

Front Mission Second (Import) Wanzer Specs FAQ Final

by LegaiaRules

Updated on Apr 25, 2012

FRONT MISSION 2
WANZER SPECS FAQ
VERSION FINAL (1.25)
By Angelo Pineda (rpger77@yahoo.ca)

VERSION HISTORY

25-4-2012 - Grammar corrections made. Guide complete.
26-2-2008 - All data entries complete. Will make updates in the future for grammar and guide corrections.

TABLE OF CONTENTS

Sections	Search Codes
1. INTRODUCTION	[INTR]
2. WANZER EQUIPMENT	[WEQP]
Wanzers	[WANZ]
Computers	[COMP]
Backpacks	[BACK]
Weapons	[WEAP]
Items	[ITEM]
Full Sets	[FULL]
3. CREDITS	[CRED]

To quickly find the section you want, press Ctrl + F at the same time to access the Find options. If you want to access something, type in the word in [] and the [] themselves. If you want to find the Credits, type in [CRED].

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 those who are looking for information about the parts and such. Enjoy!

Sites allowed to post this guide:

<http://www.gamefaqs.com>
<http://www.gamespot.com>
<https://www.neoseeker.com>

<http://www.supercheats.com>

<http://www.lup.com>

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 a wanzer specs guide for Front Mission 2 for the Playstation, released only in Japan. This guide is meant to be used alongside my beginner's guide on GameFAQs. Specifically, this guide details information about equipment that can be equipped and used in the game. With that said, let's move onto the main attraction!

2. WANZER EQUIPMENT

[WEQP]

The following section details all of the equipment that can be gotten in the game. For information on wanzer setups, please look at my beginner's guide at GameFAQs.

* NOTE: All specs categories are in a shortened version. To identify one of the specs, use the following guide. *

Wanzer Shortened Specs Guide:

WANZERS

Name - name of the part.

ID - part ID.

Price - cost of the part.

HP - HP.

Def - Defense.

Wgt - Weight.

RCst - Running Cost.

DType - Defense Type.

OPut - Power Output.

MV - Move.

Type - Leg type.

BWep - Built-in weapon.

BPnc - Built-in Punch.

PDam - Punch Damage.

PAcc - Punch Accuracy.

Access - where the part can be obtained.

COMPUTERS

ID - part ID.

Price - cost of the part.

Mode - current Mode of the computer.
Fight - computer's Fight proficiency.
Short - computer's Short proficiency.
Long - computer's Long proficiency.
Skill - points allocated for computer skills.
Total - maximum points available on the computer.
CSkill - computer skill equipped.
Version - current version of the computer.
Access - where the part can be obtained.

BACKPACKS

ID - part ID.
Price - cost of the part.
Item - Item Capacity.
OPut - Power Output.
Wgt - Weight.
Rng - Range.
Access - where the part can be obtained.

WEAPONS

ID - part ID.
Price - cost of the part.
APow - Attack Power.
Acc - Accuracy.
Wgt - Weight.
Rng - Range.
Bult - Bullet.
Def - Defense.
Siz - Size.
Ad - Appearance.
DType - Defense Type.
Location - part location for the built-in weapon.
Note - notes for the built-in weapon.
Access - where the part can be obtained.

ITEMS

Name - name of the part.
ID - part ID.
Price - cost of the part.
Wgt - weight.
Data - data for the item.
Access - where the part can be obtained.

FULL SETS

Name - name of the part.
ID - part ID.
Price - cost of the part.
L.Hand - weapon equipped on the Left Hand.
R.Hand - weapon equipped on the Right Hand.
L.Shoulder - weapon equipped on the Left Shoulder.
R.Shoulder - weapon equipped on the Right Shoulder.
Backpack - equipped Backpack.

Computer - equipped Computer.
Access - where the part can be obtained.

WANZERS

[WANZ]

The data is read in the following format:

ID Price HP Def Wgt RCst Oput DType BWep (BODY)

x x x x x x x x

ID Price HP Def Wgt RCst DType BWep BPnc PDam PAcc (ARMS)

x x x x x x x x

ID Price HP Def Wgt RCst MV Type DType (LEGS)

x x x x x x x x

Notes:

* - not available for purchase at the Shop/Hangar, price is for selling

** - only available for purchase as a full set, price is for selling

Name Access

Giza 4C Saribash's House
Obadiah O.C.U. Front Base
Frost M37 Saribash's House
Zenith V Saribash's House

Zebu T4 Daukandei
Vaje M13 Daukandei
Vigor M1 Saribash's House
Zora C5 Daukandei

Kafir M1 Suburb of Dhaka
Vaje M25 Suburb of Dhaka
Warlus M2 Suburb of Dhaka
Tall Dog 1 Suburb of Dhaka

Giza 4G Diaraba
Type 99A Diaraba
Frost M40 Diaraba
Galumph 1 Diaraba

Kafir M2 Bornea
Igel Eins Bornea
Warlus M3 Bornea
Autel Bornea

Robust 1C Diaraba after Mission 15
Hart Wind Diaraba after Mission 15
Zeder T3 Diaraba after Mission 15
Zenith RV Diaraba after Mission 15

Type 102A	Bornea after Mission 16
Zebu T4S	Bornea after Mission 16
Tedium A3	Bornea after Mission 16
Zora C9	Bornea after Mission 16

Giza 5A	Daukandei after Mission 18
Hart Zahn	Daukandei after Mission 18
Moth VAS	Daukandei after Mission 18
Gaff A	Daukandei after Mission 18

Type 102B	Dhaka
Zebu T8	Dhaka
Torero	Dhaka
Zenith DV	Dhaka

Kafir M3	Dhaka after Mission 22
Qwagga M08	Dhaka after Mission 22
Frost M50	Dhaka after Mission 22
Degen T8	Dhaka after Mission 22

Robust 2A	O.C.U. Deean A.F.B.
Zaigaut	O.C.U. Deean A.F.B.
Moth VBS	O.C.U. Deean A.F.B.
Castigo U	O.C.U. Deean A.F.B.

Vaje M30	Supply Camp
Zeal A1	Supply Camp
Type 100A	Supply Camp
Gaff B	Supply Camp

Giza 5S	Supply Camp after Mission 28
Zeal B1	Supply Camp after Mission 28
Manege	Supply Camp after Mission 28
Zenith X	Supply Camp after Mission 28

Type 99B	LSHD-4 Monto
Tedium A6	LSHD-4 Monto
Giaour G1	LSHD-4 Monto
Degen T10	LSHD-4 Monto
Type 102C	LSHD-4 Monto
Zaigs A1	LSHD-4 Monto
Igel Zwei	LSHD-4 Monto
Giaour G3	LSHD-4 Monto

Prototype Negus	See main guide (Secrets)
Jaboa (Body only)	See main guide (Secrets)
Mythos B	See main guide (Secrets)
Schakal B	See main guide (Secrets)
Raven	See main guide (Secrets)
Iyana Wanzer	See main guide (Secrets)

BODY

ID Guide:

- (1) - Giza 4C
- (2) - Obadiah
- (3) - Frost M37

- (4) - Zenith V
- (5) - Zebu T4
- (6) - Vaje M13
- (7) - Vigor M1
- (8) - Zora C5
- (9) - Kafir M1
- (10) - Vaje M25
- (11) - Warlus M2
- (12) - Tall Dog 1
- (13) - Giza 4G
- (14) - Type 99A
- (15) - Frost M40
- (16) - Galumph 1
- (17) - Kafir M2
- (18) - Igel Eins
- (19) - Warlus M3
- (20) - Autel
- (21) - Robust 1C
- (22) - Hard Wind
- (23) - Zeder T3
- (24) - Zenith RV
- (25) - Type 102A
- (26) - Zebu T4S
- (27) - Tedium A3
- (28) - Zora C9
- (29) - Giza 5A
- (30) - Hart Zahn
- (31) - Moth VAS
- (32) - Gaff A
- (33) - Type 102B
- (34) - Zebu T8
- (35) - Torero
- (36) - Zenith DV
- (37) - Kafir M3
- (38) - Qwagga M08
- (39) - Frost M50
- (40) - Degen T8
- (41) - Robust 2A
- (42) - Zaigaut
- (43) - Moth VBS
- (44) - Castigo U
- (45) - Vaje M30
- (46) - Zeal A1
- (47) - Type 100A
- (48) - Gaff B
- (49) - Giza 5S
- (50) - Zeal B1
- (51) - Manege
- (52) - Zenith X
- (53) - Type 99B
- (54) - Tedium A6
- (55) - Giaour G1
- (56) - Degen T10
- (57) - Type 102C
- (58) - Zaigs A1
- (59) - Igel Zwei
- (60) - Giaour G3
- (61) - Negus
- (62) - Jaboa
- (63) - Mythos B

- (64) - Schakal B
- (65) - Raven
- (66) - Iyana Wanzer

ID	Price	HP	Def	Wgt	RCst	Oput	DType	BWep
1	132	65	20	23	20	107	Normal	No
2	139	64	20	21	16	106	Normal	No
3	144	67	22	25	21	109	Anti-Fire	No
4	147	62	25	23	20	108	Anti-Shock	No
5	266	76	22	28	32	123	Normal	No
6	279	74	22	25	26	122	Normal	No
7	285	84	19	29	35	126	Anti-Pierce	No
8	290	78	24	31	34	125	Anti-Fire	No
9	408	88	25	33	46	145	Normal	No
10	428	86	25	30	37	144	Normal	No
11	437	97	21	34	48	146	Anti-Pierce	No
12	490	91	28	40	54	148	Anti-Fire	MG
13	553	100	27	38	60	164	Normal	No
14	581	98	26	34	48	163	Normal	No
15	603	103	30	42	64	166	Anti-Fire	No
16	675	95	34	43	67	167	Anti-Shock	CN
17	714	113	29	44	75	186	Normal	No
18	764	124	25	45	82	192	Anti-Pierce	No
19	778	116	32	48	80	189	Anti-Fire	No
20	793	107	37	45	73	187	Anti-Shock	No
21	902	127	32	50	93	210	Normal	No
22	947	124	31	45	74	209	Normal	No
23	965	140	27	52	97	212	Anti-Pierce	No
24	1001	121	41	51	95	211	Anti-Shock	No
25	1096	141	34	56	111	232	Normal	No
26	1151	138	33	50	89	231	Normal	No
27	1173	155	29	58	121	239	Anti-Pierce	No
28	1195	145	37	62	118	235	Anti-Fire	No
29	1323	156	36	64	132	259	Normal	No
30	1389	153	35	58	106	258	Normal	No
31	1416	172	31	66	137	262	Anti-Pierce	No
32	1616	148	46	72	149	263	Anti-Shock	MG
33	1581	172	39	72	156	289	Normal	No
34	1692	189	33	74	162	292	Anti-Pierce	No
35	1723	177	43	79	157	293	Anti-Fire	No
36	1755	163	50	73	159	290	Anti-Shock	No
37	1844	188	41	80	180	316	Normal	No
38	1936	184	40	72	144	314	Normal	No
39	2010	194	45	88	191	321	Anti-Fire	No
40	2047	179	52	82	184	318	Anti-Shock	No
41	2138	205	43	88	207	347	Normal	No
42	2245	201	42	79	166	345	Normal	No
43	2288	226	37	91	215	350	Anti-Pierce	No

44	2610	195	55	99	211	349	Anti-Shock	BZ
45	2583	219	44	87	190	378	Normal	No
46	2632	245	38	100	246	384	Anti-Pierce	No
47	2949	230	50	118	251	386	Anti-Fire	CN
48	3004	212	57	109	266	386	Anti-Shock	MG
49	2813	241	48	107	269	413	Normal	No
50	3010	265	41	110	280	417	Anti-Pierce	No
51	3373	248	53	130	314	423	Anti-Fire	MG
52	3122	229	61	109	274	415	Anti-Shock	No
53	3350	255	49	105	242	446	Normal	No
54	3413	286	43	121	331	461	Anti-Pierce	No
55	3477	268	55	129	321	455	Anti-Fire	No
56	3541	247	64	119	309	450	Anti-Shock	No
57	2696**	280	52	128	340	485	Normal	No
58	2831**	274	51	115	272	483	Normal	No
59	2885**	308	44	132	372	500	Anti-Pierce	No
60	2939**	288	57	141	360	492	Anti-Fire	No
61	None	65	20	23	30	107	Normal	No
62	2398*	223	45	97	284	380	Anti-Shock	No
63	2215*	236	47	96	215	411	Normal	No
64	2992*	266	66	131	347	487	Anti-Shock	No
65	4718*	280	52	128	493	485	Normal	No
66	2696*	280	52	128	663	485	Normal	No

ARMS

ID Guide:

- (1) - Giza 4C
- (2) - Obadiah
- (3) - Frost M37
- (4) - Zenith V
- (5) - Zebu T4
- (6) - Vaje M13
- (7) - Vigor M1
- (8) - Zora C5
- (9) - Kafir M1
- (10) - Vaje M25
- (11) - Warlus M2
- (12) - Tall Dog 1
- (13) - Giza 4G
- (14) - Type 99A
- (15) - Frost M40
- (16) - Galumph 1
- (17) - Kafir M2
- (18) - Igel Eins
- (19) - Warlus M3
- (20) - Autel
- (21) - Robust 1C
- (22) - Hart Wind
- (23) - Zeder T3
- (24) - Zenith RV
- (25) - Type 102A

- (26) - Zebu T4S
- (27) - Tedium A3
- (28) - Zora C9
- (29) - Giza 5A
- (30) - Hart Zahn
- (31) - Moth VAS
- (32) - Gaff A
- (33) - Type 102B
- (34) - Zebu T8
- (35) - Torero
- (36) - Zenith DV
- (37) - Kafir M3
- (38) - Qwagga M08
- (39) - Frost M50
- (40) - Degen T8
- (41) - Robust 2A
- (42) - Zaigaut
- (43) - Moth VBS
- (44) - Castigo U
- (45) - Vaje M30
- (46) - Zeal A1
- (47) - Type 100A
- (48) - Gaff B
- (49) - Giza 5S
- (50) - Zeal B1
- (51) - Manege
- (52) - Zenith X
- (53) - Type 99B
- (54) - Tedium A6
- (55) - Giaour G1
- (56) - Degen T10
- (57) - Type 102C
- (58) - Zaigs A1
- (59) - Igel Zwei
- (60) - Giaour G3
- (61) - Negus
- (62) - Mythos B
- (63) - Schakal B
- (64) - Raven
- (65) - Raven Claw
- (66) - Iyana Wanzer

ID	Price	HP	Def	Wgt	RCst	DType	BWep	BPnc	PDam	PAcc
1	46	40	16	8	4	Normal	No	Yes	25*1	70%
2	62	39	16	18	3	Normal	BZ	No	None	None
3	50	41	18	9	4	Anti-Fire	No	Yes	25*1	70%
4	51	38	20	8	4	Anti-Shock	No	Yes	25*1	70%
5	95	47	18	9	8	Normal	No	Yes	29*1	70%
6	100	46	18	8	6	Normal	No	Yes	29*1	70%
7	122	52	15	20	8	Anti-Pierce	CN	No	None	None
8	104	48	20	10	8	Anti-Fire	No	Yes	29*1	70%
9	145	54	20	11	12	Normal	No	Yes	34*1	70%
10	152	53	20	10	10	Normal	No	Yes	34*1	70%
11	155	59	17	11	12	Anti-Pierce	No	Yes	34*1	70%
12	190	56	22	24	14	Anti-Fire	RK	No	None	None

13	201	62	22	13	17	Normal	No	Yes	38*1	70%
14	253	61	22	30	14	Normal	RK	No	None	None
15	219	64	24	14	18	Anti-Fire	No	Yes	38*1	70%
16	268	59	28	29	19	Anti-Shock	BZ	No	None	None

17	258	70	23	15	22	Normal	No	Yes	43*1	70%
18	386	77	20	30	24	Anti-Pierce	SG	No	None	None
19	281	72	25	17	23	Anti-Fire	No	Yes	43*1	70%
20	286	67	29	15	21	Anti-Shock	No	Yes	43*1	70%

21	325	78	26	17	27	Normal	No	Yes	50*1	70%
22	477	76	25	34	22	Normal	FT	No	None	None
23	487	86	22	36	28	Anti-Pierce	CN	No	None	None
24	361	74	33	17	28	Anti-Shock	No	Yes	50*1	70%

25	397	87	27	19	33	Normal	No	Yes	56*1	70%
26	417	85	26	17	26	Normal	No	Yes	56*1	70%
27	510	96	23	40	36	Anti-Pierce	MS	No	None	None
28	433	90	30	21	35	Anti-Fire	No	Yes	56*1	70%

29	480	96	29	21	40	Normal	No	Yes	63*1	70%
30	706	94	28	43	32	Normal	FT	No	None	None
31	514	106	25	22	42	Anti-Pierce	No	Yes	63*1	70%
32	746	91	37	42	45	Anti-Shock	SG	No	None	None

33	573	106	31	24	48	Normal	No	Yes	71*1	70%
34	613	117	26	25	50	Anti-Pierce	No	Yes	71*1	70%
35	625	109	34	26	48	Anti-Fire	No	Yes	71*1	70%
36	636	101	39	24	49	Anti-Shock	No	Yes	71*1	70%

37	671	116	33	26	56	Normal	No	Yes	78*1	70%
38	846	114	32	46	45	Normal	MG	No	None	None
39	731	119	36	29	59	Anti-Fire	No	Yes	78*1	70%
40	820	110	42	35	57	Anti-Shock	PC	No	None	None

41	774	126	34	29	65	Normal	No	Yes	87*1	70%
42	813	123	33	26	52	Normal	No	Yes	87*1	70%
43	828	139	29	30	68	Anti-Pierce	No	Yes	87*1	70%
44	859	120	43	30	66	Anti-Shock	No	Yes	87*1	70%

45	937	134	35	29	59	Normal	No	Yes	96*1	70%
46	954	151	31	33	77	Anti-Pierce	No	Yes	96*1	70%
47	1166	141	40	53	78	Anti-Fire	MG	No	None	None
48	1386	130	46	58	83	Anti-Shock	SG	No	None	None

49	1020	148	38	35	85	Normal	No	Yes	106*1	70%
50	1091	163	32	36	88	Anti-Pierce	No	Yes	106*1	70%
51	1334	152	42	59	99	Anti-Fire	MS	No	None	None
52	1132	141	48	36	87	Anti-Shock	No	Yes	106*1	70%

53	1466	157	39	68	78	Normal	RK	No	None	None
54	1494	176	34	68	106	Anti-Pierce	MS	No	None	None
55	1269	165	44	42	103	Anti-Fire	No	Yes	116*1	70%
56	1421	152	51	68	99	Anti-Shock	PC	No	None	None

57	985**	172	42	41	110	Normal	No	Yes	127*1	70%
58	1035**	169	41	37	88	Normal	No	Yes	127*1	70%
59	1476**	189	36	74	120	Anti-Pierce	SG	No	None	None
60	1074**	177	46	45	117	Anti-Fire	No	Yes	127*1	70%

61	None	40	16	11	6	Normal	RF	No	None	None
62	803*	145	37	32	68	Normal	No	Yes	106*1	70%
63	1094*	163	53	42	112	Anti-Shock	No	Yes	127*1	70%
64	1725*	172	42	41	160	Normal	No	Yes	127*1	70%
65	1725*	172	42	41	160	Normal	PC	No	None	None
66	985*	172	42	41	160	Normal	PC	No	None	None

LEGS

ID Guide:

- (1) - Giza 4C
- (2) - Obadiah
- (3) - Frost M37
- (4) - Zenith V
- (5) - Zebu T4
- (6) - Vaje M13
- (7) - Vigor M1
- (8) - Zora C5
- (9) - Kafir M1
- (10) - Vaje M25
- (11) - Warlus M2
- (12) - Tall Dog 1
- (13) - Giza 4G
- (14) - Type 99A
- (15) - Frost M40
- (16) - Galumph 1
- (17) - Kafir M2
- (18) - Igel Eins
- (19) - Warlus M3
- (20) - Autel
- (21) - Robust 1C
- (22) - Hard Wind
- (23) - Zeder T3
- (24) - Zenith RV
- (25) - Type 102A
- (26) - Zebu T4S
- (27) - Tedium A3
- (28) - Zora C9
- (29) - Giza 5A
- (30) - Hart Zahn
- (31) - Moth VAS
- (32) - Gaff A
- (33) - Type 102B
- (34) - Zebu T8
- (35) - Torero
- (36) - Zenith DV
- (37) - Kafir M3
- (38) - Qwagga M08
- (39) - Frost M50
- (40) - Degen T8
- (41) - Robust 2A
- (42) - Zaigaut
- (43) - Moth VBS
- (44) - Castigo U
- (45) - Vaje M30
- (46) - Zeal A1
- (47) - Type 100A

- (48) - Gaff B
- (49) - Giza 5S
- (50) - Zeal B1
- (51) - Manege
- (52) - Zenith X
- (53) - Type 99B
- (54) - Tedium A6
- (55) - Giaour G1
- (56) - Degen T10
- (57) - Type 102C
- (58) - Zaigs A1
- (59) - Igel Zwei
- (60) - Giaour G3
- (61) - Negus
- (62) - Mythos B
- (63) - Schakal B
- (64) - Raven
- (65) - Iyana Wanzer

ID	Price	HP	Def	Wgt	RCst	MV	Type	DType
1	65	55	18	16	5	0	2Leg	Normal
2	65	54	18	14	4	0	2Leg	Normal
3	71	57	19	18	5	0	2Leg	Anti-Fire
4	72	52	23	16	5	0	2Leg	Anti-Shock
5	133	64	20	19	11	0	2Leg	Normal
6	140	63	20	17	9	0	2Leg	Normal
7	128	70	17	21	12	1	Tank	Anti-Pierce
8	145	66	22	21	12	0	2Leg	Anti-Fire
9	203	74	23	23	17	0	2Leg	Normal
10	213	73	23	21	14	0	2Leg	Normal
11	217	81	20	24	18	0	2Leg	Anti-Pierce
12	243	76	25	26	20	0	4Leg	Anti-Fire
13	278	85	24	26	23	0	2Leg	Normal
14	277	83	24	23	18	0	2Leg	Normal
15	303	88	26	29	24	0	2Leg	Anti-Fire
16	340	81	30	28	25	0	4Leg	Anti-Shock
17	475	96	26	30	43	0	2Leg	Normal
18	457	106	22	32	47	1	Tank	Anti-Pierce
19	518	99	29	33	46	0	2Leg	Anti-Fire
20	448	91	33	31	42	2	Tire	Anti-Shock
21	600	108	29	35	54	0	2Leg	Normal
22	599	106	28	31	43	0	2Leg	Normal
23	642	119	25	36	56	0	2Leg	Anti-Pierce
24	666	103	37	36	55	0	2Leg	Anti-Shock
25	733	120	31	39	65	0	2Leg	Normal
26	770	118	30	35	52	0	2Leg	Normal
27	706	132	26	42	71	1	Tank	Anti-Pierce
28	799	124	34	43	69	0	2Leg	Anti-Fire
29	875	132	32	44	77	0	2Leg	Normal
30	873	129	31	39	62	0	2Leg	Normal
31	936	145	27	45	80	0	2Leg	Anti-Pierce

32	1068	125	41	47	87	0	4Leg	Anti-Shock
33	1285	145	49	35	117	0	2Leg	Normal
34	1375	160	30	50	122	0	2Leg	Anti-Pierce
35	1191	149	39	54	118	2	Tire	Anti-Fire
36	1426	138	44	50	119	0	2Leg	Anti-Shock
37	1501	159	37	55	136	0	2Leg	Normal
38	1497	156	36	49	109	0	2Leg	Normal
39	1636	164	41	61	144	0	2Leg	Anti-Fire
40	1666	151	47	56	139	0	2Leg	Anti-Shock
41	1745	174	39	61	157	0	2Leg	Normal
42	1832	171	38	55	126	0	2Leg	Normal
43	1867	191	33	63	163	0	2Leg	Anti-Pierce
44	1937	165	50	62	160	0	2Leg	Anti-Shock
45	2105	185	40	60	144	0	2Leg	Normal
46	2145	208	35	69	187	0	2Leg	Anti-Pierce
47	2185	195	45	74	191	0	Tire	Anti-Fire
48	2449	180	52	71	202	0	4Leg	Anti-Shock
49	2699	204	43	73	246	0	2Leg	Normal
50	2888	224	37	75	256	0	2Leg	Anti-Pierce
51	3236	210	47	83	287	0	4Leg	Anti-Fire
52	2996	194	55	74	251	0	2Leg	Anti-Shock
53	3047	216	44	71	222	0	2Leg	Normal
54	2941	242	38	85	302	1	Tank	Anti-Pierce
55	3329	227	50	88	294	0	2Leg	Anti-Fire
56	3390	209	57	82	283	0	2Leg	Anti-Shock
57	2580**	237	47	87	311	0	2Leg	Normal
58	2709**	232	46	78	249	0	2Leg	Normal
59	2485**	261	40	94	339	1	Tank	Anti-Pierce
60	2813**	244	52	96	330	0	2Leg	Anti-Fire
61	None	55	18	16	8	0	2Leg	Normal
62	2125*	200	42	66	197	0	2Leg	Normal
63	2865*	225	60	89	317	0	2Leg	Anti-Shock
64	4516*	237	47	87	451	0	2Leg	Normal
65	2580*	237	47	87	606	0	2Leg	Normal

COMPUTERS

[COMP]

Notes:

* - not available for purchase at the Shop/Hangar, price is for selling

ID Guide:

- (1) - Abbot
- (2) - Balliol
- (3) - Clio
- (4) - Delikat
- (5) - Ethel
- (6) - Forman
- (7) - Guanaco

- (8) - Holism
- (9) - Jingo
- (10) - Onrush
- (11) - Legende
- (12) - Isthmus
- (13) - Koodoo
- (14) - Motive
- (15) - Niche
- (16) - Pundit

Version Data:

ID	Mode	Fight	Short	Long	Skill	Total	CSkill
1	1	3	2	1	0	6	None
1	2	4	1	1	0	6	None
1	3	2	3	1	0	6	None
1	4	2	1	3	0	6	None
1-2	1	5	4	2	0	11	None
1-2	2	4	2	1	4	11	Shock Absorb
1-2	3	3	7	1	0	11	None
1-2	4	3	2	6	0	11	None
1-3	1	7	6	3	0	16	None
1-3	2	7	3	2	4	16	Shock Absorb
1-3	3	3	4	2	7	16	Balance UP
1-3	4	4	3	9	0	16	None
1-4	1	9	8	4	0	21	None
1-4	2	11	4	2	4	21	Shock Absorb
1-4	3	4	8	2	7	21	Balance UP
1-4	4	5	4	12	0	21	None
1-4	5	4	4	4	9	21	Move Plus(+ 1)
1-5	1	11	10	5	0	26	None
1-5	2	14	5	3	4	26	Shock Absorb
1-5	3	5	11	3	7	26	Balance UP
1-5	4	6	5	15	0	26	None
1-5	5	5	5	4	12	26	Move Plus(+ 2)
2	1	2	1	3	0	6	None
2	2	3	1	2	0	6	None
2	3	1	3	2	0	6	None
2	4	1	1	2	2	6	Energy Save(- 20%)
2-2	1	3	3	5	0	11	None
2-2	2	6	1	4	0	11	None
2-2	3	1	6	4	0	11	None
2-2	4	1	1	7	2	11	Energy Save(- 20%)
2-3	1	5	4	7	0	16	None
2-3	2	8	2	6	0	16	None
2-3	3	2	8	6	0	16	None
2-3	4	2	2	10	2	16	Energy Save(- 20%)
2-4	1	6	6	9	0	21	None
2-4	2	12	2	7	0	21	None
2-4	3	2	12	7	0	21	None
2-4	4	2	2	15	2	21	Energy Save(- 20%)
2-4	5	3	3	6	9	21	Move Plus(+ 1)
2-5	1	8	7	11	0	26	None
2-5	2	14	3	9	0	26	None
2-5	3	3	14	9	0	26	None
2-5	4	4	3	15	4	26	Energy Save(- 50%)
2-5	5	3	3	8	12	26	Move Plus(+ 2)

3	1	4	4	1	0	9	None
3	2	6	2	1	0	9	None
3	3	2	6	1	0	9	None
3	4	2	2	5	0	9	None
3-2	1	6	6	2	0	14	None
3-2	2	10	3	1	0	14	None
3-2	3	3	3	1	7	14	Balance UP
3-2	4	3	3	8	0	14	None
3-3	1	8	8	3	0	19	None
3-3	2	13	4	2	0	19	None
3-3	3	4	6	2	7	19	Balance UP
3-3	4	4	4	11	0	19	None
3-4	1	10	10	4	0	24	None
3-4	2	15	6	3	0	24	None
3-4	3	5	10	2	7	24	Balance UP
3-4	4	5	5	14	0	24	None
3-4	5	5	5	5	9	24	Move Plus(+ 1)
3-5	1	12	12	5	0	29	None
3-5	2	6	6	3	14	29	Power Down(F)
3-5	3	6	13	3	7	29	Balance UP
3-5	4	7	7	15	0	29	None
3-5	5	6	6	5	12	29	Move Plus(+ 2)

4	1	3	2	4	0	9	None
4	2	5	1	3	0	9	None
4	3	1	5	3	0	9	None
4	4	1	1	5	2	9	Energy Save(- 20%)
4-2	1	4	4	6	0	14	None
4-2	2	8	1	5	0	14	None
4-2	3	1	8	5	0	14	None
4-2	4	1	1	10	2	14	Energy Save(- 20%)
4-3	1	6	5	8	0	19	None
4-3	2	11	2	6	0	19	None
4-3	3	2	11	6	0	19	None
4-3	4	2	2	13	2	19	Energy Save(- 20%)
4-4	1	7	7	10	0	24	None
4-4	2	14	2	8	0	24	None
4-4	3	2	14	8	0	24	None
4-4	4	4	3	15	2	24	Energy Save(- 20%)
4-4	5	4	3	7	10	24	Auto Repair(+ 5%)
4-5	1	9	8	12	0	29	None
4-5	2	15	4	10	0	29	None
4-5	3	4	15	10	0	29	None
4-5	4	5	5	15	4	29	Energy Save(- 50%)
4-5	5	3	4	9	13	29	Auto Repair(+ 10%)

5	1	5	5	2	0	12	None
5	2	5	2	1	4	12	Shock Absorb
5	3	3	8	1	0	12	None
5	4	3	2	7	0	12	None
5-2	1	7	7	3	0	17	None
5-2	2	8	3	2	4	17	Shock Absorb
5-2	3	4	11	2	0	17	None
5-2	4	4	3	10	0	17	None
5-3	1	9	9	4	0	22	None
5-3	2	12	4	2	4	22	Shock Absorb
5-3	3	5	15	2	0	22	None
5-3	4	5	5	12	0	22	None
5-4	1	11	11	5	0	27	None

5-4	2	15	5	3	4	27	Shock Absorb
5-4	3	8	15	4	0	27	None
5-4	4	6	6	15	0	27	None
5-4	5	6	6	6	9	27	Move Plus(+ 1)
5-5	1	13	13	6	0	32	None
5-5	2	15	8	5	4	32	Shock Absorb
5-5	3	6	9	3	14	32	Power Down(S)
5-5	4	9	8	15	0	32	None
5-5	5	7	7	6	12	32	Move Plus(+ 2)

6	1	4	3	5	0	12	None
6	2	7	1	4	0	12	None
6	3	1	7	4	0	12	None
6	4	1	1	10	0	12	None
6-2	1	5	5	7	0	17	None
6-2	2	9	2	6	0	17	None
6-2	3	2	9	6	0	17	None
6-2	4	2	2	13	0	17	None
6-3	1	6	6	10	0	22	None
6-3	2	13	2	7	0	22	None
6-3	3	3	12	7	0	22	None
6-3	4	4	3	15	0	22	None
6-4	1	8	7	12	0	27	None
6-4	2	15	3	9	0	27	None
6-4	3	3	15	9	0	27	None
6-4	4	6	6	15	0	27	None
6-4	5	5	5	8	9	27	Move Plus(+ 1)
6-5	1	9	9	14	0	32	None
6-5	2	15	5	12	0	32	None
6-5	3	5	15	12	0	32	None
6-5	4	3	3	12	14	32	Power Down(L)
6-5	5	5	5	10	12	32	Move Plus(+ 2)

7	1	7	6	2	0	15	None
7	2	6	3	2	4	15	Shock Absorb
7	3	3	3	2	7	15	Balance UP
7	4	4	3	8	0	15	None
7-2	1	9	8	3	0	20	None
7-2	2	10	4	2	4	20	Shock Absorb
7-2	3	4	7	2	7	20	Balance UP
7-2	4	5	4	11	0	20	None
7-3	1	11	10	4	0	25	None
7-3	2	13	5	3	4	25	Shock Absorb
7-3	3	5	10	3	7	25	Balance UP
7-3	4	6	5	14	0	25	None
7-4	1	13	12	5	0	30	None
7-4	2	15	7	4	4	30	Shock Absorb
7-4	3	6	14	3	7	30	Balance UP
7-4	4	8	7	15	0	30	None
7-4	5	6	6	6	12	30	SDP System(< 10)
7-5	1	15	14	6	0	35	None
7-5	2	15	10	6	4	35	Shock Absorb
7-5	3	8	15	5	7	35	Balance UP
7-5	4	11	9	15	0	35	None
7-5	5	7	7	6	15	35	SDP System(< 20)

8	1	4	4	7	0	15	None
8	2	8	2	5	0	15	None
8	3	2	8	5	0	15	None
8	4	2	2	9	2	15	Energy Save(- 20%)

8-2	1	6	5	9	0	20	None
8-2	2	11	2	7	0	20	None
8-2	3	2	11	7	0	20	None
8-2	4	2	2	14	2	20	Energy Save(- 20%)
8-3	1	7	7	11	0	25	None
8-3	2	14	3	8	0	25	None
8-3	3	3	14	8	0	25	None
8-3	4	4	4	15	2	25	Energy Save(- 20%)
8-4	1	9	8	13	0	30	None
8-4	2	15	4	11	0	30	None
8-4	3	4	15	11	0	30	None
8-4	4	7	6	15	2	30	Energy Save(- 20%)
8-5	1	10	10	15	0	35	None
8-5	2	15	7	13	0	35	None
8-5	3	7	15	13	0	35	None
8-5	4	8	8	15	4	35	Energy Save(- 50%)
8-5	5	7	7	11	10	35	DDP System

9	1	4	4	7	0	15	None
9	2	8	2	5	0	15	None
9	3	2	8	5	0	15	None
9	4	2	2	9	2	15	Energy Save(- 20%)
9-2	1	6	5	9	0	20	None
9-2	2	11	2	7	0	20	None
9-2	3	2	11	7	0	20	None
9-2	4	2	2	14	2	20	Energy Save(- 20%)
9-3	1	7	7	11	0	25	None
9-3	2	14	3	8	0	25	None
9-3	3	3	14	8	0	25	None
9-3	4	4	4	15	2	25	Energy Save(- 20%)
9-4	1	9	8	13	0	30	None
9-4	2	15	4	11	0	30	None
9-4	3	4	15	11	0	30	None
9-4	4	7	6	15	2	30	Energy Save(- 20%)
9-5	1	10	10	15	0	35	None
9-5	2	15	7	13	0	35	None
9-5	3	7	15	13	0	35	None
9-5	4	8	8	15	4	35	Energy Save(- 50%)
9-5	5	6	7	11	11	35	Satellite

10	1	7	6	2	0	15	None
10	2	6	3	2	4	15	Shock Absorb
10	3	4	9	2	0	15	None
10	4	4	3	8	0	15	None
10-2	1	9	8	3	0	20	None
10-2	2	10	4	2	4	20	Shock Absorb
10-2	3	5	13	2	0	20	None
10-2	4	5	4	11	0	20	None
10-3	1	11	10	4	0	25	None
10-3	2	13	5	3	4	25	Shock Absorb
10-3	3	7	15	3	0	25	None
10-3	4	6	5	14	0	25	None
10-4	1	13	12	5	0	30	None
10-4	2	15	7	4	4	30	Shock Absorb
10-4	3	10	15	5	0	30	None
10-4	4	8	7	15	0	30	None
10-4	5	6	6	4	14	30	Auto Defense(- 1)
10-5	1	15	14	6	0	35	None
10-5	2	15	10	6	4	35	Shock Absorb
10-5	3	7	10	4	14	35	Power Down(S)

10-5 4	11	9	15	0	35	None
10-5 5	7	7	6	15	35	Auto Defense(= 0)

11 1	4	4	7	0	15	None
11 2	8	2	5	0	15	None
11 3	2	8	5	0	15	None
11 4	2	2	11	0	15	None
11-2 1	6	5	9	0	20	None
11-2 2	11	2	7	0	20	None
11-2 3	2	11	7	0	20	None
11-2 4	3	2	15	0	20	None
11-3 1	7	7	11	0	25	None
11-3 2	14	3	8	0	25	None
11-3 3	3	14	8	0	25	None
11-3 4	5	5	15	0	25	None
11-4 1	9	8	13	0	30	None
11-4 2	15	4	11	0	30	None
11-4 3	4	15	11	0	30	None
11-4 4	8	7	15	0	30	None
11-4 5	4	5	9	12	30	Auto Sight(L) (- 1)
11-5 1	10	10	15	0	35	None
11-5 2	15	7	13	0	35	None
11-5 3	7	15	13	0	35	None
11-5 4	4	4	13	14	35	Power Down(L)
11-5 5	5	4	11	15	35	Auto Sight(L) (- 3)

12 1	7	6	2	0	15	None
12 2	6	3	2	4	15	Shock Absorb
12 3	3	9	2	1	15	Detect Mine
12 4	4	3	8	0	15	None
12-2 1	9	8	3	0	20	None
12-2 2	10	4	2	4	20	Shock Absorb
12-2 3	4	13	2	1	20	Detect Mine
12-2 4	5	4	11	0	20	None
12-3 1	11	10	4	0	25	None
12-3 2	13	5	3	4	25	Shock Absorb
12-3 3	6	15	3	1	25	Detect Mine
12-3 4	6	5	14	0	25	None
12-4 1	13	12	5	0	30	None
12-4 2	15	7	4	4	30	Shock Absorb
12-4 3	9	15	5	1	30	Detect Mine
12-4 4	8	7	15	0	30	None
12-5 1	15	14	6	0	35	None
12-5 2	15	10	6	4	35	Shock Absorb
12-5 3	12	15	7	1	35	Detect Mine
12-5 4	11	9	15	0	35	None
12-5 5	7	7	7	14	35	DMP System

13 1	7	6	2	0	15	None
13 2	6	3	2	4	15	Shock Absorb
13 3	3	3	2	7	15	Balance UP
13 4	4	3	8	0	15	None
13-2 1	9	8	3	0	20	None
13-2 2	10	4	2	4	20	Shock Absorb
13-2 3	4	7	2	7	20	Balance UP
13-2 4	5	4	11	0	20	None
13-3 1	11	10	4	0	25	None
13-3 2	13	5	3	5	25	Shock Absorb
13-3 3	5	10	3	7	25	Balance UP
13-3 4	6	5	14	0	25	None

13-4 1	13	12	5	0	30	None
13-4 2	15	7	4	4	30	Shock Absorb
13-4 3	6	14	3	7	30	Balance UP
13-4 4	8	7	15	0	30	None
13-5 1	15	14	6	0	35	None
13-5 2	15	10	6	4	35	Shock Absorb
13-5 3	8	15	5	7	35	Balance UP
13-5 4	11	9	15	0	35	None
13-5 5	7	7	6	15	35	Learning System

14 1	7	6	2	0	15	None
14 2	10	3	2	0	15	None
14 3	3	3	2	7	15	Balance UP
14 4	4	3	8	0	15	None
14-2 1	9	8	3	0	20	None
14-2 2	13	5	2	0	20	None
14-2 3	4	7	2	7	20	Balance UP
14-2 4	5	4	11	0	20	None
14-3 1	11	10	4	0	25	None
14-3 2	15	6	4	0	25	None
14-3 3	5	10	3	7	25	Balance UP
14-3 4	6	5	14	0	25	None
14-4 1	13	12	5	0	30	None
14-4 2	15	10	5	0	30	None
14-4 3	6	14	3	7	30	Balance UP
14-4 4	8	7	15	0	30	None
14-4 5	6	6	5	13	30	Auto Sight(S) (- 1)
14-5 1	15	14	6	0	35	None
14-5 2	10	7	4	14	35	Power Down(F)
14-5 3	8	15	5	7	35	Balance UP
14-5 4	11	9	15	0	35	None
14-5 5	7	7	6	15	35	Auto Sight(S) (= 0)

15 1	4	4	7	0	15	None
15 2	8	2	5	0	15	None
15 3	2	8	5	0	15	None
15 4	2	2	9	2	15	Energy Save(- 20%)
15-2 1	6	5	9	0	20	None
15-2 2	11	2	7	0	20	None
15-2 3	2	11	7	0	20	None
15-2 4	2	2	14	2	20	Energy Save(- 20%)
15-3 1	7	7	11	0	25	None
15-3 2	14	3	8	0	25	None
15-3 3	3	14	8	0	25	None
15-3 4	4	4	15	2	25	Energy Save(- 20%)
15-4 1	9	8	13	0	30	None
15-4 2	15	4	11	0	30	None
15-4 3	4	15	11	0	30	None
15-4 4	7	6	15	2	30	Energy Save(- 20%)
15-4 5	4	4	9	13	30	Auto Repair All(+ 5%)
15-5 1	10	10	15	0	35	None
15-5 2	15	7	13	0	35	None
15-5 3	7	15	13	0	35	None
15-5 4	8	8	15	4	35	Energy Save(- 20%)
15-5 5	5	4	11	15	35	Auto Repair All(+ 10%)

16 1	4	4	7	0	15	None
16 2	8	2	5	0	15	None
16 3	2	8	5	0	15	None
16 4	2	2	9	2	15	Energy Save(- 20%)

16-2 1	6	5	9	0	20	None
16-2 2	11	2	7	0	20	None
16-2 3	2	11	7	0	20	None
16-2 4	2	2	14	2	20	Energy Save(- 20%)
16-3 1	7	7	11	0	25	None
16-3 2	14	3	8	0	25	None
16-3 3	3	14	8	0	25	None
16-3 4	4	4	15	2	25	Energy Save(- 20%)
16-4 1	9	8	13	0	30	None
16-4 2	15	4	11	0	30	None
16-4 3	4	15	11	0	30	None
16-4 4	7	6	15	2	30	Energy Save(- 20%)
16-4 5	5	5	9	11	30	Range Plus(+ 1)
16-5 1	10	10	15	0	35	None
16-5 2	15	7	13	0	35	None
16-5 3	7	15	13	0	35	None
16-5 4	8	8	15	4	35	Energy Save(- 50%)
16-5 5	5	4	11	15	35	Range Plus(+ 2)

Shop Data:

ID	Price	Mode	Fight	Short	Long	Skill	Total	CSkill	Access
1	96	1	3	2	1	0	6	None	Saribash's House
2	96	1	2	1	3	0	6	None	Saribash's House
3	153	1	4	4	1	0	9	None	Daukandei
4	153	1	3	2	4	0	9	None	Daukandei
5	240	1	5	5	2	0	12	None	Diaraba
6	240	1	4	5	5	0	12	None	Diaraba
7	345	1	7	6	2	0	15	None	Diaraba after Mission 15
8	345	1	4	4	7	0	15	None	Diaraba after Mission 15
9	258*	1	4	4	7	0	15	None	See main guide(Secrets)
10	258*	1	7	6	2	0	15	None	See main guide(Secrets)
11	258*	1	4	4	7	0	15	None	See main guide(Secrets)
12	258*	1	7	6	2	0	15	None	See main guide(Secrets)
13	258*	1	7	6	2	0	15	None	See main guide(Secrets)
14	258*	1	7	6	2	0	15	None	See main guide(Secrets)
15	258*	1	4	4	7	0	15	None	See main guide(Secrets)
16	258*	1	4	4	7	0	15	None	See main guide(Secrets)

Upgrade Data:

ID	Version	Price	Access
1	2	110	Use the Clock UP option at the Shop
1	3	180	Use the Clock UP option at the Shop
1	4	270	Use the Clock UP option at the Shop
1	5	0	Go to the NAXOS address and input the password NACRE
2	2	110	Use the Clock UP option at the Shop
2	3	180	Use the Clock UP option at the Shop
2	4	270	Use the Clock UP option at the Shop
2	5	0	Go to the SCHNECKE address and input the password SCUFF
3	2	160	Use the Clock UP option at the Shop
3	3	220	Use the Clock UP option at the Shop
3	4	330	Use the Clock UP option at the Shop

3	5	0	Go to the SENDER address and input the password SCHUSS

4	2	160	Use the Clock UP option at the Shop
4	3	220	Use the Clock UP option at the Shop
4	4	330	Use the Clock UP option at the Shop
4	5	0	Go to the DIABLE address and input the password DIACTIC

5	2	190	Use the Clock UP option at the Shop
5	3	300	Use the Clock UP option at the Shop
5	4	380	Use the Clock UP option at the Shop
5	5	0	Go to the VINES JP address and input the password VICIOUS

6	2	190	Use the Clock UP option at the Shop
6	3	300	Use the Clock UP option at the Shop
6	4	380	Use the Clock UP option at the Shop
6	5	0	Go to the FIREVALY address and input the password FAKIR

7	2	260	Use the Clock UP option at the Shop
7	3	330	Use the Clock UP option at the Shop
7	4	490	Use the Clock UP option at the Shop
7	5	0	Go to the KIRISIMA address and input the password KINDLE

8	2	260	Use the Clock UP option at the Shop
8	3	330	Use the Clock UP option at the Shop
8	4	490	Use the Clock UP option at the Shop
8	5	0	Go to the FIREVALY address and input the password FAKIR

9	2	260	Use the Clock UP option at the Shop
9	3	330	Use the Clock UP option at the Shop
9	4	490	Use the Clock UP option at the Shop
9	5	0	Go to the JM=LY address and input the password JONQUIL

10	2	260	Use the Clock UP option at the Shop
10	3	330	Use the Clock UP option at the Shop
10	4	490	Use the Clock UP option at the Shop
10	5	0	Go to the NAXOS address and input the password NACRE

11	2	260	Use the Clock UP option at the Shop
11	3	330	Use the Clock UP option at the Shop
11	4	490	Use the Clock UP option at the Shop
11	5	0	Go to the NAXOS address and input the password NACRE

12	2	260	Use the Clock UP option at the Shop
12	3	330	Use the Clock UP option at the Shop
12	4	490	Use the Clock UP option at the Shop
12	5	0	Go to the IGUCHI address and input the password IGNOBLE

13	2	260	Use the Clock UP option at the Shop
13	3	330	Use the Clock UP option at the Shop
13	4	490	Use the Clock UP option at the Shop
13	5	0	Go to the KIRISIMA address and input the password KINDLE

14	2	260	Use the Clock UP option at the Shop
14	3	330	Use the Clock UP option at the Shop
14	4	490	Use the Clock UP option at the Shop
14	5	0	Go to the NAXOS address and input the password NACRE

15	2	260	Use the Clock UP option at the Shop
15	3	330	Use the Clock UP option at the Shop
15	4	490	Use the Clock UP option at the Shop

```

15 5      0      Go to the NAXOS address and input the password NACRE
-----
16 2      260     Use the Clock UP option at the Shop
16 3      330     Use the Clock UP option at the Shop
16 4      490     Use the Clock UP option at the Shop
16 5      0      Go to the PAPEL address and input the password PALAIS

```

```

-----
BACKPACKS
-----

```

```

[BACK]
-----

```

Notes:

* - only available with purchase of certain full sets, price is for selling

```

-----
ITEM
-----

```

ID Guide:

- (1) - BP-T3A
- (2) - BP-T2A
- (3) - BP-T1A
- (4) - BP-T4A
- (5) - BP-T3B
- (6) - BP-T5A
- (7) - BP-T3C
- (8) - BP-T4B
- (9) - BP-T5B
- (10) - BP-T3D
- (11) - BP-T4C
- (12) - BP-T5C
- (13) - BP-T3E
- (14) - BP-T4D
- (15) - BP-T5D

```

-----
ID Price  Item  OPut  Wgt  Rng  Access
-----

```

ID	Price	Item	OPut	Wgt	Rng	Access
1	22	1	0	3	0-3	Saribash's House
2	59	2	0	4	0-3	Daukandei
3	100	3	0	6	0-3	Suburb of Dhaka
4	149	4	0	8	0-3	Diaraba
5	206	4	0	12	0-4	Bornea
6	266	4	0	17	0-5	Diaraba after Mission 15
7	336	5	0	13	0-3	Bornea after Mission 16
8	412	5	0	18	0-4	Daukandei after Mission 18
9	496	5	0	24	0-5	Dhaka
10	594	6	0	18	0-3	Dhaka after Mission 22
11	696	6	0	25	0-4	O.C.U. Deean A.F.B.
12	807	6	0	34	0-5	Supply Camp
13	923	7	0	27	0-3	Supply Camp after Mission 28
14	1060	7	0	35	0-4	LSHD-4 Monto
15	899*	7	0	44	0-5	Igel Zwei and Giaour G3 full sets

```

-----
TURBO
-----

```

ID Guide:

- (1) - AG-1000A
- (2) - AG-450A
- (3) - AG-640A
- (4) - AG-1000B
- (5) - AG-450B
- (6) - AG-640B
- (7) - AG-1000C
- (8) - AG-450C
- (9) - AG-640C
- (10) - AG-1000D
- (11) - AG-450D
- (12) - AG-640D
- (13) - AG-1000S
- (14) - AG-450S
- (15) - AG-640S

ID	Price	Item	OPut	Wgt	Rng	Access
1	58	0	18	9	0	Saribash's House
2	132	0	21	11	0	Daukandei
3	207	0	24	12	0	Suburb of Dhaka
4	292	0	27	13	0	Diaraba
5	392	0	31	15	0	Bornea
6	498	0	35	17	0	Diaraba after Mission 15
7	617	0	39	18	0	Bornea after Mission 16
8	745	0	43	20	0	Daukandei after Mission 18
9	892	0	48	22	0	Dhaka
10	1056	0	53	23	0	Dhaka after Mission 22
11	1228	0	58	25	0	O.C.U. Deean A.F.B.
12	1411	0	63	28	0	Supply Camp
13	1613	0	69	30	0	Supply Camp after Mission 28
14	1839	0	75	32	0	LSHD-4 Monto
15	1553*	0	81	34	0	Type 102C and Zaigs A1 full sets

WEAPONS [WEAP]

The data is read in the following format:

ID	APow	Acc	Rng	Bult	Location	Note (BUILT-IN)
x	x	x	x	x	x	x

ID	Price	APow	Acc	Wgt	Rng	Bult	Access (ALL EXCEPT BUILT-IN + SD)
x	x	x	x	x	x	x	x

ID	Price	Def	Wgt	Size	Ad	DTyp	Access	(SD)
x	x	x	x	x	x	x	x	

Notes:

* - not available for purchase at the Shop/Hangar, price is for selling

BUILT-IN

ID Guide:

- (1) - Type 100 BMG
- (2) - Krems 40
- (3) - Cromer
- (4) - Waiden BZ
- (5) - 75mm Cannon
- (6) - Cromer 5
- (7) - 30mm Toer
- (8) - M926BZ
- (9) - 60mm Cannon
- (10) - 80mm RK
- (11) - Type 99 AR
- (12) - Talon M9
- (13) - Grop 20mm
- (14) - Head Fire
- (15) - 56mm Etwa
- (16) - Wrentit
- (17) - Firerock
- (18) - 19mm SG
- (19) - Goran MG
- (20) - Blue Arm
- (21) - Type 100 MG
- (22) - 23mm SG
- (23) - ATM771
- (24) - Type 99 BR
- (25) - Wrentit L
- (26) - Red Arm
- (27) - Grop 30mm
- (28) - AT400RF
- (29) - Raven Claw
- (30) - Neco
- (31) - Kaeru

ID	APow	Acc	Rng	Bult	Location	Note
1	13*6	75%	1	9	Tall Dog 1 Body	None
2	30*3	68%	1-2	3	Galumph 1 Body	None
3	25*6	75%	1	9	Gaff A Body	None
4	162*1	62%	1-2	3	Castigo U Body	None
5	75*3	68%	1-2	3	Type 100A Body	None
6	38*6	75%	1	9	Gaff B Body	None
7	42*6	75%	1	9	Manege Body	None
8	45*1	60%	1-2	3	Obadiah Arms	Cannot equip Shoulder weapon
9	22*3	68%	1-2	3	Vigor M1 Arms	Cannot equip Shoulder weapon
10	14*6	65%	2-4	2	Tall Dog 1 Arms	Cannot equip Shoulder weapon
11	16*6	66%	2-4	2	Type 99A Arms	Cannot equip Shoulder weapon
12	71*1	60%	1-2	3	Galumph 1 Arms	Cannot equip Shoulder weapon
13	13*8	71%	1	9	Igel Eins Arms	Can equip Shoulder weapon
14	30*4	73%	1	9	Hart Wind Arms	Can equip Shoulder weapon
15	39*3	68%	1-2	3	Zeder T3 Arms	Can equip Shoulder weapon
16	59*2	85%	4-5	2	Tedium A3 Arms	Cannot equip Shoulder weapon
17	38*4	73%	1	9	Hart Zahn Arms	Cannot equip Shoulder weapon
18	18*8	71%	1	9	Gaff A Arms	Can equip Shoulder weapon
19	31*6	75%	1	9	Qwagga M08 Arms	Cannot equip Shoulder weapon

20	147*1	70%	1	inf.	Degen T8 Arms	Can equip Shoulder weapon
21	38*6	76%	1	9	Type 100A Arms	Cannot equip Shoulder weapon
22	28*8	71%	1	9	Gaff B Arms	Can equip Shoulder weapon
23	113*2	85%	4-5	2	Manege Arms	Cannot equip Shoulder weapon
24	48*6	66%	2-4	2	Type 99B Arms	Cannot equip Shoulder weapon
25	124*2	85%	4-5	2	Tedium A6 Arms	Cannot equip Shoulder weapon
26	217*1	70%	1	inf.	Degen T10 Arms	Can equip Shoulder weapon
27	37*8	71%	1	9	Igel Zwei Arms	Can equip Shoulder weapon
28	41*1	80%	1	9	Negus Arms	Cannot equip Shoulder weapon
29	236*1	70%	1	inf.	Raven Left Arm	Cannot equip Shoulder weapon
30	236*1	70%	1	inf.	Iyana Wanzer Left Arm	Can equip Shoulder weapon
31	236*1	70%	1	inf.	Iyana Wanzer Right Arm	Can equip Shoulder weapon

MACHINE GUN (HAND-MOUNTED)

ID Guide:

- (1) - Juri EX
- (2) - Carillon
- (3) - Barbari
- (4) - Artassaut
- (5) - Chronik
- (6) - Glowtusk
- (7) - Opfer
- (8) - Clavier
- (9) - FV-24
- (10) - Type 95 MG
- (11) - Chronik 25
- (12) - Opfer GV

ID	Price	APow	Acc	Wgt	Rng	Bult	Access
1	39	12*5	73%	10	1	9	Saribash's House
2	114	16*5	75%	14	1	9	Suburb of Dhaka
3	152	15*6	74%	15	1	9	Diaraba
4	250	17*7	76%	19	1	9	Diaraba after Mission 15
5	303	19*7	75%	21	1	9	Bornea after Mission 16
6	374	22*7	73%	24	1	9	Notun Comilla
7	435	21*8	76%	27	1	9	Dhaka
8	523	24*8	74%	30	1	9	Dhaka after Mission 22
9	594	23*9	76%	33	1	9	O.C.U. Deean A.F.B.
10	699	26*9	76%	36	1	9	Supply Camp
11	926	31*9	75%	43	1	9	LSHD-4 Monto
12	785*	34*9	76%	46	1	9	See main guide (Secrets)

MACHINE GUN (SHOULDER-MOUNTED)

ID Guide:

- (1) - Pews M14
- (2) - Pews M21
- (3) - Type 103 MG

ID	Price	APow	Acc	Wgt	Rng	Bult	Access
----	-------	------	-----	-----	-----	------	--------

1	78	13*5	77%	11	1	9	Daukandei
2	194	17*6	77%	17	1	9	Bornea after Mission 13
3	810	28*9	78%	39	1	9	Supply Camp after Mission 28

SHOTGUN

ID Guide:

- (1) - Auden M90
- (2) - Higa Type 9 SG
- (3) - Sin Libra
- (4) - Budget
- (5) - Glossy
- (6) - Wet Blood
- (7) - Sin Libra B
- (8) - Auden M98
- (9) - VN Budget
- (10) - Peak Gaza
- (11) - State 30
- (12) - Flat Soul
- (13) - Girino
- (14) - Glossy 11
- (15) - Covet

ID	Price	APow	Acc	Wgt	Rng	Bult	Access
1	36	7*8	70%	9	1	9	O.C.U. Front Base
2	70	8*8	72%	11	1	9	Daukandei
3	100	10*8	71%	13	1	9	Suburb of Dhaka
4	142	11*8	72%	14	1	9	Diaraba
5	174	13*8	71%	17	1	9	Bornea after Mission 13
6	223	15*8	73%	18	1	9	Diaraba after Mission 15
7	274	16*8	71%	20	1	9	Bornea after Mission 16
8	330	18*8	70%	23	1	9	Notun Comilla
9	388	21*8	72%	25	1	9	Dhaka
10	449	23*8	71%	28	1	9	Dhaka after Mission 22
11	534	25*8	70%	31	1	9	O.C.U. Deean A.F.B.
12	602	28*8	70%	34	1	9	Supply Camp
13	694	31*8	72%	37	1	9	Supply Camp after Mission 28
14	791	34*8	71%	40	1	9	LSHD-4 Monto
15	687*	37*8	73%	44	1	9	See main guide (Secrets)

FLAMETHROWER

ID Guide:

- (1) - Hot River 30
- (2) - Warmer
- (3) - Hot River 40
- (4) - Warmer F1
- (5) - Heat Rat
- (6) - Hot River 55
- (7) - Warmer F2
- (8) - Heat Rat S

- (9) - Hell Pond
- (10) - Fire Ant
- (11) - Hell Pond 2
- (12) - Heat Rat EX
- (13) - Fire Ant 2
- (14) - Hell Pond 3
- (15) - Fire Ant S

ID	Price	APow	Acc	Wgt	Rng	Bult	Access
1	40	15*4	73%	10	1	9	Saribash's House
2	81	17*4	72%	12	1	9	Daukandei
3	120	20*4	73%	14	1	9	Suburb of Dhaka
4	161	23*4	72%	16	1	9	Diaraba
5	203	26*4	74%	18	1	9	Bornea after Mission 13
6	256	30*4	73%	19	1	9	Diaraba after Mission 15
7	312	33*4	72%	22	1	9	Bornea after Mission 16
8	380	38*4	74%	25	1	9	Notun Comilla
9	453	42*4	73%	27	1	9	Dhaka
10	530	47*4	74%	30	1	9	Dhaka after Mission 22
11	621	52*4	73%	33	1	9	O.C.U. Deean A.F.B.
12	717	57*4	74%	36	1	9	Supply Camp
13	830	63*4	74%	40	1	9	Supply Camp after Mission 28
14	934	70*4	73%	43	1	9	LSHD-4 Monto
15	802*	76*4	74%	47	1	9	See main guide (Secrets)

RIFLE

ID Guide:

- (1) - Grenze
- (2) - Last Word
- (3) - Jura
- (4) - Winee
- (5) - Black Sea
- (6) - Type 98 Rifle A
- (7) - Alchemy
- (8) - Wander 20
- (9) - Hexafire
- (10) - Jura 60
- (11) - Alchemia
- (12) - Ziege
- (13) - Type 98 Rifle B
- (14) - Wander 60
- (15) - Bassoon

ID	Price	APow	Acc	Wgt	Rng	Bult	Access
1	41	41*1	80%	11	1	9	O.C.U. Front Base
2	82	47*1	82%	13	1	9	Daukandei
3	125	56*1	80%	15	1	9	Suburb of Dhaka
4	168	64*1	81%	17	1	9	Diaraba
5	214	72*1	79%	19	1	9	Bornea after Mission 13
6	272	83*1	83%	21	1	9	Diaraba after Mission 15
7	332	93*1	81%	24	1	9	Bornea after Mission 16
8	402	105*1	83%	27	1	9	Daukandei after Mission 18

9	480	118*1	82%	29	1	9	Dhaka
10	563	131*1	80%	33	1	9	Dhaka after Mission 22
11	654	145*1	81%	36	1	9	Dhaka after Mission 24
12	755	160*1	84%	39	1	9	Supply Camp
13	870	177*1	83%	43	1	9	Supply Camp after Mission 28
14	991	194*1	83%	47	1	9	LSHD-4 Monto
15	840*	212*1	85%	51	1	9	See main guide (Secrets)

BAZOOKA

ID Guide:

- (1) - M405A
- (2) - Greery
- (3) - Jouviet
- (4) - Caiard
- (5) - Runge
- (6) - Jouviet Dou
- (7) - Bosch
- (8) - Caiard 10
- (9) - Rock Jack
- (10) - Madcap B
- (11) - Runge FF
- (12) - Rock King
- (13) - M405A9
- (14) - Later Boa
- (15) - Burgiba

ID	Price	APow	Acc	Wgt	Rng	Bult	Access
1	37	45*1	60%	12	1-2	3	Daukandei after Mission 5
2	74	52*1	60%	14	1-2	3	Daukandei
3	111	62*1	61%	16	1-2	3	Daukandei after Mission 8
4	151	71*1	62%	18	1-2	3	Cargo Ship
5	194	81*1	58%	21	1-2	3	Bornea
6	223	93*1	59%	23	1-2	3	Bornea after Mission 15
7	299	104*1	61%	26	1-2	3	Bornea after Mission 16
8	362	117*1	62%	29	1-2	3	Daukandei after Mission 18
9	434	132*1	60%	32	1-2	3	Dhaka
10	508	147*1	61%	35	1-2	3	Dhaka after Mission 22
11	590	162*1	58%	39	1-2	3	Dhaka after Mission 24
12	682	179*1	63%	43	1-2	3	Supply Camp
13	787	198*1	60%	46	1-2	3	Supply Camp after Mission 28
14	896	217*1	60%	51	1-2	3	LSHD-4 Monto
15	760*	236*1	62%	55	1-2	3	See main guide (Secrets)

CANNON (HAND-MOUNTED)

ID Guide:

- (1) - Germas 76
- (2) - Germas 92
- (3) - Tom Tit
- (4) - Funagi Type 3
- (5) - H.C 110

- (6) - Hill Pierce
- (7) - Double Comet

ID	Price	APow	Acc	Wgt	Rng	Bult	Access
1	42	19*3	66%	13	1-2	3	O.C.U. Front Base
2	124	26*3	66%	17	1-2	3	Daukandei after Mission 8
3	212	34*3	68%	22	1-2	3	Bornea
4	397	49*3	68%	30	1-2	3	Daukandei after Mission 18
5	557	61*3	67%	37	1-2	3	Dhaka after Mission 22
6	742	75*3	67%	45	1-2	3	Supply Camp
7	978	91*3	68%	54	1-2	3	LSHD-4 Monto

CANNON (SHOULDER-MOUNTED)

ID Guide:

- (1) - Blaster 86
- (2) - Savory
- (3) - G.C.C. 9
- (4) - Savory GO
- (5) - H.C 100
- (6) - Blaster 96
- (7) - Funagi Type 3 Alternative
- (8) - Delta 120

ID	Price	APow	Acc	Wgt	Rng	Bult	Access
1	82	22*3	68%	14	1-2	3	Daukandei
2	165	30*3	67%	19	1-2	3	Cargo Ship
3	267	39*3	66%	24	1-2	3	Diaraba after Mission 15
4	327	44*3	67%	27	1-2	3	Bornea after Mission 16
5	471	55*3	67%	34	1-2	3	Dhaka
6	646	68*3	68%	41	1-2	3	O.C.U. Deean A.F.B.
7	857	83*3	68%	49	1-2	3	Supply Camp after Mission 28
8	828*	99*3	68%	58	1-2	3	See main guide(Secrets)

KNUCKLE

ID Guide:

- (1) - Press Needle
- (2) - Double Nail
- (3) - Bone Buster
- (4) - Hot Needle
- (5) - Double Finger
- (6) - Light Buster
- (7) - Double Blade
- (8) - Press Sting
- (9) - Double Fang
- (10) - Huge Buster
- (11) - Double Blade S
- (12) - Skull Buster
- (13) - Bear Claw

(14) - Press Stake

(15) - Keen Edge

ID	Price	APow	Acc	Wgt	Rng	Bult	Access
1	23	+19	+5%	9	1	inf.	Daukandei after Mission 5
2	45	+22	+5%	10	1	inf.	Daukandei
3	67	+25	+5%	12	1	inf.	Daukandei after Mission 8
4	90	+29	+5%	14	1	inf.	Diaraba
5	115	+32	+5%	16	1	inf.	Bornea after Mission 13
6	146	+37	+5%	17	1	inf.	Diaraba after Mission 15
7	175	+42	+5%	19	1	inf.	Bornea after Mission 16
8	211	+47	+5%	22	1	inf.	Daukandei after Mission 18
9	255	+53	+5%	24	1	inf.	Dhaka after Mission 21
10	298	+58	+5%	27	1	inf.	Dhaka after Mission 22
11	346	+65	+5%	29	1	inf.	Dhaka after Mission 24
12	400	+71	+5%	32	1	inf.	Supply Camp
13	459	+79	+5%	35	1	inf.	Supply Camp after Mission 28
14	524	+87	+5%	38	1	inf.	LSHD-4 Monto
15	445*	+95	+5%	41	1	inf.	See main guide (Secrets)

ROD

ID Guide:

- (1) - Hard Rod
 - (2) - Hurt Club
 - (3) - Pound
 - (4) - Mad Iron
 - (5) - Heavy Pound
 - (6) - God Pound
 - (7) - Mad Hammer
 - (8) - Dawn Star
 - (9) - Fear Iron
 - (10) - Rodder G
 - (11) - Pounder
 - (12) - Rick Rod
 - (13) - Keen Saber
 - (14) - Crazy Hammer
 - (15) - Venus
 - (16) - Great Saber
-

ID	Price	APow	Acc	Wgt	Rng	Bult	Access
1	30	+22	+10%	11	1	inf.	Saribash's House
2	60	+25	+10%	12	1	inf.	Daukandei
3	91	+29	+8%	15	1	inf.	Daukandei after Mission 8
4	124	+33	+7%	16	1	inf.	Diaraba
5	158	+37	+8%	19	1	inf.	Bornea after Mission 13
6	199	+43	+8%	21	1	inf.	Diaraba after Mission 15
7	242	+48	+7%	23	1	inf.	Bornea after Mission 16
8	293	+54	+6%	26	1	inf.	Daukandei after Mission 18
9	351	+61	+7%	29	1	inf.	Dhaka after Mission 21
10	414	+67	+10%	32	1	inf.	Dhaka after Mission 22
11	478	+74	+8%	35	1	inf.	O.C.U. Deean A.F.B.
12	None	+74	+12%	0	1	inf.	See main guide (Secrets)

13	553	+82	+10%	39	1	inf.	Supply Camp
14	636	+91	+10%	42	1	inf.	Supply Camp after Mission 28
15	726	+100	+6%	46	1	inf.	LSHD-4 Monto
16	615*	+109	+10%	50	1	inf.	See main guide(Secrets)

SHIELD

ID Guide:

- (1) - SP86-N
- (2) - SP06-N
- (3) - SN-46Z
- (4) - Type 198S
- (5) - VS04-N
- (6) - Type 203S
- (7) - VS24-N
- (8) - SP02-N
- (9) - Type 201S
- (10) - VS17-N
- (11) - SN-20
- (12) - SN-35
- (13) - Firewall
- (14) - SN-120
- (15) - SN-120P
- (16) - SN-335
- (17) - Type 417S

ID	Price	Def	Wgt	Size	Ad	DTyp	Access
1	21*	8	5	50	25	Anti-Shock	Ash and Thomas' initial setups
2	28	8	5	50	25	Normal	Saribash's House
3	32	10	6	50	25	Normal	Daukandei
4	63	11	6	50	25	Anti-Pierce	Daukandei after Mission 8
5	93	13	8	50	25	Normal	Diaraba
6	124	15	8	50	25	Anti-Shock	Bornea after Mission 13
7	158	17	9	50	25	Normal	Bornea after Mission 15
8	203	20	11	50	25	Normal	Bornea after Mission 16
9	246	22	12	50	25	Anti-Shock	Daukandei after Mission 18
10	304	25	13	50	25	Normal	Dhaka
11	354	28	15	50	25	Normal	Dhaka after Mission 22
12	425	31	17	50	25	Normal	O.C.U. Deean A.F.B.
13	483	35	18	50	25	Anti-Fire	Supply Camp
14	568	38	20	50	25	Normal	Supply Camp after Mission 28
15	426*	38	20	50	30	Anti-Pierce	Mission reward in Mission 24
16	659	42	22	50	25	Normal	LSHD-4 Monto
17	564*	46	24	50	25	Normal	See main guide(Secrets)

MISSILE LAUNCHER

ID Guide:

- (1) - Plaver M2
- (2) - Wild
- (3) - Adler
- (4) - Goldias

- (5) - Mainate
- (6) - Ibis W1
- (7) - Plaver M4
- (8) - Mainate U
- (9) - Adler G
- (10) - Thrush
- (11) - Ibis WPS
- (12) - Plaver M6
- (13) - Bull Thrush
- (14) - Wuerger
- (15) - Red Crow

ID	Price	APow	Acc	Wgt	Rng	Bult	Access
1	52	45*1	85%	14	4-5	2	Saribash's House
2	104	30*2	86%	16	4-5	2	Daukandei
3	158	35*2	86%	18	4-5	2	Suburb of Dhaka
4	212	70*1	82%	21	4-5	2	Cargo Ship
5	274	46*2	84%	24	4-5	2	Bornea
6	343	39*3	88%	27	4-5	3	Bornea after Mission 15
7	417	59*2	85%	30	4-5	2	Bornea after Mission 16
8	506	67*2	84%	34	4-5	2	Notun Comilla
9	606	75*2	86%	38	4-5	2	Dhaka after Mission 21
10	711	61*3	88%	41	4-5	3	Dhaka after Mission 22
11	829	68*3	88%	45	4-5	3	Dhaka after Mission 24
12	952	102*2	85%	50	4-5	3	Supply Camp
13	1095	83*3	88%	54	4-5	3	Supply Camp after Mission 28
14	1251	214*1	90%	59	4-5	3	LSHD-4 Monto
15	1060*	233*1	98%	64	4-5	4	See main guide (Secrets)

ANTI-AIRCRAFT MISSILE LAUNCHER

ID Guide:

- (1) - Plaver S
- (2) - MCaille 1
- (3) - Plaver S2
- (4) - Rapace M3
- (5) - Air Wild L
- (6) - Rapace M4
- (7) - MCaille 2
- (8) - Air Wild M
- (9) - Rapace M5
- (10) - Plaver S4
- (11) - Air Wild P
- (12) - MCaille 3
- (13) - Plaver S6
- (14) - Otake San
- (15) - MCaille B
- (16) - Plaver SS

ID	Price	APow	Acc	Wgt	Rng	Bult	Access
1	53	41*1	85%	13	4-5	2	O.C.U. Front Base
2	106	26*2	84%	16	4-5	2	Daukandei
3	161	57*1	85%	18	4-5	2	Suburb of Dhaka

4	219	65*1	86%	20	4-5	2	Cargo Ship
5	278	40*2	87%	24	4-5	2	Bornea
6	352	84*1	86%	27	4-5	3	Bornea after Mission 15
7	431	51*2	84%	29	4-5	3	Bornea after Mission 16
8	522	57*2	87%	33	4-5	2	Notun Comilla
9	622	120*1	86%	37	4-5	3	Dhaka after Mission 21
10	729	72*2	85%	40	4-5	2	Dhaka after Mission 22
11	847	79*2	87%	44	4-5	2	Dhaka after Mission 24
12	985	87*2	84%	49	4-5	3	Supply Camp
13	1129	97*2	85%	53	4-5	2	Supply Camp after Mission 28
14	None	198*1	85%	0	4-5	inf.	Comes with Iyana Wanzer
15	1286	106*2	84%	58	4-5	3	LSHD-4 Monto
16	1093*	79*3	85%	63	4-5	2	See main guide (Secrets)

GRENADA LAUNCHER

ID Guide:

- (1) - Lazy Horn
- (2) - GL-200M3
- (3) - Skua G
- (4) - Rail Horn
- (5) - GL-200M4
- (6) - Skua GF
- (7) - Wit Horn
- (8) - GL-200M6
- (9) - Skua GF2
- (10) - Bar Horn
- (11) - GL-200M7
- (12) - Fine Horn
- (13) - High Skua
- (14) - Wis Horn
- (15) - GL-210M1

ID	Price	APow	Acc	Wgt	Rng	Bult	Access
1	29	24*1	70%	12	2-3	2	O.C.U. Front Base
2	56	28*1	70%	13	2-3	2	Daukandei
3	85	33*1	68%	15	2-3	3	Suburb of Dhaka
4	115	37*1	70%	17	2-3	2	Cargo Ship
5	148	42*1	70%	19	2-3	2	Bornea
6	186	48*1	68%	22	2-3	3	Bornea after Mission 15
7	226	54*1	70%	24	2-3	2	Bornea after Mission 16
8	274	61*1	70%	27	2-3	2	Notun Comilla
9	328	69*1	68%	30	2-3	3	Dhaka
10	386	76*1	70%	33	2-3	2	Dhaka after Mission 22
11	446	84*1	70%	37	2-3	2	Dhaka after Mission 24
12	516	93*1	70%	40	2-3	2	Supply Camp
13	594	103*1	68%	44	2-3	3	Supply Camp after Mission 28
14	678	113*1	70%	48	2-3	2	LSHD-4 Monto
15	574*	123*1	70%	53	2-3	2	See main guide (Secrets)

ROCKET LAUNCHER

ID Guide:

- (1) - Donkey
- (2) - Gos Hawk
- (3) - Regulus
- (4) - Snipe
- (5) - Warbler
- (6) - Myna
- (7) - Finch
- (8) - Wild GR
- (9) - Myna 2
- (10) - Egret F
- (11) - B Finch
- (12) - Donkey DX
- (13) - Mina Myna
- (14) - Cardinal
- (15) - Fire Owl

ID	Price	APow	Acc	Wgt	Rng	Bult	Access
1	47	18*3	65%	13	2-4	1	O.C.U. Front Base
2	94	12*6	63%	15	2-4	2	Daukandei
3	137	10*8	65%	17	2-4	2	Suburb of Dhaka
4	190	16*6	68%	20	2-4	2	Cargo Ship
5	238	18*6	65%	23	2-4	2	Bornea
6	298	20*6	67%	26	2-4	2	Diaraba after Mission 15
7	363	17*8	65%	28	2-4	2	Bornea after Mission 16
8	446	26*6	65%	32	2-4	2	Notun Comilla
9	534	29*6	67%	36	2-4	2	Dhaka after Mission 21
10	612	48*4	66%	39	2-4	2	Dhaka after Mission 22
11	726	27*8	65%	43	2-4	2	O.C.U. Deean A.F.B.
12	829	58*4	65%	47	2-4	2	Supply Camp
13	954	43*6	67%	52	2-4	2	Supply Camp after Mission 28
14	1085	48*6	63%	56	2-4	2	LSHD-4 Monto
15	930*	62*5	72%	61	2-4	3	See main guide(Secrets)

ANTI-AIRCRAFT ROCKET LAUNCHER

ID Guide:

- (1) - Hawk Owl
- (2) - Sky Snipe
- (3) - Sky Gos 2
- (4) - Sky Myna A
- (5) - Sky Gos 3
- (6) - Hawk Owl B
- (7) - Air Wild R
- (8) - Air Finch 1
- (9) - Egret AF
- (10) - Sky Myna B
- (11) - Donkey AA
- (12) - Sky Snipe G
- (13) - Air Finch 2
- (14) - Air Wild Z
- (15) - Sky Myna S

ID	Price	APow	Acc	Wgt	Rng	Bult	Access
----	-------	------	-----	-----	-----	------	--------

1	47	12*5	67%	13	2-4	2	O.C.U. Front Base
2	94	12*6	68%	15	2-4	2	Daukandei
3	145	14*6	63%	17	2-4	2	Suburb of Dhaka
4	190	16*6	67%	19	2-4	2	Cargo Ship
5	249	18*6	63%	22	2-4	2	Bornea
6	310	24*5	67%	25	2-4	2	Bornea after Mission 15
7	377	23*6	65%	28	2-4	2	Bornea after Mission 16
8	460	19*8	65%	31	2-4	2	Notun Comilla
9	549	29*6	66%	35	2-4	2	Dhaka after Mission 21
10	643	32*6	67%	38	2-4	2	Dhaka after Mission 22
11	742	27*8	65%	42	2-4	2	O.C.U. Deean A.F.B.
12	863	39*6	68%	46	2-4	2	Supply Camp
13	990	33*8	65%	51	2-4	2	Supply Camp after Mission 28
14	1122	48*6	65%	55	2-4	2	LSHD-4 Monto
15	959*	52*6	67%	60	2-4	2	See main guide (Secrets)

ITEMS

[ITEM]

Notes:

* - not available for purchase at the Shop/Hangar, price is for selling

Name	Access
------	--------

Repair 1	Saribash's House
Repair 2	Saribash's House
Restore 1	Saribash's House
Spare MG	Saribash's House
Spare RF	Saribash's House
Spare SG	Saribash's House
Spare GR	Saribash's House
Spare FT	Saribash's House
Spare MS	Saribash's House
Spare RK	Saribash's House
Spare CN	Saribash's House
Spare BZ	Saribash's House

Repair 3	Daukandei
Restore 2	Daukandei
Spare AM	Daukandei
Spare AR	Daukandei
Mine	Daukandei
Chaff	Daukandei
Smoke	Daukandei

Repair ALL	See main guide
------------	----------------

Restore ALL	See main guide
-------------	----------------

ID Guide:

- (1) - Repair 1
- (2) - Repair 2
- (3) - Repair 3
- (4) - Repair ALL
- (5) - Restore 1
- (6) - Restore 2

- (7) - Restore ALL
- (8) - MG Ammo
- (9) - RF Ammo
- (10) - SG Ammo
- (11) - GR Ammo
- (12) - FT Ammo
- (13) - MS Ammo
- (14) - RK Ammo
- (15) - CN Ammo
- (16) - BZ Ammo
- (17) - AM Ammo
- (18) - AR Ammo
- (19) - Mine
- (20) - Chaff
- (21) - Smoke

 ID Price Wgt Data

1	10	1	Recovers 50% HP to one part.
2	50	2	Recovers 75% HP to one part.
3	100	4	Fully recovers HP to one part.
4	375*	5	Fully recovers HP to all parts.
5	80	2	Restores 25% HP to one part.
6	150	6	Fully restores HP to one part.
7	750*	7	Fully restores HP to all parts.
8	10	1	Reloads machine gun ammo.
9	10	1	Reloads rifle ammo.
10	10	1	Reloads shotgun ammo.
11	10	2	Reloads grenade launcher ammo.
12	10	2	Reloads flamethrower ammo.
13	10	3	Reloads missile launcher ammo.
14	10	3	Reloads rocket launcher ammo.
15	10	2	Reloads cannon ammo.
16	10	2	Reloads bazooka ammo.
17	10	3	Reloads anti-aircraft missile launcher ammo.
18	10	3	Reloads anti-aircraft rocket launcher ammo.
19	30	2	Destroys unit's Leg parts upon impact.
20	20	1	Geo Effect up 30% against missile attacks.
21	20	1	Geo Effect up 30% against non-missile attacks.

 FULL SETS

[FULL]

Notes:

Purchase of full set will replace the wanzer setup for the selected unit.

Name	Price	Access
Zenith V	490	Saribash's House
Frost M37	430	Saribash's House
Giza 4C	410	Saribash's House

Zora C5	940	Daukandei
Zebu T4	770	Daukandei
Vaje M13	830	Daukandei
Giza 4C, #2	390	Daukandei

Warlus M2	1330	Suburb of Dhaka
Kafir M1	1090	Suburb of Dhaka
Vaje M25	1220	Suburb of Dhaka

Frost M40	1930	Diaraba
Giza 4G	1540	Diaraba
Type 99A	1570	Diaraba

Frost M40, #2	1730	Cargo Ship

Warlus M3	2550	Bornea
Igel Eins	2000	Bornea
Autel	2270	Bornea

Zenith RV	3230	Diaraba after Mission 15
Robust 1C	2590	Diaraba after Mission 15
Robust 1C, #2	2750	Diaraba after Mission 15

Type 102A	3720	Bornea after Mission 16
Zebu T4S	3240	Bornea after Mission 16
Zora C9	3560	Bornea after Mission 16

Giza 5A	4450	Daukandei after Mission 18
Moth VAS	3970	Daukandei after Mission 18
Giza 5A, #2	3960	Daukandei after Mission 18

Zenith DV	5870	Dhaka
Zebu T8	4960	Dhaka
Torero	5210	Dhaka

Degen T8	6420	Dhaka after Mission 22
Frost M50	6030	Dhaka after Mission 22
Kafir M3	5950	Dhaka after Mission 22

Zaigaut	8070	O.C.U. Deean A.F.B.
Moth VBS	7030	O.C.U. Deean A.F.B.
Robust 2A	7090	O.C.U. Deean A.F.B.

Zeal A1	9130	Supply Camp
Zeal A1, #2	7900	Supply Camp
Vaje M30	8290	Supply Camp

Zenith X	11480	Supply Camp after Mission 28
Zeal B1	9550	Supply Camp after Mission 28
Giza 5S	9760	Supply Camp after Mission 28

Degen T10	11890	LSHD-4 Monto
Giaour G1	11330	LSHD-4 Monto
Giaour G1, #2	11780	LSHD-4 Monto
Type 102C	11420	LSHD-4 Monto
Zaigs A1	15640	LSHD-4 Monto
Igel Zwei	12790	LSHD-4 Monto
Giaour G3	14390	LSHD-4 Monto

ID Guide:

- (1) - Zenith V
- (2) - Frost M37
- (3) - Giza 4C

- (4) - Zora C5
- (5) - Zebu T4
- (6) - Vaje M13
- (7) - Giza 4C, #2
- (8) - Warlus M2
- (9) - Kafir M1
- (10) - Vaje M25
- (11) - Frost M40
- (12) - Giza 4G
- (13) - Type 99A
- (14) - Frost M40, #2
- (15) - Warlus M3
- (16) - Igel Eins
- (17) - Autel
- (18) - Zenith RV
- (19) - Robust 1C
- (20) - Robust 1C, #2
- (21) - Type 102A
- (22) - Zebu T4S
- (23) - Zora C9
- (24) - Giza 5A
- (25) - Moth VAS
- (26) - Giza 5A, #2
- (27) - Zenith DV
- (28) - Zebu T8
- (29) - Torero
- (30) - Degen T8
- (31) - Frost M50
- (32) - Kafir M3
- (33) - Zaigaut
- (34) - Moth VBS
- (35) - Robust 2A
- (36) - Zeal A1
- (37) - Zeal A1, #2
- (38) - Vaje M30
- (39) - Zenith X
- (40) - Zeal B1
- (41) - Giza 5S
- (42) - Degen T10
- (43) - Giaour G1
- (44) - Giaour G1, #2
- (45) - Type 102C
- (46) - Zaigs A1
- (47) - Igel Zwei
- (48) - Giaour G3

ID	L.Hand	R.Hand	L.Shoulder	R.Shoulder	Backpack	Computer
1	Press Needle	Press Needle	None	SP06-N	AG-1000A	Abbot 1
2	Juri EX	Hard Blow	None	SP06-N	None	Abbot 1
3	Hard Blow	Hard Blow	Plaver M2	None	BP-T3A	Balliol 1
4	Double Nail	Double Nail	None	SN-46Z	AG-450A	Clio 1
5	Last Word	Hard Blow	None	SN-46Z	None	Clio 1
6	Hard Blow	Hard Blow	Gos Hawk	None	BP-T2A	Delikat 1
7	Hard Blow	Hard Blow	None	None	BP-T3A	Balliol 1
8	Pound	Hard Blow	None	Type 198S	AG-640A	Clio 1
9	Sin Libra	Hard Blow	None	Type 198S	None	Clio 1

10	Hard Blow	Hard Blow	Adler	None	BP-T1A	Delikat 1
11	Hot Needle	Hot Needle	None	VS04-N	AG-1000B	Ethel 1
12	Barbari	Hard Blow	None	VS04-N	None	Ethel 1
13	Type 99 AR	Type 99 AR	None	None	BP-T4A	Forman 1
14	Hard Blow	Hard Blow	Snipe	None	BP-T4A	Forman 1
15	Double Finger	Double Finger	None	Type 203S	AG-450B	Ethel 1
16	Grop 20mm	Grop 20mm	None	None	None	Ethel 1
17	Hard Blow	Hard Blow	Mainate	None	BP-T3B	Forman 1
18	God Pound	Hard Blow	None	VS24-N	AG-640B	Guanaco 1
19	Wet Blood	Hard Blow	None	VS24-N	None	Guanaco 1
20	Hard Blow	Hard Blow	Myna	None	BP-T5A	Holism 1
21	Double Blade	Double Blade	None	SP02-N	AG-1000C	Guanaco 1
22	Chronik	Hard Blow	None	SP02-N	None	Guanaco 1
23	Hard Blow	Hard Blow	Plaver M4	None	BP-T3C	Holism 1
24	Press Sting	Press Sting	None	Type 201S	AG-450C	Abbot 3
25	Wander 20	Hard Blow	None	Type 201S	None	Abbot 3
26	Hard Blow	Hard Blow	Wild GR	None	BP-T4B	Balliol 3
27	Fear Iron	Hard Blow	None	VS17-N	AG-640C	Clio 3
28	VN Budget	Hard Blow	None	VS17-N	None	Clio 3
29	Hard Blow	Hard Blow	Adler G	None	BP-T5B	Delikat 3
30	Blue Arm	Blue Arm	None	None	AG-1000D	Ethel 3
31	Clavier	Hard Blow	None	SN-20	None	Ethel 3
32	Hard Blow	Hard Blow	Egret F	None	BP-T3D	Forman 3
33	Double Blade S	Double Blade S	None	SN-35	AG-450D	Guanaco 3
34	Alchemia	Hard Blow	None	SN-35	None	Guanaco 3
35	Hard Blow	Hard Blow	Ibis WPS	None	BP-T4C	Holism 3
36	Keen Saber	Hard Blow	None	Firewall	AG-640D	Abbot 5
37	Flat Soul	Hard Blow	None	Firewall	None	Abbot 5
38	Hard Blow	Hard Blow	Donkey DX	None	BP-T5C	Balliol 5
39	Bear Claw	Bear Claw	None	SN-120	AG-1000S	Clio 5
40	Girino	Hard Blow	None	SN-120	None	Clio 5
41	Hard Blow	Hard Blow	Bull Thrush	None	BP-T3E	Delikat 5
42	Red Arm	Red Arm	None	None	AG-450S	Ethel 5
43	Wander 60	Hard Blow	None	SN-335	None	Ethel 5
44	Hard Blow	Hard Blow	Cardinal	None	BP-T4D	Forman 5
45	Press Stake	Press Stake	SN-335	SN-335	AG-640S	Guanaco 5
46	Chronik 25	Wander 60	SN-335	SN-335	AG-640S	Guanaco 5
47	Grop 30mm	Grop 30mm	None	None	BP-T5D	Holism 5
48	Hard Blow	Hard Blow	Wuerger	Cardinal	BP-T5D	Holism 5

3. CREDITS

[CRED]

Thanks to:

- GameFAQs obviously
- Front Mission: World Historica book for certain items and such

- Square Enix for the Front Mission series

This FAQ copyright 2012 to Angelo Pineda. Redistribution in any form, including reprinting in electronic or print media, without express permission of the author is strictly forbidden.

This document is copyright LegaiaRules and hosted by VGM with permission.