLV160M5 - Total 2

AP: 11 MV: 10 Lv: 19 Honor: 3
Unit Loadout: Weapon Loadout:
Body - 120 (N) RW(WAG5) - 0 x 1, 2-6, infinite
Legs - 84
BP - None
Mobile - 30
Armor - Normal
Defense - 10/9
Talent Levels: Job Levels: Skills:
Control - 14 Fight - 12 Critical
Sight - 18 Short - 12
Mechanic - 16 Long - 24
Vitality - 12

Gunner in AATbS3c1 - Total 1

AP: 11 MV: 9 Lv: 19 Honor: 3
Unit Loadout: Weapon Loadout:
Body - 272 (F + I) MS(Hat Rok GM) - 101 x 2, 4-5, 4 ammo
Legs - 194
BP - None
Mobile - 21
Armor - Normal
Defense - 46/37
Talent Levels: Job Levels: Skills:
Control - 14 Fight - 12 Critical
Sight - 18 Short - 12
Mechanic - 16 Long - 24
Vitality - 12

Gunner in 120mmATC - Total 4

AP: 11 MV: 1 Lv: 19 Honor: 3
Unit Loadout: Weapon Loadout:
Body - 314 (I + P) CN(120mm ATC) - 85 x 3, 1-3, 9 ammo
BP - None
Mobile - 0
Armor - Normal
Defense - 50
Talent Levels: Job Levels: Skills:
Control - 14 Fight - 12 Critical
Sight - 18 Short - 12
Mechanic - 16 Long - 24
Vitality - 12

Mechanic in SP09c - Total 2

AP: 11 MV: 9 Lv: 18 Honor: 3
Unit Loadout: Weapon Loadout:
Body - 98 (F) FT(FL-40) - 42 x 4, 1, 9 ammo
Legs - 83 (N) SD(SP09c)
BP - None (N) SD(SP09c)
Mobile - 29
Armor - Piercing
Defense - 21/13
Talent Levels: Job Levels: Skills: None.
Control - 14 Fight - 15

Sight - 14 Short - 20
Mechanic - 14 Long - 15
Vitality - 14

Allies:

Saribash Labra in Zenith X(Assault)

AP: 12 MV: 8 Lv: 21 Honor: 6

Unit Loadout:	Weapon Loadout:
Body - 229	(P) MG(Type 95 MG) - 26 x 9, 1, 9 ammo
Arms - 141	(P) RF(Ziege) - 160 x 1, 1, 9 ammo
Legs - 194	(F) SD(Firewall)

BP - None

Mobile - 16

Armor - Impact

Defense - 61/48/55

Talent Levels:	Job Levels:	Skills:
Control - 16	Fight - 18	Critical
Sight - 15	Short - 24	Speed
Mechanic - 11	Long - 14	Duel
Vitality - 14		Dead Angle

Reinforcements:

(11 enemies destroyed)

Boss - Ven Mackarge in ISV09A-S Bismillah(Gunner)

AP: 13 MV: 8 Lv: 26 Honor: 7

Unit Loadout:	Weapon Loadout:
Body - 999	(I + P) CN(150mm Cannon) - 165 x 3, 1-4, 9 ammo
Legs - 777	(P) AC(60mm AC) - 50 x 9, 1-3, 9 ammo
BP - None	(F + I) MS(VRK-90) - 174 x 2, 4-9, 9 ammo

Mobile - 15

Armor - Normal

Defense - 66/54

Talent Levels:	Job Levels:	Skills:
Control - 18	Fight - 20	Critical
Sight - 18	Short - 25	Duel
Mechanic - 16	Long - 28	Leg First
Vitality - 16		Escape

(Ven destroyed)

Boss - Unknown in PVA-07a7 Hilstar(Gunner)

AP: 13 MV: 8 Lv: 26 Honor: 7

Unit Loadout:	Weapon Loadout:
Body - 250	(P) AC(20mm AC) - 18 x 9, 1-2, 9 ammo
BP - None	(F + I) RK(ARC-32) - 26 x 6, 2-4, 2 ammo

Mobile - 16

Armor - Piercing

Defense - 11

Talent Levels:	Job Levels:	Skills:
Control - 19	Fight - 20	Critical
Sight - 18	Short - 29	Dead Angle
Mechanic - 16	Long - 24	Speed

When the mission is complete, you will be back at the Supply Camp.

INTERGEHEN

[INTE]

Date - 25/June/2102, 2:00 PM

Location - Supply Camp

Restock items and choose the Radio option when you're done. After Lisa and Chang-Jang finish talking, exit the Supply Camp. Return to Dhaka and head to the H.Q. at Agit. Talk to the Guardman to get the rare computer, Niche. Once you're done, get out of Dhaka and head to the Riverbank Forest.

Mission 28 - Riverbank Forest

Enemies: 21

Bosses: 0

Units: 12

Allies: 1

Difficulty: ****

Winning Condition:

1. All enemy machines destroyed.

Losing Condition:

1. All ally machines destroyed.

Prize: 6334(All enemies), 5934(Elite surrenders)

Bonus: 40000. Rare computer, Pundit, can be procured by surrendering the Elite.

Setup:

Ash - Gaff B Body, Zeal A1 Arms, and Gaff B Legs. Two Ziege and Firewall. AG-640D.

Amia - Gaff B Body, Zeal A1 Arms, and Gaff B Legs. Two Type 95 MG and Firewall. AG-640D.

Sayuri - Gaff B Body, Zeal A1 Arms, and Gaff B Legs. Two Type 95 MG and Firewall. AG-640D.

Lisa - Vaje M30. Hill Pierce, Sky Snipe G, and Fine Horn. BP-T3D with GR Ammo, AR Ammo, CN Ammo, and three Restore 1.

Joyce - Vaje M30. Hill Pierce, Sky Snipe G, and Fine Horn. BP-T3D with GR Ammo, AR Ammo, CN Ammo, and three Restore 1.

Roswell - Vaje M30. Hill Pierce, Sky Snipe G, and Fine Horn. BP-T3D with GR Ammo, AR Ammo, CN Ammo, and three Restore 1.

Pike - Vaje M30. Hill Pierce, Sky Snipe G, and Fine Horn. BP-T3D with GR Ammo, AR Ammo, CN Ammo, and three Restore 1.

Thomas - Gaff B Body, Zeal A1 Arms, and Gaff B Legs. Two Soul Buster and Firewall. AG-640D.

Rocky - Gaff B Body, Zeal A1 Arms, and Gaff B Legs. Two Soul Buster and Firewall. AG-640D.

Griff - Gaff B Body, Zeal A1 Arms, and Gaff B Legs. Two Soul Buster and Firewall. AG-640D.

Cordy - Gaff B Body, Zeal A1 Arms, and Gaff B Legs. Two Soul Buster and Firewall. AG-640D.

Maylan - Gaff B Body, Zeal A1 Arms, and Gaff B Legs. Two Soul Buster and Firewall. AG-640D.

Computers:

Ash - Guanaco 5, Mode 3

Amia - Guanaco 5, Mode 3

Sayuri - Guanaco 5, Mode 3

Lisa - Holism 5, Mode 4

Joyce - Holism 5, Mode 4

Roswell - Holism 5, Mode 4

Pike - Holism 5, Mode 4

Thomas - Guanaco 5, Mode 2

Rocky - Guanaco 5, Mode 2

Griff - Guanaco 5, Mode 2

Cordy - Guanaco 5, Mode 2

Maylan - Guanaco 5, Mode 2

Skills:

Recommended - Surrender Call (Ash and Thomas)

Ash - Feint, Critical, Switch, Sniper

Amia - Feint, Critical, Switch, High Speed

Sayuri - Feint, Critical, Switch, Super Lucky

Lisa - Best Position, Escape, Disarm Armor, Shooting Star

Joyce - Best Position, Escape, Disarm Armor, Hunting

Roswell - Best Position, Escape, Disarm Armor, Destruct

Pike - Best Position, Escape, Disarm Armor, Back Attack

Thomas - Critical, First, Double Punch, 2LV Damage

Rocky - Critical, First, Double Punch, MG Blow

Griff - Critical, First, Double Punch, Beat Up

Cordy - Critical, First, Double Punch, Crusader

Maylan - Critical, First, Double Punch, Blast Blow

Placements:

(West)

[Tho] [Roc] [Gri]

[Cor]

(Center)

[Lis] [Joy] [Ros] [Pik]

(East)

[Ash] [Ami] [Say]

[May]

Strategy:

Intergehen's units are all AI-controlled, but they aren't immune to status effects such as Stun and Surrender. Intergehen's units are split into two huge squads, one by the West and another by the North. In each squad is led by a wanzer-like mobile weapon, the ISV07A Zadok. There is also a squad of

aircraft to the far North, so come prepared with an anti-aircraft weapon or two. Stay close to Saribash and let the enemy units move in before you attack.

Once you've eliminate the enemy units going after Saribash, send half of your squad to go after one Zadok and the other for the second Zadok. First, take out the Mythos A units guarding each Zadok. The Zadoks' Invalid APB Honor skill means that none of your units get any accuracy bonuses, even if you surround one of them. Their Hit & Away skill is also quite annoying and tends to activate a lot as well. You can surrender the Elite for another rare computer, but it won't be easy - they are the hardest enemies to surrender.

To surrender the Elite, use the following steps:

Preparations: Bassoon x 1

Skills: Arm First, Leg First

1. Make a battle save.
2. Lure the Elite away until you can fully surround it.
3. Use the Bassoon to disable its Arms and Legs, but don't hit the Body.
4. After each successful hit, use the battle save.
5. When only the Body exists, use Bassoon(Player Phase).
6. If successful, the Elite will surrender soon(aim for around 3 HP).

Enemy Composition

Commander in ISV07A Zadok - Total 2

AP: 13 MV: 9 Lv: 26 Honor: 4

Unit Loadout:

Body - 569

Legs - 374

BP - None

Mobile - 23

Armor - Fire

Defense - 57/47

Talent Levels:

Control - 16

Sight - 19

Mechanic - 16

Vitality - 13

Weapon Loadout:

(I + P) CN(120mm Cannon) - 115 x 3, 1-2, 9 ammo

(F + I) RK(VRK-10) - 39 x 6, 2-4, 4 ammo

(F + I) RK(VRK-10) - 39 x 6, 2-4, 4 ammo

Job Levels:

Fight - 24

Short - 27

Long - 26

Skills:

Critical

First

Hit & Away

Invalid APB

Elite in Mythos A - Total 1

AP: 13 MV: 7 Lv: 27 Honor: 4

Unit Loadout:

Body - 223

Arms - 137

Legs - 189

BP - Item

Mobile - -1

Armor - Normal

Defense - 45/36/41

Talent Levels:

Control - 15

Sight - 17

Mechanic - 14

Vitality - 15

Weapon Loadout:

(P) RF(Ziege) - 160 x 1, 1, 9 ammo

(F) FT(Heat Rat EX) - 57 x 4, 1, 9 ammo

(F + I) MS(Plaver M6) - 102 x 2, 4-5, 3 ammo

Job Levels:

Fight - 27

Short - 27

Long - 27

Skills:

Critical

Best Position

Feint

First

Assault in Mythos A - Total 1

AP: 12 MV: 7 Lv: 21 Honor: 3

Unit Loadout:

Body - 223

Arms - 137

Weapon Loadout:

(P) RF(Ziege) - 160 x 1, 1, 9 ammo

(F) FT(Heat Rat EX) - 57 x 4, 1, 9 ammo

Legs - 189 (F + I) RK(Donkey DX) - 58 x 4, 2-4, 2 ammo
BP - Item
Mobile - -1
Armor - Normal
Defense - 45/36/41
Talent Levels: Job Levels: Skills:
Control - 16 Fight - 13 Critical
Sight - 18 Short - 26
Mechanic - 14 Long - 13
Vitality - 12

Assault in IBT01A - Total 2

AP: 12 MV: 8 Lv: 21 Honor: 3
Unit Loadout: Weapon Loadout:
Body - 272 (I + P) CN(120mm Cannon) - 75 x 3, 1-2, 9 ammo
Legs - 194 (P) MG(9.4mm MG) - 33 x 6, 1, 9 ammo
BP - None
Mobile - 17
Armor - Normal
Defense - 46/37
Talent Levels: Job Levels: Skills:
Control - 16 Fight - 13 Critical
Sight - 18 Short - 26
Mechanic - 14 Long - 13
Vitality - 12

Assault in IAM02A - Total 2

AP: 12 MV: 9 Lv: 21 Honor: 3
Unit Loadout: Weapon Loadout:
Body - 252 (P) AC(30mm AC) - 28 x 9, 1-2, 9 ammo
Legs - 164 (I + P) CN(30mm Cannon) - 75 x 3, 1-2, 9 ammo
BP - None
Mobile - 21
Armor - Normal
Defense - 34/22
Talent Levels: Job Levels: Skills:
Control - 16 Fight - 13 Critical
Sight - 18 Short - 26
Mechanic - 14 Long - 13
Vitality - 12

Assault in BT94M3 - Total 1

AP: 12 MV: 8 Lv: 21 Honor: 3
Unit Loadout: Weapon Loadout:
Body - 250 (I + P) CN(75mm Cannon) - 68 x 3, 1-2, 9 ammo
Legs - 179 (P) MG(7.5mm MG) - 30 x 6, 1, 9 ammo
BP - None
Mobile - 15
Armor - Normal
Defense - 44/36
Talent Levels: Job Levels: Skills:
Control - 16 Fight - 13 Critical
Sight - 18 Short - 26
Mechanic - 14 Long - 12
Vitality - 12

Striker in Mythos A - Total 4

AP: 12 MV: 8 Lv: 21 Honor: 3
Unit Loadout: Weapon Loadout:
Body - 223 (I) KN(Soul Buster) - 71 x 1, 1, infinite

Arms - 137 (I) KN(Soul Buster) -71 x 1, 1, infinite
Legs - 189 (F) SD(Firewall)
BP - Turbo (F) SD(Firewall)
Mobile - 19
Armor - Normal
Defense - 45/36/41
Talent Levels: Job Levels: Skills:
Control - 18 Fight - 26 Critical
Sight - 12 Short - 13
Mechanic - 14 Long - 13
Vitality - 16

Gunner in IRSV400A - Total 2

AP: 12 MV: 9 Lv: 21 Honor: 3
Unit Loadout: Weapon Loadout:
Body - 212 (F + I) RK(120mm RK) - 39 x 6, 2-4, 6 ammo
Legs - 123
BP - None
Mobile - 21
Armor - Normal
Defense - 27/14
Talent Levels: Job Levels: Skills:
Control - 14 Fight - 13 Critical
Sight - 18 Short - 13
Mechanic - 16 Long - 26
Vitality - 12

Gunner in IVA-14A Schrubber - Total 4

AP: 12 MV: 8 Lv: 21 Honor: 3
Unit Loadout: Weapon Loadout:
Body - 357 (F + I) RK(ARC-12) - 40 x 6, 2-4, 2 ammo
BP - None (F + I) MS(AGM40c) - 103 x 2, 4-5, 2 ammo
Mobile - 16 (F + I) MS(AGM40c) - 103 x 2, 4-5, 2 ammo
Armor - Piercing (F + P) CB(CBR-100) - 179 x 1, 2-3, 1 ammo
Defense - 14
Talent Levels: Job Levels: Skills:
Control - 14 Fight - 13 Critical
Sight - 18 Short - 13
Mechanic - 16 Long - 26
Vitality - 12

Gunner in IAH-2A Hirvi - Total 2

AP: 12 MV: 8 Lv: 21 Honor: 3
Unit Loadout: Weapon Loadout:
Body - 398 (P) AC(7.5mm MG) - 29 x 9, 1-2, 9 ammo
BP - None (F + I) MS(AGM80c) - 114 x 2, 4-5, 2 ammo
Mobile - 16
Armor - Piercing
Defense - 18
Talent Levels: Job Levels: Skills:
Control - 14 Fight - 13 Critical
Sight - 18 Short - 13
Mechanic - 16 Long - 26
Vitality - 12

Allies:

Saribash Labra in Zenith X(Assault)

AP: 12 MV: 8 Lv: 21 Honor: 6

Unit Loadout: Weapon Loadout:
Body - 229 (P) MG(Type 95 MG) - 26 x 9, 1, 9 ammo
Arms - 141 (P) RF(Ziege) - 160 x 1, 1, 9 ammo
Legs - 194 (F) SD(Firewall)
BP - None
Mobile - 16
Armor - Impact
Defense - 61/48/55
Talent Levels: Job Levels: Skills:
Control - 16 Fight - 18 Critical
Sight - 15 Short - 24 Speed
Mechanic - 11 Long - 14 Duel
Vitality - 14 Dead Angle

Back at the Supply Camp, the Shop has new equipment so upgrade your wanzers now. Use the Radio when you're done and select O.C.U. Info and then Monto. Leave the Supply Camp and you can move onto Intergehen or head to Dhaka. This is your last chance to use the Arena at Dhaka, so head there if you need to do something. Save your game and go to the Intergehen Factory once you're set to begin the final portion of the game.

Mission 29 - Intergehen Factory

Enemies: 20 + 4 reinforcements
Bosses: 2
Units: 12
Allies: 1
Difficulty: *****
Winning Condition:

1. All enemy machines destroyed.
2. All ally machines reach the factory entrances.

Losing Condition:

1. All ally machines destroyed.

Prize: 8695(All enemies), 7812(Elites surrender)
Bonus: 40000.

Setup:

Ash - Zenith X. Two Type 98 Rifle B and SN-120. AG-1000S.
Amia - Zenith X. Two Fire Ant 2 and SN-120. AG-1000S.
Sayuri - Zenith X. Two Girino and SN-120. AG-1000S.

Lisa - Zenith X. M405A9, Air Finch 2, and SN-120. BP-T3E with two BZ Ammo, two AR Ammo, and three Restore 1.
Joyce - Zenith X. Bull Thrush and High Skua. BP-T3E with two GR Ammo, two MS Ammo, and three Restore 2.
Roswell - Zenith X. Bull Thrush and High Skua. BP-T3E with two GR Ammo, two MS Ammo, and three Restore 2.
Pike - Zenith X. M405A9, Air Finch 2, and SN-120. BP-T3E with two BZ Ammo, two AR Ammo, and three Restore 1.

Thomas - Zenith X. Two Bear Claw and SN-120. AG-1000S.
Rocky - Zenith X. Two Bear Claw and SN-120. AG-1000S.

Griff - Zenith X. Two Bear Claw and SN-120. AG-1000S.
Cordy - Zenith X. Two Bear Claw and SN-120. AG-1000S.
Maylan - Zenith X. Two Bear Claw and SN-120. AG-1000S.

Computers:

Ash - Guanaco 5, Mode 3
Amia - Guanaco 5, Mode 3
Sayuri - Guanaco 5, Mode 3
Lisa - Holism 5, Mode 4
Joyce - Holism 5, Mode 4
Roswell - Holism 5, Mode 4
Pike - Holism 5, Mode 4
Thomas - Guanaco 5, Mode 2
Rocky - Guanaco 5, Mode 2
Griff - Guanaco 5, Mode 2
Cordy - Guanaco 5, Mode 2
Maylan - Guanaco 5, Mode 2

Skills:

Recommended - Surrender Call (Ash and Thomas)
Ash - Feint, Critical, Switch, Sniper
Amia - Feint, Critical, Switch, High Speed
Sayuri - Feint, Critical, Switch, Super Lucky
Lisa - Best Position, Escape, Disarm Armor, Shooting Star
Joyce - Best Position, Escape, Disarm Armor, Hunting
Roswell - Best Position, Escape, Disarm Armor, Destruct
Pike - Best Position, Escape, Disarm Armor, Back Attack
Thomas - Critical, First, Double Punch, 2LV Damage
Rocky - Critical, First, Double Punch, MG Blow
Griff - Critical, First, Double Punch, Beat Up
Cordy - Critical, First, Double Punch, Crusader
Maylan - Critical, First, Double Punch, Blast Blow

Placements:

(North)

[Tho] [Roc]
[Gri] [Cor]

(Center)

[May] [Ash]
[Ami] [Say]

(South)

[Lis] [Joy]
[Ros] [Pik]

Strategy:

The Intergehen factory is one massive map and enemies are spread out all over the place. You can also fight Henschel, but chances are you won't kill him. Henschel will start retreating into the factory on the first turn and after five turns, he'll be gone. The same Unknown pilot from Mission 27 also shows up, but it won't attack until you after Henschel retreats. Apart from the Zadoks and the other Intergehen units you've seen in Mission 28, there's not

much in the way of new enemies. You can either take out all enemies or go to the entrances to complete the mission.

There are two main entrances that your squad can enter: one by the West facilities and the other by the East facilities. A 55mmAAC gun turret blocks the passage to both entrances, as well as some Zadoks and aircraft. It will take a while to get to either location given how large the map is.

MISSION UPDATE

On turn five, two Mythos B reinforcements will appear at each entrance. The two by the East facilities are nothing impressive, but the two by the West facilities are Elites. If you don't want to risk losing any of units in this mission, avoid the West facilities if you're going to the escape points. One Elite can deal a lot of damage so imagine what two of them can do to your units.

If you want to destroy all enemies, you're going to take a long time to get this done. Start by taking out all the enemies to the center and split your squad into two groups. One should take care of the enemies to the West and the other should deal with the ones to the East. Balance the teams out so you can handle the aircraft and Zadoks without too much trouble. That's all there is to this one, so it's up to you if you want to run or destroy everything.

To surrender the Elites, use the following steps:

Preparations: Bassoon x 1, Neco or Kaeru x 1 (from Iyana Wanzer)

Skills: Arm First, Leg First

1. Make a battle save.
2. Lure the Elite with Opfer GV away until you can fully surround it.
3. Use the Bassoon to destroy its Arms and Legs, but don't hit the Body.
4. After each successful hit, use the battle save.
5. When only the Body exists, use Neco or Kaeru (Player Phase).
6. If successful, the Elite will surrender soon (aim for around 5 HP).
7. Surround the Elite until it gives up and use the battle save.
8. Repeat steps 1-7 for the other Elite.

Enemy Composition

Boss - Franz Henschel in OSH20c Cauldron (Gunner)

AP: 13 MV: 8 Lv: 25 Honor: 1

Unit Loadout: Weapon Loadout:

Body - 125 (F + I) RK(HRC-7) - 12 x 6, 2-4, 6 ammo

BP - None

Mobile - 14

Armor - Piercing

Defense - 8

Talent Levels: Job Levels: Skills: None.

Control - 14 Fight - 12

Sight - 17 Short - 26

Mechanic - 14 Long - 28

Vitality - 10

Boss - Unknown in PVA-07a9 Hilstar (Gunner)

AP: 13 MV: 8 Lv: 27 Honor: 7

Unit Loadout: Weapon Loadout:

Body - 386 (P) AC(20mm AC) - 30 x 9, 1-2, 9 ammo

BP - None (F + I) RK(ARC-32) - 43 x 6, 2-4, 2 ammo

Mobile - 16

Armor - Piercing

Defense - 14

Talent Levels:

Control - 19

Sight - 18

Mechanic - 16

Vitality - 15

Job Levels:

Fight - 22

Short - 30

Long - 25

Skills:

Critical

Dead Angle

Speed

Target

Commander in ISV07B Zadok - Total 4

AP: 13 MV: 9 Lv: 26 Honor: 4

Unit Loadout:

Body - 615

Legs - 404

BP - None

Mobile - 23

Armor - Fire

Defense - 61/50

Talent Levels:

Control - 16

Sight - 19

Mechanic - 16

Vitality - 13

Weapon Loadout:

(I + P) CN(120mm Cannon) - 127 x 3, 1-2, 9 ammo

(F + I) RK(VRK-10) - 44 x 6, 2-4, 4 ammo

(P) AC(40mm AC) - 30 x 9, 1-2, 9 ammo

Job Levels:

Fight - 24

Short - 27

Long - 26

Skills:

Critical

First

Hit & Away

Invalid APB

Assault in IAH-2A Hirvi - Total 2

AP: 12 MV: 8 Lv: 22 Honor: 3

Unit Loadout:

Body - 368

BP - None

Mobile - 16

Armor - Piercing

Defense - 17

Talent Levels:

Control - 16

Sight - 19

Mechanic - 15

Vitality - 12

Weapon Loadout:

(P) AC(7.5mm MG) - 26 x 9, 1-2, 9 ammo

(F + I) RK(HRC-32) - 40 x 6, 2-4, 2 ammo

(F + I) MS(AGM5u) - 103 x 2, 4-5, 2 ammo

Job Levels:

Fight - 14

Short - 14

Long - 28

Skills:

Critical

Gunner in IBT01B - Total 6

AP: 12 MV: 8 Lv: 21 Honor: 3

Unit Loadout:

Body - 294

Legs - 210

BP - None

Mobile - 16

Armor - Normal

Defense - 49/40

Talent Levels:

Control - 14

Sight - 18

Mechanic - 16

Vitality - 12

Weapon Loadout:

(I + P) CN(120mm Cannon) - 83 x 3, 1-2, 9 ammo

Job Levels:

Fight - 13

Short - 13

Long - 26

Skills:

Critical

Gunner in IAM02C - Total 2

AP: 12 MV: 9 Lv: 21 Honor: 3

Unit Loadout:

Body - 272

Legs - 178

BP - None

Mobile - 21

Armor - Normal

Weapon Loadout:

(P) AC(30mm AC) - 28 x 9, 1-2, 9 ammo

(F + I) MS(ATM9I) - 113 x 2, 4-5, 4 ammo

Defense - 36/24

Talent Levels:	Job Levels:	Skills:
Control - 14	Fight - 13	Critical
Sight - 18	Short - 13	
Mechanic - 16	Long - 26	
Vitality - 12		

Gunner in IVA-14A Schrubber - Total 4

AP: 12 MV: 8 Lv: 22 Honor: 3

Unit Loadout:	Weapon Loadout:
Body - 386	(P) AC(30mm GP) - 30 x 9, 1-2, 9 ammo
BP - None	(F + I) MS(AGM80c) - 112 x 2, 4-5, 2 ammo
Mobile - 16	(F + I) MS(AGM80c) - 112 x 2, 4-5, 2 ammo
Armor - Piercing	(F + I) MS(AGM80c) - 112 x 2, 4-5, 2 ammo

Defense - 14		
Talent Levels:	Job Levels:	Skills:
Control - 15	Fight - 14	Critical
Sight - 19	Short - 14	
Mechanic - 16	Long - 28	
Vitality - 12		

Gunner in 55mmAAC - Total 2

AP: 12 MV: 1 Lv: 22 Honor: 3

Unit Loadout:	Weapon Loadout:
Body - 340	(I + P) CN(55mm AAC) - 94 x 3, 1-3, 9 ammo

BP - None		
Mobile - 0		
Armor - Normal		
Defense - 53		
Talent Levels:	Job Levels:	Skills:
Control - 15	Fight - 14	Critical
Sight - 19	Short - 14	
Mechanic - 16	Long - 28	
Vitality - 12		

Allies:

Saribash Labra in Zenith X(Assault)

AP: 12 MV: 8 Lv: 23 Honor: 6

Unit Loadout:	Weapon Loadout:
Body - 229	(P) RF(Type 98 Rifle B) - 177 x 1, 1, 9 ammo
Arms - 141	(F + I) BZ(M405A9) - 198 x 1, 1-2, 3 ammo
Legs - 194	(N) SD(SN-120)

BP - None		
Mobile - 12		
Armor - Impact		
Defense - 61/48/55		
Talent Levels:	Job Levels:	Skills:
Control - 16	Fight - 21	Critical
Sight - 15	Short - 26	Speed
Mechanic - 11	Long - 17	Duel
Vitality - 14		Dead Angle

Reinforcements:

(turn 5)

Elite in Mythos B - Total 1

AP: 13 MV: 9 Lv: 27 Honor: 3

Unit Loadout:

Body - 236

Arms - 145

Legs - 200

BP - Turbo

Mobile - 20

Armor - Normal

Defense - 45/36/41

Talent Levels:

Control - 15

Sight - 17

Mechanic - 14

Vitality - 15

Weapon Loadout:

(P) MG(Opfer GV) - 34 x 9, 1, 9 ammo

(I) PC(Hard Blow) - 106 x 1, 1, infinite

(P) MG(Type 103 MG) - 28 x 9, 1, 9 ammo

(P) MG(Type 103 MG) - 28 x 9, 1, 9 ammo

Job Levels:

Fight - 27

Short - 27

Long - 27

Skills:

Critical

Best Position

Feint

First

Elite in Mythos B - Total 1

AP: 13 MV: 9 Lv: 27 Honor: 4

Unit Loadout:

Body - 236

Arms - 145

Legs - 200

BP - Turbo

Mobile - 27

Armor - Normal

Defense - 45/36/41

Talent Levels:

Control - 15

Sight - 17

Mechanic - 14

Vitality - 15

Weapon Loadout:

(I) RD(Great Saber) - 109 x 1, 1, infinite

(I) PC(Hard Blow) - 106 x 1, 1, infinite

(N) SD(SN-120)

(N) SD(SN-120)

Job Levels:

Fight - 27

Short - 27

Long - 27

Skills:

Critical

Best Position

Feint

First

Assault in Mythos B - Total 1

AP: 12 MV: 9 Lv: 21 Honor: 3

Unit Loadout:

Body - 236

Arms - 145

Legs - 200

BP - Turbo

Mobile - 21

Armor - Normal

Defense - 45/36/41

Talent Levels:

Control - 16

Sight - 18

Mechanic - 14

Vitality - 12

Weapon Loadout:

(P) RF(Type 98 Rifle B) - 177 x 1, 1, 9 ammo

(I) PC(Hard Blow) - 106 x 1, 1, infinite

(P) MG(Type 103 MG) - 28 x 9, 1, 9 ammo

(P) MG(Type 103 MG) - 28 x 9, 1, 9 ammo

Job Levels:

Fight - 13

Short - 26

Long - 13

Skills:

Critical

Striker in Mythos B - Total 1

AP: 12 MV: 9 Lv: 21 Honor: 3

Unit Loadout:

Body - 236

Arms - 145

Legs - 200

BP - Turbo

Mobile - 23

Armor - Normal

Defense - 45/36/41

Talent Levels:

Control - 18

Weapon Loadout:

(I) KN(Bear Claw) - 79 x 1, 1, 9 ammo

(I) KN(Bear Claw) - 79 x 1, 1, 9 ammo

(N) SD(SN-120)

(N) SD(SN-120)

Job Levels:

Fight - 26

Skills:

Critical

Sight - 12 Short - 13
Mechanic - 14 Long - 13
Vitality - 16

Once the mission ends, you will be at the interiors of the base. Talk to Saribash to get 50,000 and you can do some last-minute shopping at the Shop. Save your game, then choose Inner and watch the scene. Afterwards, choose GO to begin the next mission.

Mission 30 - Intergehen Factory Interior

Enemies: 24
Bosses: 1
Units: 12
Allies: 1
Difficulty: *****
Winning Condition:

1. Commander destroyed.

Losing Condition:

1. All ally machines destroyed.
2. Turn limit exceeded(40).

Prize: 0
Bonus: 0

Setup:

Ash - Zenith X. Two Type 98 Rifle B and SN-120. AG-1000S.
Amia - Zenith X. Two Fire Ant 2 and SN-120. AG-1000S.
Sayuri - Zenith X. Two Girino and SN-120. AG-1000S.

Lisa - Zenith X. Bull Thrush and Funagi Type 3 Alternative. BP-T3E with two MS Ammo, two CN Ammo, and three Restore 2.
Joyce - Zenith X. Bull Thrush and High Skua. BP-T3E with two GR Ammo, two MS Ammo, and three Restore 2.
Roswell - Zenith X. Bull Thrush and High Skua. BP-T3E with two GR Ammo, two MS Ammo, and three Restore 2.
Pike - Zenith X. Bull Thrush and Funagi Type 3 Alternative. BP-T3E with two MS Ammo, two CN Ammo, and three Restore 2.

Thomas - Zenith X. Two Bear Claw and SN-120. AG-1000S.
Rocky - Zenith X. Two Bear Claw and SN-120. AG-1000S.
Griff - Zenith X. Two Bear Claw and SN-120. AG-1000S.
Cordy - Zenith X. Two Bear Claw and SN-120. AG-1000S.
Maylan - Zenith X. Two Bear Claw and SN-120. AG-1000S.

Computers:

Ash - Guanaco 5, Mode 3
Amia - Guanaco 5, Mode 3
Sayuri - Guanaco 5, Mode 3
Lisa - Holism 5, Mode 4
Joyce - Holism 5, Mode 4
Roswell - Holism 5, Mode 4

Pike - Holism 5, Mode 4
Thomas - Guanaco 5, Mode 2
Rocky - Guanaco 5, Mode 2
Griff - Guanaco 5, Mode 2
Cordy - Guanaco 5, Mode 2
Maylan - Guanaco 5, Mode 2

Skills:

Recommended - Surrender Call (Ash and Thomas)
Ash - Feint, Critical, Switch, Sniper
Amia - Feint, Critical, Switch, High Speed
Sayuri - Feint, Critical, Switch, Super Lucky
Lisa - Best Position, Escape, Disarm Armor, Shooting Star
Joyce - Best Position, Escape, Disarm Armor, Hunting
Roswell - Best Position, Escape, Disarm Armor, Destruct
Pike - Best Position, Escape, Disarm Armor, Back Attack
Thomas - Critical, First, Double Punch, 2LV Damage
Rocky - Critical, First, Double Punch, MG Blow
Griff - Critical, First, Double Punch, Beat Up
Cordy - Critical, First, Double Punch, Crusader
Maylan - Critical, First, Double Punch, Blast Blow

Placements:

[Joy][Ros][Pik]
[Ami][Say][Lis]
[Cor][May][Ash]
 [Tho][Roc][Gri]

Strategy:

If the five stars by the Difficulty section didn't scare you, the ISV09A-S Bismillah will. It has the same destructive firepower as the one that Ven used, but its stats are fully maxed out in every area. With 20 AP, don't expect its accuracy to drop until the Bismillah is down to hardly any AP left. This version has a nastier skill set as well: Critical and All or Nothing are virtually instant kills and Strike guarantees a 100% chance of instant kill. Find Out allows it to dodge the first few hits of any attack, making your single hit weapons like RFs, BZs, and melee basically useless.

That's not the only threat to the mission. Whereas Ven was effectively alone in Mission 27, this Bismillah is heavily guarded by squads that consist of a Zadok and two other units. There are six Zadoks in total and while they are slightly weaker than before, they can still destroy your units easily. The wanzers are also tough cookies to crack, including an Elite in a Schakal B. Finally, you have two mission objectives to meet and they aren't easy by any means to accomplish. So, ready for the hardest mission in Front Mission 2?

The first mission objective is to destroy the ISV09A-S at the center of the facility. Get rid of the initial squads in the way to the mobile fortress and stay out of its MS range as long as possible. Once you get rid of the enemy squads, you have two choices to do from here. You can attack the ISV09A-S or destroy the other enemy units, then attack the mobile fortress. The second objective begins once the Bismillah is destroyed and completing this one will be harder with enemy units around.

Whatever you decide on doing, attack in the same order as you did with Ven's ISV09A-S. Attack with Long, Short, and finally Fight in this order. This will drop its AP to 0 by the time your Fight specialists attack the ISV09A-S. Your

units will be eating MS rounds as you get closer to it, but this is its least fatal attack. If you wish, have Saribash draw its attention and let him take the hits. He's gone after two attacks from the MS anyways, but this should be enough time to get within attack range.

Once you are ready to attack the Bismillah, start off in the same attacking order as you did with Ven. Try to destroying it within two turns at most, or you might find yourself without enough units to meet the second objective. If you don't destroy the other enemy units first, keep at least four or more of your units alive. Don't bother if you can't...just restart the mission. Make sure you destroy the Bismillah within 40 turns, or else you will get a game over scene with FENRIR destroying the factory.

MISSION UPDATE

Winning Condition:

1. FENRIR destroyed.

Upon destroying the ISV09A-S, the 40 turn counter resets and you must now destroy FENRIR through the control room at the South end of the map. The remaining enemy units start moving towards you. You might want to consider destroying as many enemies as you can before you enter the control room...

MISSION UPDATE

Losing Condition:

1. Control room destroyed.

...because when someone enters the control room, all of the enemies will try and destroy it! The unit who enters the control room will be permanently out of the battle. With your remaining units, defend the control room from enemy attacks. The enemies don't care about your units, but they will attack them if they're blocking the way to the control room. You only need to defend it for 10 turns to complete the mission. Any Restore items you have left will greatly help your chances of completing the mission. Halfway through the 10 turns, a scene will play out. After this, all you need to do is just hold out a little more.

In the event that you only have one unit left by the time you reach the control room, you can still beat the mission. In this case, the unit is not permanently taken out of the battle. However, if the unit leaves the control room, the rocket launch count will stop. You will have to restart it by going back to the control room with your unit. If you want to increase your odds of surviving, drop all of your weapons and items. As long as your unit's leg parts are intact, you'll receive a massive Mobile increase. This will make it easier for your unit to evade enemy attacks.

Whatever you do, make sure you don't waste your time. In case you need to know how many turns remaining, a scene will play out when only 20 turns remain. After the ten turns, watch the scene with FENRIR and you're finally done with this nightmare of a mission!

To surrender the Elite, use the following steps:

Preparations: Bassoon x 1, GL-210M1 x 1, Zenith X Arm x 1 (with Pounder)
Skills: Arm First, Leg First

1. Make a battle save.
2. Lure the Elite away until you can fully surround it.
3. Use the Bassoon to destroy its Arms and Legs, but don't hit the Body.
4. After each successful hit, use the battle save.
5. When only the Body exists, use Pounder and GL-210M1 (Player Phase).
6. If successful, the Elite will surrender soon (aim for around 3 HP).
7. Surround the Elite until it gives up and use the battle save.

Enemy Composition

 Boss - Commander in ISV09A-S Bismillah

AP: 20 MV: 8 Lv: 30 Honor: 7

Unit Loadout:

Weapon Loadout:

Body - 999 (I + P) CN(150mm Cannon) - 165 x 3, 1-4, 9 ammo

Legs - 777 (P) AC(60mm AC) - 50 x 9, 1-3, 9 ammo

BP - None (F + I) MS(VRK-90) - 174 x 2, 4-9, 9 ammo

Mobile - 15

Armor - Normal

Defense - 66/54

Talent Levels:

Job Levels:

Skills:

Control - 20

Fight - 30

Critical

Sight - 20

Short - 30

All or Nothing

Mechanic - 20

Long - 30

Find Out

Vitality - 20

Strike

 Elite in Schakal B - Total 1

AP: 13 MV: 8 Lv: 27 Honor: 4

Unit Loadout:

Weapon Loadout:

Body - 266 (I) KN(Keen Edge) - 95 x 1, 1, infinite

Arms - 163 (I) KN(Keen Edge) - 95 x 1, 1, infinite

Legs - 225 (N) SD(Type 417S)

BP - Turbo (N) SD(Type 417S)

Mobile - 17

Armor - Impact

Defense - 66/53/60

Talent Levels:

Job Levels:

Skills:

Control - 15

Fight - 27

Critical

Sight - 17

Short - 27

Best Position

Mechanic - 14

Long - 27

Feint

Vitality - 15

First

 Assault in ISV07F Zadok - Total 6

AP: 12 MV: 9 Lv: 22 Honor: 3

Unit Loadout:

Weapon Loadout:

Body - 615 (I + P) CN(120mm Cannon) - 127 x 3, 1-2, 9 ammo

Legs - 404 (P) AC(40mm AC) - 30 x 9, 1-2, 9 ammo

BP - None (I) KN(Short Spear) - 198 x 1, 1, infinite

Mobile - 23

Armor - Fire

Defense - 61/50

Talent Levels:

Job Levels:

Skills:

Control - 16

Fight - 14

Critical

Sight - 19

Short - 28

Mechanic - 15

Long - 14

Vitality - 12

 Assault in Mythos B - Total 1

AP: 12 MV: 9 Lv: 22 Honor: 3

Unit Loadout:

Weapon Loadout:

Body - 236 (P) SG(Girino) - 31 x 8, 1, 9 ammo

Arms - 145 (I) PC(Hard Blow) - 106 x 1, 1, infinite
Legs - 200 (N) SD(SN-120)
BP - None
Mobile - 21
Armor - Normal
Defense - 45/36/41
Talent Levels: Job Levels: Skills:
Control - 16 Fight - 14 Critical
Sight - 19 Short - 28
Mechanic - 15 Long - 14
Vitality - 12

Assault in Mythos B - Total 1

AP: 12 MV: 9 Lv: 22 Honor: 3
Unit Loadout: Weapon Loadout:
Body - 236 (P) RF(Type 98 Rifle B) - 177 x 1, 1, 9 ammo
Arms - 145 (I) PC(Hard Blow) - 106 x 1, 1, infinite
Legs - 200 (N) SD(SN-120)
BP - None
Mobile - 20
Armor - Normal
Defense - 45/36/41
Talent Levels: Job Levels: Skills:
Control - 16 Fight - 14 Critical
Sight - 19 Short - 28
Mechanic - 15 Long - 14
Vitality - 12

Assault in Mythos B - Total 1

AP: 12 MV: 8 Lv: 22 Honor: 3
Unit Loadout: Weapon Loadout:
Body - 236 (F + I) BZ(M405A9) - 198 x 1, 1-2, 3 ammo
Arms - 145 (I) PC(Hard Blow) - 106 x 1, 1, infinite
Legs - 200 (P) MG(Type 103 MG) - 28 x 9, 1, 9 ammo
BP - None (N) SD(SN-120)
Mobile - 19
Armor - Normal
Defense - 45/36/41
Talent Levels: Job Levels: Skills:
Control - 16 Fight - 14 Critical
Sight - 19 Short - 28
Mechanic - 15 Long - 14
Vitality - 12

Assault in IBT01F - Total 3

AP: 12 MV: 8 Lv: 22 Honor: 3
Unit Loadout: Weapon Loadout:
Body - 294 (I + P) CN(130mm Cannon) - 83 x 3, 1-2, 9 ammo
Legs - 210 (P) MG(12.7mm MG) - 37 x 6, 1, 9 ammo
BP - None
Mobile - 15
Armor - Normal
Defense - 49/40
Talent Levels: Job Levels: Skills:
Control - 16 Fight - 14 Critical
Sight - 19 Short - 28
Mechanic - 15 Long - 14
Vitality - 12

Assault in IAM02D - Total 2

AP: 12 MV: 9 Lv: 22 Honor: 3
Unit Loadout: Weapon Loadout:
Body - 272 (N) RW(WAG5) - 0 x 1, 2-6, infinite
Legs - 178 (P) AC(30mm AC) - 30 x 9, 1-2, 9 ammo
BP - None
Mobile - 21
Armor - Normal
Defense - 36/24
Talent Levels: Job Levels: Skills:
Control - 16 Fight - 14 Critical
Sight - 19 Short - 28
Mechanic - 15 Long - 14
Vitality - 12

Striker in Schakal A - Total 1

AP: 12 MV: 8 Lv: 21 Honor: 3
Unit Loadout: Weapon Loadout:
Body - 260 (I) KN(Press Stake) - 87 x 1, 1, infinite
Arms - 160 (I) KN(Press Stake) - 87 x 1, 1, infinite
Legs - 220 (N) SD(SN-335)
BP - Turbo (N) SD(SN-335)
Mobile - 18
Armor - Normal
Defense - 50/40/45
Talent Levels: Job Levels: Skills:
Control - 18 Fight - 26 Critical
Sight - 12 Short - 13
Mechanic - 14 Long - 13
Vitality - 16

Striker in Schakal A - Total 1

AP: 12 MV: 9 Lv: 21 Honor: 3
Unit Loadout: Weapon Loadout:
Body - 260 (I) RD(Venus) - 100 x 1, 1, infinite
Arms - 160 (I) PC(Hard Blow) - 116 x 1, 1, infinite
Legs - 220 (N) SD(SN-335)
BP - Turbo (N) SD(SN-335)
Mobile - 24
Armor - Normal
Defense - 50/40/45
Talent Levels: Job Levels: Skills:
Control - 18 Fight - 26 Critical
Sight - 12 Short - 13
Mechanic - 14 Long - 13
Vitality - 16

Gunner in Mythos B - Total 1

AP: 12 MV: 8 Lv: 22 Honor: 3
Unit Loadout: Weapon Loadout:
Body - 236 (P) SG(Girino) - 31 x 8, 1, 9 ammo
Arms - 145 (I) PC(Hard Blow) - 106 x 1, 1, infinite
Legs - 200 (F + I) MS(Bull Thrush) - 83 x 3, 4-5, 3 ammo
BP - Item
Mobile - 16
Armor - Normal
Defense - 47/37/42
Talent Levels: Job Levels: Skills:
Control - 15 Fight - 14 Critical
Sight - 19 Short - 14
Mechanic - 16 Long - 28

Vitality - 12

Gunner in Mythos B - Total 1

AP: 12 MV: 8 Lv: 22 Honor: 3

Unit Loadout:

Weapon Loadout:

Body - 236

(P) SG(Girino) - 31 x 8, 1, 9 ammo

Arms - 145

(I) PC(Hard Blow) - 106 x 1, 1, infinite

Legs - 200

(F + I) RK(Mina Myna) - 43 x 6, 2-4, 2 ammo

BP - Item

Mobile - 16

Armor - Normal

Defense - 47/37/42

Talent Levels:

Job Levels:

Skills:

Control - 15

Fight - 14

Critical

Sight - 19

Short - 14

Mechanic - 16

Long - 28

Vitality - 12

Gunner in IRSV400B - Total 3

AP: 12 MV: 9 Lv: 22 Honor: 3

Unit Loadout:

Weapon Loadout:

Body - 229

(F + I) MS(ATM70a) - 113 x 2, 4-5, 6 ammo

Legs - 133

BP - None

Mobile - 21

Armor - Normal

Defense - 29/15

Talent Levels:

Job Levels:

Skills:

Control - 15

Fight - 14

Critical

Sight - 19

Short - 14

Mechanic - 16

Long - 28

Vitality - 12

Gunner in 120mmATC - Total 2

AP: 12 MV: 1 Lv: 22 Honor: 3

Unit Loadout:

Weapon Loadout:

Body - 220

(I + P) CN(120mm ATC) - 56 x 3, 1-3, 9 ammo

BP - None

Mobile - 0

Armor - Normal

Defense - 40

Talent Levels:

Job Levels:

Skills:

Control - 15

Fight - 14

Critical

Sight - 19

Short - 14

Mechanic - 16

Long - 28

Vitality - 12

Allies:

Saribash Labra in Zenith X(Assault)

AP: 12 MV: 8 Lv: 23 Honor: 6

Unit Loadout:

Weapon Loadout:

Body - 229

(P) RF(Type 98 Rifle B) - 177 x 1, 1, 9 ammo

Arms - 141

(F + I) BZ(M405A9) - 198 x 1, 1-2, 3 ammo

Legs - 194

(N) SD(SN-120)

BP - None

Mobile - 12

Armor - Impact

Defense - 61/48/55

Talent Levels:	Job Levels:	Skills:
Control - 16	Fight - 21	Critical
Sight - 15	Short - 26	Speed
Mechanic - 11	Long - 17	Duel
Vitality - 14		Dead Angle

Defense target:

Driver in ContRoom - Total 1

AP: 10 MV: 1 Lv: 14 Honor: 0

Unit Loadout: Weapon Loadout: None.

Body - 275

BP - None

Mobile - 0

Armor - Piercing

Defense - 40

Talent Levels:	Job Levels:	Skills: None.
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Control - 15	Fight - 1
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Sight - 15	Short - 1
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Mechanic - 15	Long - 1
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Vitality - 15	
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You didn't think the game was over, did you? You'll be on the LSHD-4 Monto and can now access the final upgrades for your wanzers. Not that it matters since the upcoming mission is so much easier than the previous one. It's your call if you want to do any buying and upgrades. Head outside when you feel the need to complete the final mission.

Final Mission - LSHD-4 Monto

Enemies: 13

Bosses: 1

Units: 12

Allies: 0

Difficulty: **

Winning Condition:

1. Domingo destroyed.

Losing Condition:

1. All ally machines destroyed.

Prize: 0

Bonus: 0

Setup: Whatever you want to use.

Computers:

Ash - Guanaco 5, Mode 3

Amia - Guanaco 5, Mode 3

Sayuri - Guanaco 5, Mode 3

Lisa - Holism 5, Mode 4

Joyce - Holism 5, Mode 4

Roswell - Holism 5, Mode 4

Pike - Holism 5, Mode 4
Thomas - Guanaco 5, Mode 2
Rocky - Guanaco 5, Mode 2
Griff - Guanaco 5, Mode 2
Cordy - Guanaco 5, Mode 2
Maylan - Guanaco 5, Mode 2

Skills:

Ash - Feint, Critical, Switch, Sniper
Amia - Feint, Critical, Switch, High Speed
Sayuri - Feint, Critical, Switch, Super Lucky
Lisa - Best Position, Escape, Disarm Armor, Shooting Star
Joyce - Best Position, Escape, Disarm Armor, Hunting
Roswell - Best Position, Escape, Disarm Armor, Destruct
Pike - Best Position, Escape, Disarm Armor, Back Attack
Thomas - Critical, First, Double Punch, 2LV Damage
Rocky - Critical, First, Double Punch, MG Blow
Griff - Critical, First, Double Punch, Beat Up
Cordy - Critical, First, Double Punch, Crusader
Maylan - Critical, First, Double Punch, Blast Blow

Placements:

(West)

[Ash][Ami]
[Tho][Roc]

(Center)

[Gri][Cor]
[May][Lis]

(East)

[Joy][Ros]
[Pik][Say]

Strategy:

After surviving the previous mission, this one is much easier. The only one you have to defeat here is Domingo. He's the unit farthest on the West end of the LSHD-4 Monto. Send everyone to the West and destroy any wanzers along the way to Domingo. He can do some damage with his skills, but he's easy enough to take down with everyone around.

Enemy Composition

Boss - Domingo Kyatt in Giaour G3(Assault)

AP: 13 MV: 8 Lv: 28 Honor: 7

Unit Loadout:

Body - 288

Arms - 177

Legs - 244

BP - Turbo

Mobile - 15

Armor - Fire

Defense - 57/46/52

Talent Levels:

Weapon Loadout:

(P) MG(Opfer GV) - 34 x 9, 1, 9 ammo

(P) RF(Bassoon) - 212 x 1, 1, 9 ammo

(N) SD(Type 417S)

Job Levels:

Skills:

Control - 19	Fight - 24	Critical
Sight - 18	Short - 30	Dead Angle
Mechanic - 16	Long - 28	Speed
Vitality - 15		Target

Assault in Giaour G1 - Total 1

AP: 12 MV: 7 Lv: 22 Honor: 3

Unit Loadout:	Weapon Loadout:
Body - 268	(P) MG(Chronik 25) - 31 x 9, 1, 9 ammo
Arms - 165	(P) RF(Wander 60) - 194 x 1, 1, 9 ammo
Legs - 227	(N) SD(SN-335)
BP - None	
Mobile - 9	

Armor - Fire

Defense - 55/44/50

Talent Levels:	Job Levels:	Skills:
Control - 16	Fight - 14	Critical
Sight - 19	Short - 28	
Mechanic - 15	Long - 14	
Vitality - 12		

Assault in Giaour G1 - Total 2

AP: 12 MV: 8 Lv: 22 Honor: 3

Unit Loadout:	Weapon Loadout:
Body - 268	(P) MG(Chronik 25) - 31 x 9, 1, 9 ammo
Arms - 165	(P) SG(Glossy 11) - 34 x 8, 1, 9 ammo
Legs - 227	(N) SD(SN-335)
BP - None	
Mobile - 10	

Armor - Fire

Defense - 55/44/50

Talent Levels:	Job Levels:	Skills:
Control - 16	Fight - 14	Critical
Sight - 19	Short - 28	
Mechanic - 15	Long - 14	
Vitality - 12		

Striker in Giaour G1 - Total 2

AP: 12 MV: 8 Lv: 22 Honor: 3

Unit Loadout:	Weapon Loadout:
Body - 268	(I) KN(Keen Edge) - 95 x 1, 1, infinite
Arms - 165	(I) KN(Keen Edge) - 95 x 1, 1, infinite
Legs - 227	(N) SD(SN-335)
BP - Turbo	(N) SD(SN-335)
Mobile - 13	

Armor - Fire

Defense - 55/44/50

Talent Levels:	Job Levels:	Skills:
Control - 19	Fight - 28	Critical
Sight - 12	Short - 14	
Mechanic - 15	Long - 14	
Vitality - 16		

Gunner in Giaour G1 - Total 1

AP: 12 MV: 7 Lv: 22 Honor: 3

Unit Loadout:	Weapon Loadout:
Body - 268	(P) SG(Glossy 11) - 34 x 8, 1, 9 ammo
Arms - 165	(I) PC(Hard Blow) - 116 x 1, 1, infinite
Legs - 227	(F + I) RK(Cardinal) - 48 x 6, 2-4, 2 ammo
BP - Item	

Mobile - 5
Armor - Fire
Defense - 55/44/50

Talent Levels:	Job Levels:	Skills:
Control - 15	Fight - 14	Critical
Sight - 19	Short - 14	
Mechanic - 16	Long - 28	
Vitality - 12		

Gunner in Giaour G1 - Total 1

AP: 12 MV: 7 Lv: 22 Honor: 3

Unit Loadout:	Weapon Loadout:
Body - 268	(P) SG(Glossy 11) - 34 x 8, 1, 9 ammo
Arms - 165	(I) PC(Hard Blow) - 116 x 1, 1, infinite
Legs - 227	(F + I) MS(Wuerger) - 214 x 1, 4-5, 3 ammo
BP - Item	
Mobile - 4	

Armor - Fire
Defense - 55/44/50

Talent Levels:	Job Levels:	Skills:
Control - 15	Fight - 14	Critical
Sight - 19	Short - 14	
Mechanic - 16	Long - 28	
Vitality - 12		

Gunner in PVA-07a9 Hilstar - Total 6

AP: 12 MV: 8 Lv: 22 Honor: 1

Unit Loadout:	Weapon Loadout:
Body - 386	(P) AC(20mm AC) - 30 x 9, 1-2, 9 ammo
BP - None	(F + I) RK(ARC-32) - 43 x 6, 2-4, 2 ammo
Mobile - 16	

Armor - Piercing
Defense - 14

Talent Levels:	Job Levels:	Skills:
Control - 15	Fight - 14	Critical
Sight - 19	Short - 14	
Mechanic - 16	Long - 28	
Vitality - 12		

Congratulations! You've just beaten Front Mission 2!

Secret Mission 1 - Area X Border

Access: Mission 12

After completing Mission 12, select Hide at Bornea and then Living at the Passage. Say YES to both of Saribash's questions or select a team to use, then head to the Warehouse. After the Shop owner mentions a group of people buying wanzers, head to the Bar. Watch the scene and then exit the Bar to watch yet another scene. Now, exit Bornea and you will be back on the world map. Choose Border to start the mission.

Enemies: 2 + 11 reinforcements
Bosses: 0
Units: 7
Allies: 5
Difficulty: **

Winning Condition:

1. All enemy machines destroyed.
2. All refugees reach the escape points.

Losing Condition:

1. All ally machines destroyed.
2. Joyce destroyed.
3. All refugee trucks destroyed.

Prize: 1398

Bonus: 0

Setup:

Ash - Warlus M3 Body, Autel/Igel Eins Arms, and Igel Eins Legs. Barbari and VS04-N. AG-450B.

Amia - Warlus M3 Body, Autel/Igel Eins Arms, and Igel Eins Legs. Barbari and VS04-N. AG-450B.

Joyce - Igel Eins Body, Autel Arms, and Igel Eins Legs. Tom Tit, GL-200M4, and Mainate. BP-T3B with MS Ammo, GR Ammo, CN Ammo, and Restore 1.

Pike - Igel Eins Body, Autel Arms, and Igel Eins Legs. Tom Tit, GL-200M4, and Mainate. BP-T3B with MS Ammo, GR Ammo, CN Ammo, and Restore 1.

Thomas - Warlus M3 Body, Autel Arms, and Igel Eins Legs. Hot Needle and VS04-N. AG-450B.

Rocky - Warlus M3 Body, Autel Arms, and Igel Eins Legs. Hot Needle and VS04-N. AG-450B.

Roswell - Igel Eins Body, Autel Arms, and Igel Eins Legs. Tom Tit, GL-200M4, and Mainate. BP-T3B with MS Ammo, GR Ammo, CN Ammo, and Restore 1.

Computers:

Ash - Ethel 4, Mode 3

Amia - Ethel 4, Mode 3

Joyce - Ethel 4, Mode 4

Pike - Ethel 4, Mode 4

Thomas - Ethel 4, Mode 2

Rocky - Ethel 4, Mode 2

Roswell - Ethel 4, Mode 4

Skills:

Ash - Feint, Critical, Speed, Target

Amia - Feint, Critical, Speed, Target

Joyce - Best Position, Lucky

Pike - Best Position, Feint, Critical, Lucky

Thomas - Critical, Feint, Heat Blow, First

Rocky - Critical, Feint, Heat Blow, First

Roswell - Best Position, Lucky

Placements: Fixed.

Strategy:

This is the first secret mission that you can access in the game. There is a catch to this mission however: you will not gain any experience for Honor, Fight, Short, and Long. With that said, this is a relatively easy mission. Basically, you need to eliminate the border patrol units and then destroy the

border walls so the refugees can escape. To detonate a wall, you need Joyce to stand by any of the six blast points that the refugee leader points out on the map. While you are free to detonate at any of the six blast points, you may or may not encounter all enemy reinforcements.

If you move to the Eastern portion of the border, you will encounter two Strikers. If you detonate by the center of the border and go North without moving to the Eastern portion of the border, two Assaults and Gunners show up. To fight both enemy reinforcements, trigger the reinforcements through the center then to the East. Whatever you end up doing, make sure you defend the refugee trucks at all costs.

Enemy Composition

Gunner in 40mmRR - Total 2

AP: 8 MV: 1 Lv: 8 Honor: 1

Unit Loadout: Weapon Loadout:

Body - 159 (F + I) RK(RK10) - 20 x 6, 2-6, 9 ammo

BP - None

Mobile - 0

Armor - Normal

Defense - 32

Talent Levels: Job Levels: Skills: None.

Control - 12 Fight - 5

Sight - 16 Short - 5

Mechanic - 14 Long - 10

Vitality - 10

Reinforcements:

(turn 2)

Assault in Gust 505A - Total 1

AP: 8 MV: 9 Lv: 8 Honor: 1

Unit Loadout: Weapon Loadout:

Body - 111 (P) MG(17.5mm MG) - 17 x 6, 1, 9 ammo

Arms - 69 (P) MG(17.5mm MG) - 17 x 6, 1, 9 ammo

Legs - 94 (I) SD(Type 203S)

BP - None (I) SD(Type 203S)

Mobile - 21

Armor - Normal

Defense - 28/23/25

Talent Levels: Job Levels: Skills: None.

Control - 14 Fight - 5

Sight - 16 Short - 10

Mechanic - 12 Long - 5

Vitality - 10

Striker in Gust 505A - Total 1

AP: 8 MV: 9 Lv: 8 Honor: 1

Unit Loadout: Weapon Loadout:

Body - 111 (P) MG(17.5mm MG) - 17 x 6, 1, 9 ammo

Arms - 69 (P) MG(17.5mm MG) - 17 x 6, 1, 9 ammo

Legs - 94 (I) SD(Type 203S)

BP - None (I) SD(Type 203S)

Mobile - 21

Armor - Normal

Defense - 28/23/25

Talent Levels: Job Levels: Skills: None.
Control - 16 Fight - 10
Sight - 10 Short - 5
Mechanic - 12 Long - 5
Vitality - 14

Gunner in AAH45a Hahn - Total 3

AP: 8 MV: 8 Lv: 8 Honor: 1

Unit Loadout:

Body - 107

BP - None

Mobile - 17

Armor - Piercing

Defense - 7

Talent Levels:

Control - 12

Sight - 16

Mechanic - 14

Vitality - 10

Weapon Loadout:

(P) AC(20mm AC) - 7 x 9, 1-2, 9 ammo

(F + I) RK(HRC-32) - 10 x 6, 2-4, 2 ammo

(F + I) RK(HRC-16) - 10 x 6, 2-4, 2 ammo

Job Levels:

Fight - 5

Short - 5

Long - 10

Skills: None.

(reach the Eastern portion of the border)

Striker in Gust 505A - Total 2

AP: 8 MV: 9 Lv: 8 Honor: 1

Unit Loadout:

Body - 111

Arms - 69

Legs - 94

BP - None

Mobile - 21

Armor - Normal

Defense - 28/23/25

Talent Levels:

Control - 16

Sight - 10

Mechanic - 12

Vitality - 14

Weapon Loadout:

(P) MG(17.5mm MG) - 17 x 6, 1, 9 ammo

(P) MG(17.5mm MG) - 17 x 6, 1, 9 ammo

(I) SD(Type 203S)

(I) SD(Type 203S)

Job Levels:

Fight - 10

Short - 5

Long - 5

Skills: None.

(detonate by the center portion of the border and reach the Northern portion of the map, while avoiding the Eastern portion of the border)

Assault in Gust 505A - Total 2

AP: 8 MV: 9 Lv: 8 Honor: 1

Unit Loadout:

Body - 111

Arms - 69

Legs - 94

BP - None

Mobile - 21

Armor - Normal

Defense - 28/23/25

Talent Levels:

Control - 16

Sight - 10

Mechanic - 12

Vitality - 14

Weapon Loadout:

(P) MG(17.5mm MG) - 17 x 6, 1, 9 ammo

(P) MG(17.5mm MG) - 17 x 6, 1, 9 ammo

(I) SD(Type 203S)

(I) SD(Type 203S)

Job Levels:

Fight - 5

Short - 10

Long - 5

Skills: None.

Gunner in Igel Eins - Total 2

AP: 8 MV: 8 Lv: 8 Honor: 1

Unit Loadout: Weapon Loadout:

Body - 124 (P) SG(Grop 20mm) - 13 x 8, 1, 9 ammo

Arms - 77 (P) SG(Grop 20mm) - 13 x 8, 1, 9 ammo

Legs - 106 (F + I) MS(Mainate) - 46 x 2, 4-5, 3 ammo

BP - Item

Mobile - 9

Armor - Piercing

Defense - 25/20/22

Talent Levels: Job Levels: Skills: None.

Control - 12 Fight - 5

Sight - 16 Short - 5

Mechanic - 14 Long - 10

Vitality - 10

Allies:

Leader in Frost M40(Assault) - Total 1

AP: 8 MV: 8 Lv: 6 Honor: 1

Unit Loadout: Weapon Loadout:

Body - 103 (P) MG(Barbari) - 15 x 6, 1, 9 ammo

Arms - 64 (P) RF(Winee) - 64 x 1, 1, 9 ammo

Legs - 88 (N) SD(VS04-N)

BP - None

Mobile - 16

Armor - Fire

Defense - 30/24/26

Talent Levels: Job Levels: Skills:

Control - 15 Fight - 5 Critical

Sight - 17 Short - 8

Mechanic - 13 Long - 5

Vitality - 11

Driver in TC400 - Total 4

AP: 8 MV: 9 Lv: 5 Honor: 0

Unit Loadout: Weapon Loadout: None

Body - 68

Legs - 42

BP - None

Mobile - 21

Armor - Normal

Defense - 7/6

Talent Levels: Job Levels: Skills: None.

Control - 12 Fight - 5

Sight - 12 Short - 5

Mechanic - 12 Long - 5

Vitality - 12

After the refugees escape, return to Bornea and continue onwards with the game as usual.

Secret Mission 2 - Forest Near Dhaka

Access: Mission 24

The Raven procurement conditions must be met in order to access this hidden mission. After selecting your teams before Mission 23, head to the Repair Booth and watch a scene between Ash and Rocky. Now, go to each room and speak with everyone at Agit. Exit and there will be a scene with a man, Maron. Head to the Bar and speak with the Mail Man. Next, go to the Hospital and speak with Bart. Talk with Gleny next and then continue on with the story. Upon procuring the Raven at the Dhaka Arena after Mission 24, exit and Maron will deliver some news to Rocky. Exit Dhaka and head to the Forest after the scene ends.

Enemies: 5

Bosses: 1

Units: 3

Allies: 0

Difficulty: ***

Winning Condition:

1. All enemy machines destroyed.

Losing Condition:

1. All ally machines destroyed.

Prize: 1785

Bonus: 0

Setup:

Recommended - Raven.

Thomas - Castigo U. Two Double Blade S and SN-35. AG-450D.

Rocky - Castigo U. Two Double Blade S and SN-35. AG-450D.

Roswell - Zaigaut. H.C 110, Ibis WPS, and GL-200M7. BP-T3D with GR Ammo, MS Ammo, CN Ammo, and three Restore 1.

Computers:

Recommended - Isthmus 5, Mode 3

Thomas - Guanaco 4, Mode 2

Rocky - Guanaco 4, Mode 2

Roswell - Holism 4, Mode 4

Skills:

Thomas - Critical, First, Double Punch, 2LV Damage

Rocky - Critical, First, Double Punch, MG Blow

Roswell - Best Position, Escape, Disarm Armor, Destruct

Placements: Fixed.

Strategy:

For this secret mission, only the Dull Stags squad can be used in battle. If you did not setup Thomas, Rocky, and Roswell properly, you're in for a tough one. Much of the area is rigged with Mines that will cause issues if any of them hit one and you won't know where they are. If you procured the Isthmus computer prior to this mission, set it to Mode 3. This will enable you to see the position of any Mines on the map. When selecting whoever has the Isthmus equipped, a Mine will appear as a blinking bomb on a square. The other units won't be able to see any Mines, so always have the one with Isthmus act first

so you know where they are. In the event one of them do step on a Mine, have Roswell use a Restore 1.

With those matters taken care of, there's only six enemy units to eliminate for the mission. They aren't any different from the wanzer units faced in the last two missions except for Crow, who uses a better set of gear. Carefully maneuver around the Mines and take out each enemy as you get closer to Crow. Crow will be protected by two of his lackeys, however, so you can't hope for an easy kill by surrounding him. When within range, have Roswell toss a few GR rounds then follow up with Thomas and Rocky to kill Crow's subordinates. Crow is just a Commander with some skills, so he's not that tough to beat.

If you didn't figure out who you're fighting, it's the Canyon Crows! Well, some of them at least. For fun, use your newly acquired Raven against them...

Enemy Composition

Boss - Royd Clive in Robust 2A/Shrike(Assault)

AP: 11 MV: 8 Lv: 18 Honor: 3

Unit Loadout:

Weapon Loadout:

Body - 205

(P) SG(State 30) - 25 x 8, 1, 9 ammo

Arms - 126

(P) RF(Alchemia) - 145 x 1, 1, 9 ammo

Legs - 174

(N) SD(SN-35)

BP - None

Mobile - 15

Armor - Normal

Defense - 43/34/39

Talent Levels:

Job Levels:

Skills:

Control - 18

Fight - 21

Critical

Sight - 14

Short - 15

Arm First

Mechanic - 13

Long - 11

Vitality - 15

Boss - Ryuji Sakata in Kafir M3/Raioh(Striker)

AP: 11 MV: 8 Lv: 17 Honor: 2

Unit Loadout:

Weapon Loadout:

Body - 188

(I) KN(Huge Buster) - 58 x 1, 1, infinite

Arms - 116

(I) KN(Huge Buster) - 58 x 1, 1, infinite

Legs - 159

(N) SD(SN-20)

BP - None

(N) SD(SN-20)

Mobile - 14

Armor - Normal

Defense - 41/33/37

Talent Levels:

Job Levels:

Skills:

Control - 18

Fight - 20

Critical

Sight - 11

Short - 13

Mechanic - 14

Long - 10

Vitality - 15

Boss - Keith Carabell in Kafir M3/Jerrycan(Striker)

AP: 11 MV: 8 Lv: 17 Honor: 2

Unit Loadout:

Weapon Loadout:

Body - 188

(I) KN(Huge Buster) - 58 x 1, 1, infinite

Arms - 116

(I) KN(Huge Buster) - 58 x 1, 1, infinite

Legs - 159

(N) SD(SN-20)

BP - None

(N) SD(SN-20)

Mobile - 14

Armor - Normal

Defense - 41/33/37

Talent Levels:

Job Levels:

Skills:

Control - 18 Fight - 20 Critical
Sight - 11 Short - 13
Mechanic - 14 Long - 10
Vitality - 15

Crow Team in Kafir M3(Assault) - Total 1

AP: 11 MV: 8 Lv: 17 Honor: 2

Unit Loadout: Weapon Loadout:
Body - 188 (P) MG(Clavier) - 24 x 8, 1, 9 ammo
Arms - 116 (P) SG(Peak Gaza) - 23 x 8, 1, 9 ammo
Legs - 159 (N) SD(SN-20)
BP - None
Mobile - 17

Armor - Normal
Defense - 41/33/37

Talent Levels: Job Levels: Skills:
Control - 15 Fight - 8 Critical
Sight - 18 Short - 20
Mechanic - 15 Long - 15
Vitality - 11

Crow Team in Kafir M3(Assault) - Total 1

AP: 11 MV: 8 Lv: 17 Honor: 2

Unit Loadout: Weapon Loadout:
Body - 188 (P) MG(Clavier) - 24 x 8, 1, 9 ammo
Arms - 116 (F) FT(Fire Ant) - 47 x 4, 1, 9 ammo
Legs - 159 (N) SD(SN-20)
BP - None
Mobile - 17

Armor - Normal
Defense - 41/33/37

Talent Levels: Job Levels: Skills:
Control - 15 Fight - 8 Critical
Sight - 18 Short - 20
Mechanic - 15 Long - 15
Vitality - 11

Crow Team in Kafir M3(Gunner) - Total 1

AP: 10 MV: 9 Lv: 16 Honor: 2

Unit Loadout: Weapon Loadout:
Body - 188 (P) RF(Grenze) - 41 x 1, 1, 9 ammo
Arms - 116 (I) PC(Hard Blow) - 78 x 1, 1, infinite
Legs - 159 (F + I) MS(Thrush) - 61 x 3, 4-5, 3 ammo
BP - Item
Mobile - 22

Armor - Normal
Defense - 41/33/37

Talent Levels: Job Levels: Skills:
Control - 14 Fight - 11 Critical
Sight - 18 Short - 12 MS Ammo(1, BP)
Mechanic - 15 Long - 20
Vitality - 11

After defeating the Canyon Crows, head back to Dhaka. Go to Agit and enter H.Q. to speak with Ash. You can now continue with the game as usual.

MAXIMIZING EXP AND HONOR

Since EXP is very limited in the game, it's best to make the most out of each enemy kill in terms of amassing EXP. Honor points are also limited since you only have a finite amount of enemies. Here are some methods to maximize EXP and Honor points.

FIGHT:

Destroy and attack as many armored vehicles and mobile weapons as possible. While Fight specialists are the last thing you want to send against a mobile weapon, having them do the finishing blow is fine. This is because of the huge EXP boosts that mobile weapons give out once they're destroyed. Armored vehicles give good EXP as well per kill.

SHORT:

Destroy and attack as many wanzers as possible. Stick with Machine Guns and Shotguns to damage all parts constantly. Wanzers don't give out much EXP but attacking all parts will make up for the small boosts when they are destroyed. Shooting down aircraft is also great and even though Long specialists can do the same, they have a better method to gain EXP.

LONG:

Arguably the easiest of all three Job classes to level up. Equip a Grenade Launcher and stock up on GR Ammo parts. Have all of your units fully surround an enemy unit, but do this only when 2-3 enemies remain. If you fire grenades at the correct angle, you can hit 9 units all at once. Long proficiency will improve quickly with this method.

HONOR:

Simply kill as many enemies as possible and save any named pilots or Commanders last. The other noticeable way to amass Honor is to destroy your own pilots and ally units via the Grenade Launcher method above. Make sure the one firing is away from the 9-square radius and you don't have much enemies left to handle if you insist on destroying your pilots.

KOODOO:

The Koodoo computer's Mode 5 doubles EXP for every attack, so use this to get your Job proficiencies maxed out quickly. This comes with a certain secret wanzers so see the section below for more details.

NETWORK FREEBIES

Not really interested in using the Network? You're missing out on some free goodies! Seriously, you can procure free stuff on the Network if you search through certain addresses and forums. The following will detail all of the free goodies that can be procured using the Network.

Part	Address	Password	Check Code
Wit Horn	LEONORA	NORALOE	None
Mythos B	ING	INCISE	INTGEHEN (1000 miliseconds)

Schakal B	ING	INCISE	INTGEHEN (1000 miliseconds)
Otake San	SCHNECKE	SN	GERMANY (400 miliseconds)
Iyana Wanzer	SCHNECKE	SN	GERMANY (400 miliseconds)

SECRET WANZERS

There are several secret wanzers available for usage in Front Mission 2. All of them do not appear in Shops and are gotten by meeting certain conditions throughout the game. Follow the methods discussed below to access the secret wanzers.

Negus Available after: Mission 5

Method:

After recruiting Cordy in the Daukandei Arena and speaking to her at the Bar, head to the Warehouse and speak with Rupo. During the conversation with Rupo, say YES to Lisa's question. You will get the Negus, but only Sayuri can use it. For the next mission only, a monetary reward can be procured for meeting certain criteria. Speak with Rupo upon returning to Daukandei after the mission is complete.

Negus Performance Rewards Guide:

Parts Remaining	Money	Parts Destroyed	Money
1	250	1-9	100 per part
2	500	10-14	1000
3	750	15-19	1500
4	1000	20+	500 for every 5 parts destroyed

Raven Available after: Mission 24

Method:

When Lisa visits Daukandei after Mission 5, head to the Bar. Once you attempt to leave the Bar, a man will approach and talk to Lisa. The man reveals a password for the OCUF address, HUFFMAN, before leaving. Type it in OCUF address and read the following data. When asked to input a check code, type in MADEIRA. Next, go back to the OCUF address and type in SAKATA instead of HUFFMAN. Read the data and you will be asked to input another check code. Input OCILIPY, which leads to an e-mail that mentions coming to a bar in Dhaka on June 24. Make sure to do this before starting Mission 6.

Continue playing the game until you clear Mission 24. When you return to Dhaka, head to the Bar and a scene will play out. Exit the Bar and another scene will commence. Go to the Arena and watch the lengthy scene showing a large, jet-black wanzers. A mandatory Arena battle will occur and you must win this battle. If you win, the Raven is yours to keep. If you lose, you will not get the Raven. The Koodoo computer is automatically procured if you get the Raven.

Jaboa Available after: Mission 25

Method:

When the scenes at the Dhaka H.Q. ends and you can leave prior to Mission 21, exit and return to Agit. Go to the Repair Booth and watch the scene between the Shop owner and a man named Rick. After the scene ends, speak with Ash and reply NO to his question. Try to exit Agit and you will run into Rick again. Rick will ask for an investment from you to build something. The amount of money that you can invest depends on when you talk to him in the game. You can invest 1000 to Rick's project right from the start. After Mission 21, the amount increases to 2000. Completing Mission 22 will raise that amount to 2500 the next time you see Rick. When you return to Dhaka after Mission 24, you can invest up to 3000 with Rick.

Upon completing Mission 25, Rick will give you something based on how much money you gave to him.

Rick Rewards Guide:

Reward	Offer
Restore ALL	100 to 1400
Rick Rod	1500 to 1900
Jaboa	2000 and more

SECRET WEAPONS

Are you a perfectionist that wants to have everything that a game can offer? Afraid that you might have missed a few things here and there? Fear not, the following list covers the game's 14 secret weapons and how to get them!

Name	Type	Method
Opfer GV	MG	Surrender one of the Elites in Mission 29.
Covet	SG	Arena reward with a Rate of 350 or higher.
Fire Ant S	FT	Arena reward with a Rate of 350 or higher.
Bassoon	RF	Arena reward with a Rate of 350 or higher.
Burgiba	BZ	Arena reward with a Rate of 350 or higher.
Delta 120	CN	Arena reward with a Rate of 350 or higher.
Keen Edge	KN	Arena reward with a Rate of 350 or higher.
Great Saber	RD	Surrender one of the Elites in Mission 29.
Type 417S	SD	Surrender the Elite in Mission 30.
Red Crow	MS	Arena reward with a Rate of 350 or higher.
Plaver SS	AM	Arena reward with a Rate from 300 to 350.
GL-210M1	GR	Arena reward with a Rate from 300 to 350.
Fire Owl	RK	Arena reward with a Rate of 350 or higher.
Sky Myna S	AR	Arena reward with a Rate from 300 to 350.

SECRET COMPUTERS

Tired of the eight computers that you can purchase at the Shop? You can get eight computers hidden throughout the game! While all of them are mentioned within the walkthrough, here is the full list of all secret computers in Front Mission 2. It beats having to go through the massive walkthrough to find them all!

Name	Mission	Method
Jingo	16	Surrender the Veteran.
Onrush	18	Cordy wins at least 8 matches at the Daukandei Arena.
Legende	19	Surrender the Veteran.
Onrush	22	Surrender the Veteran.
Isthmus	22	Defeat PINE at the Dhaka Arena after Mission 22.
Koodoo	24	Procured with Raven after Mission 24.
Motive	26	Surrender the Veteran.
Niche	27	Talk to the Guardman at Dhaka H.Q. after Mission 27.
Pundit	28	Surrender the Elite.

FRONT MISSION RECURRING CHARACTERS

For anyone who has played a previous Front Mission installment, you might be surprised to find some familiar faces in both scenarios. Some of those faces are even playable in the game! Anyways, here are the following characters that make appearances in Front Mission 2. If you are new to Front Mission or have not played some of the games, spoilers will be mentioned for these characters. You have been warned so only read what you want to know.

G. Lycov Lisa's Viewpoint

Location:

Daukandei (Mission 5)
Dhaka (Mission 24)

Time of Appearance: Mission 5 to Mission 24

Alias: None

Appears in:

Front Mission 2089: Border of Madness
Front Mission 2089-II

Playable: No

Description:

G. Lycov is one of the main characters in Front Mission 2089: Border of Madness and is one of the secondary characters in Front Mission 2089-II. Lycov is an O.C.U. wanzer engineer employed by Sakata Industries. His appearance in Front Mission 2 expands on his involvement in creating the Type 11, codenamed "Raven", a prototype Bioneural Device-use wanzer.

In the game, Lycov appears twice through Lisa Stanley's viewpoint. After rescuing the prisoners from Rimian in Mission 5, enter the Daukandei Bar and then attempt to leave it. The story event that ensues will trigger the Raven side-quest. The conditions to unlock the Raven must be completed in order to see Lycov later in the game after capturing the Deean airbase in Mission 24.

When trying to leave the Daukandei Bar, an unknown man stops Lisa from leaving and calls her name out. The man quickly calms a surprised Lisa down, stating that he is not her enemy. The man also tells the O.C.U. officer that he has something to tell her. He tells Lisa of a network password to input in the O.C.U. military database and right before leaving, promises to get in touch

with her later. When Lisa types in the network password as the man states, she and Sayuri begin to read through confidential documents about Huffman Island and the 2nd Huffman Conflict.

Upon learning the complete truth behind the 2nd Huffman Conflict, Lisa soon stumbles across a secret section containing information on a wanzer codenamed the "Raven". Lisa then receives an unknown email from the man, who tells her to come to the bar in Dhaka on June 24. On June 24, Lisa comes across a man in a suit who claims to have been sent by a man she was supposed to meet at the Dhaka bar. After telling him that they have no business to discuss unless her contact arrives, the man in the suit leaves. Out of hiding, Lycov calls out Lisa and tells her to follow him to the Dhaka arena.

At the Dhaka arena, Lycov officially introduces himself to Lisa and unveils an existing Raven model. The wanzer engineer explains that he took the Raven to the U.S.N. to complete it after the Sakata Industries Incident was made public. While on the run from U.S.N. authorities, Lycov came in contact with a man from the O.C.U. who promised him freedom. In exchange, the man ordered Lycov to head to Alordesh and deliver the Raven to Lisa specifically. As he gives Lisa a new network password for her to find out who this man is, Lycov is suddenly shot by the man in the suit...

Royd Clive Ash's, Thomas', and Lisa's Viewpoints

Location:

Diaraba (Mission 10, Mission 15)
Dhaka (Mission 24)
Forest (Secret Mission 2)

Time of Appearance: Mission 10 to Secret Mission 2

Alias: Crow

Appears in:

Front Mission 2089: Border of Madness
Front Mission 2089-II
Front Mission 1st
Front Mission Online

Playable: No

Description:

Royd is one of two male protagonists in Front Mission 1st, and is one of the secondary characters in Front Mission 2089: Border of Madness, Front Mission 2089-II, and Front Mission Online. Royd is a former Captain in the O.C.U. Ground Defense Force, and is the commander of the mercenary outfit "Canyon Crows". His appearance in Front Mission 2 expands on his fate after the end of the 2nd Huffman Conflict.

In the game, Royd makes an appearance in Thomas' viewpoint, and makes indirect appearances through references on three occasions - one in Ash's viewpoint, one in Lisa's viewpoint, and a third one in Thomas' viewpoint. As Royd's lone appearance is in the forest near Dhaka for Secret Mission 2, the conditions to unlock it must be met first. This applies for Royd's references in Dhaka after Mission 24 as well. His references from Diaraba after Mission 10 and Mission 15 can be found by talking to the people in the Diaraba Arena.

Upon arriving at Diaraba, Ash heads off to the arena in hopes of learning

Saribash's whereabouts in the city. While talking with the arena spectators, Ash learns of an arena fighter going by the name of Royd who might know where Saribash is. He also learns of a rumor that Royd always buys Saribash's top grade gear for his wanzer. Likewise, Ash learns that some spectators wonder if Royd is indeed Royd Clive, the "great hero of Huffman Island".

A few days later, Lisa enters Diaraba and searches for any Burg Transportation personnel in the city. Inside the Diaraba arena, a spectator tells Lisa that Royd only prefers to meet with women and thus, will only appear if a woman chooses to fight him. Another spectator tells the O.C.U. officer that Royd is a private man and doesn't like to reveal himself in public much.

On June 24, a mail man by the name of Malone delivers Rocky a letter written by Gleny. As Rocky reads it, he realizes that his friend meant for the letter to be read when he died. After Gleny confesses his regrets for passing away, he asks Rocky if he remembers "Crow", a man they arrested and put in jail. Gleny tells his friend that Crow, who murdered many civilians with his land mines deployed near cities, had escaped from prison. He then reveals that he chased after Crow, but was caught in one of his land mine traps.

The fallen soldier also reveals that Crow still bears a grudge against them, and that he is hiding around the capital's outskirts. Gleny warns Rocky not to pursue him out of revenge. Rocky disregards the warning and sets off to find Crow. Before Rocky can leave, Thomas and Roswell find him and promise to help their comrade avenge Gleny. The three leave Dhaka and head for a forest near the outskirts. As Rocky and Thomas contemplate where Crow is, Roswell spots a wanzer hiding in the shadows by a set of trees. Rocky stops Roswell from moving closer to the wanzer and shoots at a hidden land mine nearby.

Suddenly, Crow comes out of the trees to commend Rocky and his good instincts. Listening to his voice, Thomas and Roswell are taken aback when they realize Crow's identity, whom Rocky calls out - Royd Clive. Royd sarcastically thanks them for sending him "off to jail". As the mercenary describes the conditions of the jail he was put in, Royd remarks that he was waiting a long time to get his revenge. Rocky barks back in anger, telling him that "no one deserved to be thrown in jail more than you did!"

Royd asks Rocky what kind of fool is he, telling the soldier that he was fighting to free people from the grip of the super-states. Rocky retorts his reasoning saying that he murdered civilians, completely innocent people. Royd laughs, arguing that if he deserved to be "thrown in jail", the three and the O.C.U. deserve the death sentence. When Thomas inquires about the statement, Royd asks them how many people died in your "make-believe wars". He then tells Rocky not to preach to him "that it couldn't be helped", saying that both of them are the same. An enraged Royd yells out that he will kill them all.

Rocky says that Royd is only going back to jail and attempts to move. He is stopped by Thomas, who reminds his friend that Royd wouldn't be stupid enough to take on all of them by himself. Recollecting himself, Rocky admits that Thomas is right. Although nothing shows up on radar, Rocky is not convinced the area is abandoned. His hunch is proven right when Royd orders the Canyon Crows to come out and "pass the death sentence on these intruders". As the battle lingers on, Royd and the Canyon Crows find themselves losing to the trio. Royd orders his teammates to get in touch with the others "right now".

Agitated at the lack of a response, Royd asks his teammates what is going on. Upon hearing bad news about their base of operations, Royd curses his luck. He wonders why fate hates him so much. Realizing that the Canyon Crows aren't as fearsome as they thought, Thomas, Rocky, and Roswell decide to eradicate Royd and his mercenary outfit for good. When Royd's wanzer is nearly destroyed

and caught up in flames, the mercenary warns Rocky that even if he dies, "the cycle of madness will carry on!" Royd dies laughing maniacally as Rocky remarks that he is no hero, that he is just "another terrorist".

Ryuji Sakata

Thomas' Viewpoint

Location:

Forest

Time of Appearance: Secret Mission 2

Alias: None

Appears in:

Front Mission 2089-II

Front Mission 1st

Front Mission Online

Playable: No

Description:

Ryuji Sakata is one of the main characters in Front Mission 1st, and is one of the secondary characters in Front Mission 2089-II and Front Mission Online. Ryuji is a former Lieutenant in the O.C.U. Ground Defense Force, and is a member of the "Canyon Crows" mercenary outfit. His appearance in Front Mission 2 expands on his fate after the end of the 2nd Huffman Conflict.

In the game, Ryuji appears only once through Thomas' viewpoint. He appears fighting alongside Royd and Keith in a forest near Dhaka in Secret Mission 2.

Locked in battle against the Dull Stags trio, the Canyon Crows realize that their foes are stronger than expected. Realizing that their lives were indeed in danger, Ryuji tells Royd that these "guys are trouble!" Eventually, the mercenary is killed in combat along with the rest of the Canyon Crows in Alordesh.

Keith Carabell

Thomas' Viewpoint

Location:

Forest

Time of Appearance: Secret Mission 2

Alias: None

Appears in:

Front Mission 2089-II

Front Mission 1st

Front Mission Online

Front Mission 5: Scars of the War

Playable: No

Description:

Keith Carabell is one of the main characters in Front Mission 1st, and is one of the secondary characters in Front Mission 2089-II, Front Mission Online,

and Front Mission 5: Scars of the War. Keith is a mercenary for hire, and a member of the "Canyon Crows" mercenary outfit. His appearance in Front Mission 2 expands on his fate after the end of the 2nd Huffman Conflict.

In the game, Keith appears only once through Thomas' viewpoint. He appears fighting alongside Royd and Ryuji in a forest near Dhaka in Secret Mission 2.

Locked in battle against the Dull Stags trio, the Canyon Crows realize that their foes are stronger than expected. When Royd asks him to call for help, Keith responds that their camp was "destroyed by unknown forces" and wonders if they should retreat. Eventually, the mercenary is killed in combat along with the rest of the Canyon Crows in Alordesh.

Driscoll Lisa's Viewpoint

Location:

Network (Mission 5)
Dhaka (Mission 24)

Time of Appearance: Mission 5 to Mission 24
Alias: None
Appears in:

Front Mission 2089-II
Front Mission 1st
Front Mission Online

Playable: No
Description:

Driscoll is one of the main characters in Front Mission 1st, and is one of the secondary characters in Front Mission 2089-II and Front Mission Online. Driscoll is a U.S.N. officer posted to the Special Weapons Research Division known as the "Nirvana Institute". His appearance in Front Mission 2 expands on his background with the U.S.N. and his ties to the Republic of Zaftra.

In the game, Driscoll actually doesn't make an appearance in any of the viewpoints. Rather, he appears indirectly through references in the Network after meeting G. Lycov in Daukandei after Mission 5 and through the U.S.N. agent that Lisa encounters in Dhaka after Mission 24.

When Lisa reads up on the history and combat specifications of the Raven, the secret section notes that its test pilot was believed to be of Zaftran origin. However, there is no evidence to confirm this speculation. On June 24, when Lisa meets Lycov, a man in the suit assassinates the wanzor engineer. Lisa quickly deduces that the man in the suit is a U.S.N. agent. When the U.S.N. agent demands that Lisa hand over the Raven, she refuses and opts to fight against him. Wondering if she will use the Raven, the U.S.N. agent tells her to give up and adds that only one man was able to master piloting it...

Glen Duval Thomas' Viewpoint

Location:

Forest

Time of Appearance: Secret Mission 2

Alias: None

Appears in:

Front Mission 2089-II

Front Mission 1st

Front Mission 5: Scars of the War

Playable: No

Description:

Glen Duval is one of the main characters in Front Mission 5: Scars of the War, and is one of the secondary characters in Front Mission 2089-II and Front Mission 1st. Glen is part of the 48th Defense Unit with the O.C.U. Ground Defense Force. His appearance in Front Mission 2 expands on his "behind the scenes" role working for a powerful terrorist organization...

In the game, Glen actually doesn't make an appearance in any of the viewpoints. Rather, he appears indirectly through references from Royd during the battle against the Dull Stags in Secret Mission 2.

When the Canyon Crows begin to lose their battle against the Dull Stags, Royd tells his teammates to radio Glen for help "right now". However, no response is made when the call for help is made. After Keith brings bad news to Royd about their base of operations, the mercenary realizes that Glen is not going to respond because he has "gone dark"...

If the Dull Stags are defeated in battle, Royd radios Glen and tells him that "the plan is back on schedule again"...

Frederick Lancaster Lisa's Viewpoint

Location:

Network

Time of Appearance: Mission 5

Alias: None

Appears in:

Front Mission 1st

Front Mission Online

Front Mission 4

Front Mission 5: Scars of the War

Playable: No

Description:

Frederick Lancaster is one of the main characters in Front Mission 1st, and is one of the secondary characters in Front Mission Online, Front Mission 4, and Front Mission 5: Scars of the War. Frederick is a freelance journalist who specializes in non-fictional material. His appearance in Front Mission 2 expands on his exploits since the end of the 2nd Huffman Conflict.

In the game, Frederick actually doesn't make an appearance in any of the viewpoints. Rather, he appears indirectly through references in the Network after meeting G. Lycov in Daukandei after Mission 5.

When Lisa reads up on the history of Huffman Island, she stumbles across an old article that was published on the front page of the newspaper "Daily Freedom" on August 12, 2092. Written by Frederick Lancaster, the article revealed the truth behind the 2nd Huffman Conflict. According to Lancaster's findings, the war was not about a border dispute between the O.C.U. and the U.S.N. Rather, it was used by the two super-states, the Republic of Zaftra, and Sakata Industries to develop and test computer technology which utilized the human brain. Lancaster provided a wealth of evidence to back up his story.

The article, along with Lancaster's novel "Sovereign Island", led to a global investigation into the truth behind the war. As Lisa continues to read, she learns that both the O.C.U. and the U.S.N. admitted their involvement in what was later coined the "Sakata Industries Incident". The Republic of Zaftra refused to admit their involvement in the conspiracy, despite the resignation of their president. The ensuing fallout bankrupted Sakata Industries and the company was later absorbed by rival arms maker, Iguchi.

Walter Feng Ash's Viewpoint

Location:

Alordesh Coast

Time of Appearance: Mission 22

Alias: Man, Black 6

Appears in:

Front Mission 1st

Front Mission Online

Front Mission 5: Scars of the War

Playable: No

Description:

Walter Feng is the male protagonist of Front Mission 5: Scars of the War, and is one of the secondary characters in Front Mission 1st and Front Mission Online. Walter has quite the impressive military career working up the military chain of command: the 214th Mobile Company, 11th Special Armored Regiment "Strike Wyverns", and the SOCOM Armored Detachment "Barghest". His appearance in Front Mission 2 expands on his duties as a unit commander with the Barghest.

In the game, Walter only appears once through Ash's viewpoint. He appears during the battle by the Alordesh Coast in Mission 22.

When the Burg Transportation force returns to the Alordesh coastline, they spot a squad of units boasting an all-black paint scheme that are stationed by the transport plane. Unsure if they are friend or foe, Joyce attempts to engage combat with one of the units. In the midst of combat, Walter radios Hector that his unit is taking heavy fire from an unknown enemy force. As a result of this, Walter informs Hector that he is ceasing covert operations.

Hector Reynolds Ash's Viewpoint

Location:

Alordesh Coast

Time of Appearance: Mission 22

Alias: Commander, Black 1

Appears in:

Front Mission 1st

Front Mission 5: Scars of the War

Playable: No

Description:

Hector Reynolds is one of the main characters in Front Mission 5: Scars of the War, and is one of the secondary characters in Front Mission 1st. Hector is the commanding officer of the SOCOM Armored Detachment, "Barghest". His appearance in Front Mission 2 expands on his role as the head of an outfit investigating the true causes of domestic conflicts in the O.C.U.

In the game, Hector actually doesn't make an appearance in any of the viewpoints. Rather, he appears indirectly through references from Walter during the battle by the Alordesh Coast in Mission 22.

After listening to Walter informing him that his unit is taking heavy fire from an unknown enemy force, Hector orders them to withdraw to an evacuation point. Hector also commands Walter's unit not to "waste time" withdrawing from the Alordesh coastline.

Masao Sasaki

Lisa's Viewpoint

Location:

Network

Time of Appearance: Mission 4

Alias: None

Appears in:

Front Mission Online

Front Mission 3

Playable: No

Description:

Masao Sasaki is one of the main characters in Front Mission 3 and is one of the secondary characters in Front Mission Online. Masao is the Chief-of-Staff for the Japanese Defense Force. His appearance in Front Mission 2 expands on his background as a harbinger for Japanese independence movements.

In the game, Masao actually doesn't make an appearance in any of the viewpoints. Rather, he appears indirectly through references in the Network after the game switches to Lisa's viewpoint upon clearing Mission 4.

When Lisa reads up on the international news for June 14, 2102, she learns of a group in Japan which recently held a pro-Alordesh independence rally in the past few days. Called the "Independent Nations Society", almost 100 people in Tokyo held a rally to demand the withdrawal of the O.C.U. from Japan. Lisa reads that 16 of the group's members were arrested when the demonstration

became violent. Masao Sasaki, the leader of the Independent Nations Society, was believed to have instigated the violent protests and was currently being investigated by the Japanese Police Organization.

5. CREDITS

[CRED]

Thanks to:

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