

Front Mission Second (Import) Arena FAQ Final

by LegaiaRules

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FRONT MISSION 2

ARENA FAQ

VERSION FINAL(1.40)

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VERSION HISTORY

12-6-2012 - Minor clean-up and added more Versus Mode information.

9-6-2012 - Added Versus Mode information.

25-4-2012 - Clean-up to reflect fan translation changes. Guide complete.

15-2-2010 - Updated data with new entries and did some clean up.

26-2-2008 - All data entries 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 game's Colosseum feature and what you can do with it. Enjoy!

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1. INTRODUCTION

[INTR]

This is an Arena guide for Front Mission 2 for the Playstation, released only in Japan. This guide details the basics of the Arena, as well as all notable Arena combatants in the game. Go to GameFAQs if you are looking for walkthroughs of the game. With that said, let's move onto the main attraction!

2. BASICS

[BASE]

A feature introduced in Front Mission 1st, the Arena is the place to go when you need additional funds. Basically, you select one pilot from your squad and choose a combatant to fight. You select the actions for your pilot and let the AI do the rest. The objective is to destroy the enemy's wanzer and not to let them destroy you. The other means of winning is to disable all of a wanzer's weapons, like depleting their ammo reserves.

In Front Mission 2, the Arena has changed some of the rules. In addition to solo matches, you can opt to do team matches with up to five combatants. The solo matches now use a five turn rule, in which you select five actions you want the AI to do. The actions will commence no matter what happens so plan wisely or suffer the consequences. If five turns have passed, you will get a chance to select the next five actions for your wanzer. The match will end in a draw if neither combatant is defeated after 15 turns. AP and movement rules are disabled for solo matches.

In team matches, AP and movement rules are enabled, as they play out like a normal mission. The five turn rule does not apply, so you have full control over all of your combatants. Winning requires destroying all units of the rival team or the team's leader. Unless you have the History or Ultimate Hits versions of Front Mission 2, team matches should not be played for money purposes. You can try, but since solo matches are done directly through the battle sequences, you can earn more money in a shorter amount of time. If you prefer to have full control over your pilots, team matches are for you.

Another factor in solo matches is that each character will not necessarily face the same combatants. Depending on the character's proficiency in the Job classes and whatnot, changes will take place to ensure that character does not overpower the combatants. In team matches, the rival teams are fixed and do not change. You must also select from one of 3 map placement types before beginning the match. It's up to you whether or not to partake in the solo or team matches, but going solo is a wiser choice.

Arena interface:

```

-----
| Location |
-----
| Entry |
| Talk |
| Setup |
| Ranking |
| Exit |
-----

```

```

-----
| Money | xxxxxxxx ||
-----

```

```

-----
|Help Text |
| |
| |
-----

```

Guide:

- Location - current location.
- Entry - enter an Arena match.
- Talk - talk with the Arena manager. Explanations of solo and team matches are given here.
- Setup - goe to Wanzer Setup.
- Ranking - display records for solo and team matches.
- Exit - exit the Arena.
- Money - the current amount of money in possession.
- Help Text - text that details information about the selected option. Changes when a new option is selected.

Arena Battle interface:

CHARACTER SELECTION

```

-----
| Wanzer Name |
-----
| Total xxx |
| Fight xxx |
| Short xxx |
| Long xxx |
| MV xx |
| Mob xx |
| R.C xxx |
| HP xxx |
|-----|
| | | |
|-----|
| W/P |
| xxx / xxx |
|-----|
| Character |
|-----|
| | | | | | | | |
|-----|

```

```

| Rate |          xxx || | <-- L1|R1 --> | | Money |          xxxxxxxx ||
-----
-----

|Help Text |
|          |
|          |
-----

```

Guide:

Total - the character's proficiency in all classes.
Fight - the character's proficiency in the Fight class.
Short - the character's proficiency in the Short class.
Long - the character's proficiency in the Long class.
Exp - the amount of experience the character currently has in all classes.
Honor - the amount of Honor that the character has.
Act Point - the amount of AP that the character has.
Rate - the character's Rate value. Increases with stronger equipment.
Picture - the character's picture.
Character - the name of the character.
Wanzer Name - the name of the wanzer.
Total - the total value of the wanzer's Fight/Short/Long specialties. The higher it is, the wanzer's overall performance improves.
Fight - the value of the wanzer's Fight specialty. The higher it is, the wanzer's Fight performance improves.
Short - the value of the wanzer's Short specialty. The higher it is, the wanzer's Short performance improves.
Long - the value of the wanzer's Long specialty. The higher it is, the wanzer's Long performance improves.
MV - the wanzer's Move value. The higher it is, the more spaces a wanzer can move.
Mob - the wanzer's Mobility value. The higher it is, the more likely a wanzer will evade attacks.
R.C - the wanzer's Running Cost value. The higher it is, more money is needed to account for its usage in missions.
HP - the wanzer's overall HP value. This includes all part HP and the small bar below shows the HP differences between each part.
W/P - the wanzer's Weight/Power difference, depicted by the small bar below. The Weight of a wanzer must not exceed its Power value at all times.
Money - the current amount of money in possession.
Help Text - text that details information about the selected character.
Changes when other characters are selected.

COMBATANT SELECTION

(Solo Match)

```

-----
| Wanzer Name |
-----
-----
| Total      xxx |
| PicturePicturePictu |
| PicturePicturePictu |
-----
| PicturePicturePictu |
| Total      Lv.  xx |
| Fight      Lv.  xx |
| Short      Lv.  xx |
| Long       Lv.  xx |
| Honor             xxx |
| PicturePicturePictu |
-----
| Total      xxx |
| Fight      xxx |
| Short      xxx |
| Long       xxx |
| MV          xx |
| Mob         xx |
| R.C        xxxx |
| HP         xxx |
|-----|

```

```

| Act Point   xx |           |PicturePicturePictu|           | | | | |
-----
|           |           |PicturePicturePictu|           |-----|
|           |           |PicturePicturePictu|           | W/P   |
-----
|           |           |           |           |   xxx / xxx |
-----
|           |           |   Combatant   |           |-----|
-----
|           |           |           |           | ||||| | |
-----
| Prize   |   xxxxx || |   <-- L1|R1 --> | | Money   |   xxxxxxxx ||
-----

```

```

|Help Text
|
|
-----

```

Guide:

- Total - the combatant's proficiency in all classes.
- Fight - the combatant's proficiency in the Fight class.
- Short - the combatant's proficiency in the Short class.
- Long - the combatant's proficiency in the Long class.
- Honor - the amount of Honor that the combatant has.
- Act Point - the amount of AP that the combatant has.
- Prize - the prize awarded for beating the combatant.
- Picture - the combatant's picture.
- Combatant - the name of the combatant.
- Wanzer Name - the name of the wanzer.
- Total - the total value of the wanzer's Fight/Short/Long specialties. The higher it is, the wanzer's overall performance improves.
- Fight - the value of the wanzer's Fight specialty. The higher it is, the wanzer's Fight performance improves.
- Short - the value of the wanzer's Short specialty. The higher it is, the wanzer's Short performance improves.
- Long - the value of the wanzer's Long specialty. The higher it is, the wanzer's Long performance improves.
- MV - the wanzer's Move value. The higher it is, the more spaces a wanzer can move.
- Mob - the wanzer's Mobility value. The higher it is, the more likely a wanzer will evade attacks.
- R.C - the wanzer's Running Cost value. The higher it is, more money is needed to account for its usage in missions.
- HP - the wanzer's overall HP value. This includes all part HP and the small bar below shows the HP differences between each part.
- W/P - the wanzer's Weight/Power difference, depicted by the small bar below. The Weight of a wanzer must not exceed its Power value at all times.
- Money - the current amount of money in possession.
- Help Text - text that details information about the selected combatant. Changes when other combatants are selected.

(Team Match)

```

-----
|   CORPS   |           |-----|
-----
| Team Name |           |   Wanzer Name   |
-----
| Team Name |           | Total   xxx|
| Team Name |           | Fight   xxx|
-----
|           |           |PicturePicturePictu|           | Short   xxx|
-----
|           |           |PicturePicturePictu|           | Long   xxx|
-----

```

```

| Total   Lv.  xx |           |PicturePicturePictu|           | MV      xx| | | |
| Fight   Lv.  xx |           |PicturePicturePictu|           | Mob     xx|
| Short   Lv.  xx |           |PicturePicturePictu|           | R.C    xxxx|
| Long    Lv.  xx |           |PicturePicturePictu|           | HP     xxx|
| Honor              xxx |           |PicturePicturePictu|           |-----|
| Act Point    xx |           |PicturePicturePictu|           |   | | |   |
-----|           |PicturePicturePictu|           |-----|
|           |           |PicturePicturePictu|           | W/P     |
-----|           |           |           |           |
| Prize |           xxxx ||           | Combatant |           |-----|
-----|           |           |           |           |
| Total |           xxxxx ||           | <-- L1|R1 --> |           | Money |           xxxxxxxx ||
-----|           |           |           |           |           |-----|

```

```

|Help Text |
|          |
|          |
-----|

```

Guide:

- Team Name - the name of the team currently selected.
- Total - the combatant's proficiency in all classes.
- Fight - the combatant's proficiency in the Fight class.
- Short - the combatant's proficiency in the Short class.
- Long - the combatant's proficiency in the Long class.
- Honor - the amount of Honor that the combatant has.
- Act Point - the amount of AP that the combatant has.
- Prize - the prize(money/weapon) awarded for beating the combatant.
- Total - the total amount of money awarded for beating the team.
- Picture - the combatant's picture.
- Combatant - the name of the combatant.
- Wanzer Name - the name of the wanzer.
- Total - the total value of the wanzer's Fight/Short/Long specialties. The higher it is, the wanzer's overall performance improves.
- Fight - the value of the wanzer's Fight specialty. The higher it is, the wanzer's Fight performance improves.
- Short - the value of the wanzer's Short specialty. The higher it is, the wanzer's Short performance improves.
- Long - the value of the wanzer's Long specialty. The higher it is, the wanzer's Long performance improves.
- MV - the wanzer's Move value. The higher it is, the more spaces a wanzer can move.
- Mob - the wanzer's Mobility value. The higher it is, the more likely a wanzer will evade attacks.
- R.C - the wanzer's Running Cost value. The higher it is, more money is needed to account for its usage in missions.
- HP - the wanzer's overall HP value. This includes all part HP and the small bar below shows the HP differences between each part.
- W/P - the wanzer's Weight/Power difference, depicted by the small bar below. The Weight of a wanzer must not exceed its Power value at all times.
- Money - the current amount of money in possession.
- Help Text - text that details information about the selected combatant. Changes when other combatants are selected.

Funds are awarded differently for this Front Mission. Instead of selecting a set amount of money and winning funds based on that amount multiplied by the Odds rate, Front Mission 2 does this differently. Rate, which is basically Odds under a different name, determines the quality of opponents you fight. As stated above, each character is likely to face different combatants based on their pilot levels. Likewise, each character's current equipment influences their Rate value. Thus, prize money awarded is based on each character's current equipment and the strength of the combatant chosen.

During any Arena match, additional money can be won by performing well against the selected combatant. This can be done in both the solo matches and the team matches. The conditions for receiving these money bonuses are rather easy to understand: destroy the combatant quickly without taking too much damage. In team matches, the bonuses are specific towards one of the five combatants on the team.

Money Bonus Guide:

Bonus	Conditions
x 1.2	Body destroyed with moderate damage. Other parts cannot be hit.
x 1.2	Both Arms destroyed with moderate damage. Other parts cannot be hit.
x 1.3	Body destroyed with no damage. Other parts can be hit.
x 1.3	Both Arms destroyed with minor damage. Body cannot be destroyed.
x 1.5	Entire wanzer destroyed with minor damage.
x 1.6	Body destroyed with no damage. Other parts cannot be hit.
x 1.6	Both Arms destroyed with no damage. Other parts cannot be hit.
x 2.5	Entire wanzer destroyed with no damage.

In the event that one of your pilots is on a winning streak, there is a chance that a weapon may appear as the prize. The weapons awarded are always stronger than the ones used by your pilot so hold onto them. In the event that you lose the fight, the part will remain as a reward until you get it. This is also the only way to get the game's most powerful weapons except for the Machine Gun, Rod, and Shield weapon types. See the Secrets section on my main guide at GameFAQs for more specific information on the aforementioned weapon types.

Part Rewards Guide:

Opponent Type	Part Reward
(400 Rate or higher)	
1	Type 95 MG, Bassoon (at 415 Rate)
1, Rare	Bassoon
2	High Skua, Red Crow (at 415 Rate)
2, Variant #1	Girino, Fire Ant S (at 415 or 430 Rate)
2, Variant #2	Ziege, Covet (415 Rate)
2, Rare	Bassoon
2, Rare #2	Fire Ant S
3	Hell Pond 3, Fire Owl (at 415 Rate)
3, Variant	High Skua, Red Crow (at 415 Rate)
3, Variant #2	Girino, Fire Ant S (at 415 or 430 Rate)
3, Rare	Fire Owl
4	Burgiba
4, Variant	Hell Pond 3, Fire Owl (at 415 Rate)
4, Variant #2	Delta 120

4, Rare Delta 120
5 Burgiba
5, Variant GL-210M1, Keen Edge (at 415 Rate)
5, Rare Keen Edge

(350 to 400 Rate)

1 Type 95 MG
1, Rare Bassoon
2 High Skua
2, Variant #1 Peak Gaza, Girino (at 370 Rate)
2, Variant #2 Ziege
2, Rare Bassoon
2, Rare #2 Fire Ant S
3 Hell Pond 3
3, Variant High Skua
3, Variant #2 Peak Gaza, Girino (at 370 Rate)
3, Rare Fire Owl
4 Sky Myna S
4, Variant Hell Pond 3
4, Variant #2 Plaver SS, Delta 120 (at 385 Rate)
4, Rare Delta 120
5 Sky Myna S
5, Variant GL-210M1
5, Rare Keen Edge

(300 to 350 Rate)

1 Clavier
1, Rare Bassoon
2 Bar Horn
2, Variant #1 Peak Gaza
2, Variant #2 Jura 60mm
2, Rare Bassoon
2, Rare #2 Fire Ant S
3 Hell Pond 2
3, Variant Bar Horn
3, Variant #2 Peak Gaza
3, Rare Fire Owl
4 B Finch, Sky Myna S (at 340 Rate)
4, Variant Hell Pond 2
4, Variant #2 Ibis WPS, Plaver SS (at 325 Rate)
4, Rare Delta 120
5 B Finch, Sky Myna S (at 340 Rate)
5, Variant Blaster 96
5, Rare Keen Edge

(250 to 300 Rate)

1 Press Sting, Clavier (at 295 Rate)
1, Rare Bassoon
2 GL-200M6, Bar Horn (at 295 Rate)
2, Variant #1 Auden M98
2, Variant #2 Wander 20, Jura 60mm (at 295 Rate)
2, Rare Type 95 MG
2, Rare #2 Fire Ant S
3 Hell Pond, Hell Pond 2 (at 295 Rate)
3, Variant GL-200M6, Bar Horn (at 295 Rate)
3, Variant #2 Auden M98
3, Rare Fire Owl
4 Myna 2, B Finch (at 280 Rate)
4, Variant Hell Pond, Hell Pond 2 (at 295 Rate)
4, Variant #2 Adler G, Ibis WPS (at 265 Rate)

4, Rare Plaver SS, Delta 120 (at 295 Rate)
5 Myna 2, B Finch (at 280 Rate)
5, Variant Fear Iron, Blaster 96 (295 Rate)
5, Rare Keen Edge

(200 to 250 Rate)

1 Artassaut, Press Sting (at 235 Rate)
1, Rare Bassoon
2 Skua GF, GL-200M6 (at 235 Rate)
2, Variant #1 Light Buster
2, Variant #2 Type 98 Rifle A, Wander 20 (at 235 Rate)
2, Rare Clavier
2, Rare #2 Fire Ant S
3 Warmer F2, Hell Pond (at 235 Rate)
3, Variant Skua GF, GL-200M6 (at 235 Rate)
3, Variant #2 Light Buster
3, Rare Fire Owl
4 Mad Hammer, Myna 2 (at 220 Rate)
4, Variant Warmer F2, Hell Pond (at 235 Rate)
4, Variant #2 Adler G
4, Rare Ibis WPS, Plaver SS (at 235 Rate)
5 Mad Hammer, Myna 2 (at 220 Rate)
5, Variant Savory GO, Fear Iron (at 235 Rate)
5, Rare Keen Edge

(150 to 200 Rate)

1 Barbari, Artassaut (at 175 Rate)
1, Rare Bassoon
2 Rail Horn, Skua GF (at 175 Rate)
2, Variant #1 Budget, Light Buster (at 190 Rate)
2, Variant #2 Winee, Type 98 Rifle A (at 175 Rate)
2, Rare Press Sting, Clavier (at 190 Rate)
2, Rare #2 Fire Ant S
3 Heat Rat, Warmer F2 (at 175 Rate)
3, Variant Rail Horn, Skua GF (at 175 Rate)
3, Variant #2 Budget, Light Buster (at 190 Rate)
3, Rare Fire Owl
4 Mad Hammer
4, Variant Heat Rat, Warmer F2 (at 175 Rate)
4, Variant #2 Mainate, Plaver M4 (at 175 Rate)
4, Rare Adler G, Ibis WPS (at 175 or 190 Rate)
5 Mad Hammer
5, Variant Tom Tit, Savory GO (at 175 Rate)
5, Rare Keen Edge

(100 to 150 Rate)

1 Barbari
1, Rare Bassoon
2 Rail Horn
2, Variant #1 Higa Type 9 SG, Budget (at 145 Rate)
2, Variant #2 Double Nail, Winee (at 115 Rate)
2, Rare Artassaut, Press Sting (at 130 Rate)
2, Rare #2 Fire Ant S
3 Heat Rat
3, Variant Rail Horn
3, Variant #2 Higa Type 9 SG, Budget (at 145 Rate)
3, Rare Fire Owl
4 Warbler
4, Variant Heat Rat
4, Variant #2 Mainate

4, Rare Plaver M4, Adler G (at 115 or 130 Rate)
 5 Warbler
 5, Variant Germas 92, Tom Tit (at 115 Rate)
 5, Rare Keen Edge

 (50 to 100 Rate)

1 Pews M14
 1, Rare Type 95 MG, Bassoon (at 85 Rate)
 2 Skua G
 2, Variant #1 Auden M90, Higa Type 9 SG (at 70 Rate)
 2, Variant #2 Double Nail
 2, Rare Barbari, Artassaut (at 70 Rate)
 2, Rare #2 Girino, Fire Ant S (at 85 Rate)
 3 Hot River 40
 3, Variant Skua G
 3, Variant #2 Auden M90, Higa Type 9 SG (at 70 Rate)
 3, Rare Hell Pond 3, Fire Owl (at 85 Rate)
 4 Regulus, Warbler (at 100 Rate)
 4, Variant Hot River 40
 4, Variant #2 Pound, Mainate (at 85 Rate)
 4, Rare Mainate, Plaver M4 (at 70 Rate)
 5 Regulus, Warbler (at 100 Rate)
 5, Variant Germas 92
 5, Rare GL-210M1, Keen Edge (at 70 Rate)

 (10 to 50 Rate)

1 Juri EX
 1, Rare Clavier, Type 95 MG (at 25 Rate)
 2 Lazy Horn
 2, Variant #1 Auden M90
 2, Variant #2 Grenze
 2, Rare Barbari
 2, Rare #2 Peak Gaza, Girino (at 25 Rate)
 3 Hot River 30, Hot River 40 (at 40 Rate)
 3, Variant Lazy Horn
 3, Variant #2 Auden M90
 3, Rare Hell Pond 2, Hell Pond 3 (at 25 Rate)
 4 Donkey, Regulus (at 40 Rate)
 4, Variant Hot River 30, Hot River 40 (at 40 Rate)
 4, Variant #2 Plaver M2, Pound (at 25 Rate)
 4, Rare Mainate
 5 Donkey, Regulus (at 40 Rate)
 5, Variant Germas 76
 5, Rare GL-210M1

 VERSUS MODE

[VERS]

 Like in Front Mission 1st, Front Mission 2 boasts its own two-player Versus Mode. By selecting the VS Mode option in the main menu, you and a friend can duke it out to see who is the better Front Mission 2 player!

VS Mode Options Guide:

Option	Description
Entry	Enter a solo match or a team match.
Talk	Talk to Arena operator about Versus Mode rules.

Setup	Go to Wanzer Setup.
Ranking	Display records for solo and team matches.
Change	Change player save files.
Exit	Exit Versus Mode

Whenever you access Versus Mode for the first time, the computer will ask players 1 and 2 to enter a name. This option will not pop up if both players are loading save files with Versus Mode data.

The options in Versus Mode are largely the same as if you were partaking in the Arena. The only noteworthy option is Ranking, which has two new options. The first new option is the ability to rename your player name. The second new option is the ability to save your player battle data onto a memory card. Obviously, both options are self-explanatory and don't require any further analysis.

When it comes to changes in Versus Mode matches, those changes pertain to the team matches. Unlike in the Arena, team matches max out at 12 vs 12. That's right, you can use your whole team to fight your friend, and vice versa! There are no monetary rewards for playing Versus Mode, other than bragging rights.

Map Selection Guide:

Map	Location
1	Rimian M.F.B.
2	Near Ramanston M.B.
3	O.C.U. Embassy in Dhaka
4	Near Dhaka
5	Diaraba
6	Diaraba Port
7	Dhaka Highway
8	Bornea Train Station
9	Rimian M.F.B. 2
10	Parliament
11	Deean A.F.B.
12	Underground Subway
13	Giant Factory
14	Alordesh Munitions Dump
15	Intergehen Factory
16	Daukandei A
17	Daukandei B
18	Daukandei C
19	Diaraba A
20	Diaraba B
21	Diaraba C
22	Bornea A
23	Bornea B
24	Bornea C
25	Notun Comilla A
26	Notun Comilla B
27	Notun Comilla C
28	Dhaka A
29	Dhaka B
30	Dhaka C
31	Original Stage A
32	Original Stage B
33	Original Stage C

FREQUENTLY ASKED QUESTIONS (FAQ)

[TFAQ]

Q: What is the highest Rate that can be attained in the Arena?

A: The highest Rate that can be attained normally is 445. On rare occasions, Rate can be set to 840 depending on your pilot's setup.

Q: What is the highest Prize that can be attained in the Arena?

A: The highest Prize that can be attained normally is 4,050. On rare occasions, if Rate is set to 840, the highest Prize that can be attained is 5,995.

Q: When you say rare occasions, what do you mean?

A: Rare occasions as in having your wanzers set up in such a way that the Rate value is exactly at 250. When this is achieved, the Rate will display 840 as opposed to 250. This Rate, as well as any part rewards, correspond to opponent type 3 in the part rewards guide.

Q: What is the highest Total Prize that can be attained in the Arena?

A: The highest Total Prize is basically how much the team members are worth individually and added together. Since the highest Prize that can be normally attained is 4,050, the highest Total Prize is 23,100.

Q: When I was fighting a solo match, my opponent attacked twice before I got one attack in! I fought the same opponent a few more times and saw the same thing! What is this!?

A: For solo matches, there is a chance that either combatant can attack more than once. Usually, this is noticeable when a combatant uses a Fight and Long weapon. The Long weapon is used first, then it is followed by the Fight weapon. Of course, this prevents that combatant from acting until the other has attacked twice. This works both ways so you can do the same to the enemy combatant.

Q: I destroyed my opponent's Arms, but I haven't won the match! What gives?

A: Your opponent's wanzers has a built-in weapon mounted on the Body part. In this case, you must destroy the Body part in order to win the match. This also works in reverse; you do not lose the match if you have a built-in Body weapon equipped if your Arms are destroyed.

Q: What happens if I run out of ammo? Do I automatically lose?

A: Yes, you lose if you run out of ammo. Unless you are using Long weapons, you should never have to worry about this. When fighting opposing combatants, on the other hand, you should take advantage of any that use Long weapons.

Q: For team matches, it ends as long as I take out the leader of the rival team?

A: Yes, the match ends if the leader is eliminated. The match will end if all units are destroyed, but feel free to end it quickly by going after the team leader.

3. RIVAL TEAMS

[RIVA]

* Wanzers will change depending on the total Rate value for all combatants participating *

SPECIAL COMBATANTS

This section details special combatants that only appear at certain time periods in the game. Most are fought through solo matches, but there are some special team matches as well.

SOLO MATCHES:

1. Champion in Zenith V/Durabler

Skills - None

Loadout - Press Needle x 2, SP06-N x 2

Location - Daukandei after Mission 5

Prize - 1530 (Griff), 1540 (Lisa), 1545 (Sayuri)

2. Royd in Giza 4C/Shrike

Skills - None

Loadout - Hard Blow x 2, SP06-N x 2

Location - Diaraba after Mission 10

Prize - 870 (Ash), 585 (Joyce), 700 (Amia), 555 (Pike)

3. Royd in Giza 4C/Shrike

Skills - None

Loadout - Hard Blow x 2, SP06-N x 2

Location - Diaraba after Mission 15

Prize - 870 (Lisa), 775 (Sayuri), 810 (Griff), 825 (Cordy), 865 (Maylan)

4. MINE

Skills - Varies

Loadout - Varies

Location - Diaraba after Mission 10

Prize - PALAIS Network Address (PAPEL)

5. DINE

Skills - Varies

Loadout - Varies

Location - Diaraba after Mission 15

Prize - IGNOBLE Network Address (IGUCHI)

6. PINE

Skills - Varies

Loadout - Varies

Location - Dhaka after Mission 22

Prize - Isthmus

7. STRANGER in Zeal A1

Skills - None

Loadout - Soul Buster x 2, Firewall x 2

Location - Dhaka after Mission 24

Prize - Raven

TEAM MATCHES:

Team A

Location: Bornea after Mission 12

Prize: Varies

Leader: PYTHON

1. PYTHON in Gust 505A/Vox: Total 9/Fight 6/Short 11/Long 5/AP 9

Skills - Critical, Best Position, Feint

2. JAN in Gust 505A/Tailwind: Total 8/Fight 5/Short 10/Long 4/AP 9

Skills - Critical

3. MEAT in Gust 505A/Gig: Total 8/Fight 6/Short 10/Long 3/AP 9

Skills - Critical

4. LEE in Igel Eins/Vicross: Total 8/Fight 10/Short 5/Long 4/AP 9

Skills - Critical

5. ROSE in Igel Eins/Rasp: Total 8/Fight 10/Short 6/Long 3/AP 9

Skills - Critical

Team B

Location: Bornea after Mission 12

Prize: Varies + 100 more than Team A

Leader: LEEN

1. LEEN in Gust 505A/Vox: Total 7/Fight 4/Short 9/Long 3/AP 9

Skills - Critical, Best Position

2. CHEI in Gust 505A/Tailwind: Total 6/Fight 3/Short 8/Long 3/AP 9

Skills - Critical

3. ANN in Gust 505A/Gig: Total 6/Fight 4/Short 8/Long 2/AP 9

Skills - None

4. CHUNG in Igel Eins/Vicross: Total 6/Fight 8/Short 3/Long 3/AP 9

Skills - Critical

5. PAO in Igel Eins/Rasp: Total 6/Fight 8/Short 4/Long 2/AP 9

Skills - None

Team C

Location: Bornea after Mission 12

Prize: Varies + 200 more than Team B

Leader: LINE

1. LINE in Gust 505A/Vox: Total 6/Fight 3/Short 8/Long 2/AP 9

Skills - None

2. BUCHE in Gust 505A/Tailwind: Total 5/Fight 2/Short 7/Long 2/AP 9

Skills - None

3. TAKE in Gust 505A/Gig: Total 5/Fight 3/Short 7/Long 1/AP 9

Skills - None

4. MAKO in Igel Eins/Vicross: Total 5/Fight 5/Short 7/Long 2/AP 9

Skills - None

5. YONG in Igel Eins/Rasp: Total 5/Fight 7/Short 3/Long 1/AP 9

Skills - None

SOLO AND TEAM COMBATANTS

This section details all of the rival teams that can be fought in the Arena. While all team members appear during team matches, they can also be fought in solo matches.

SNOW BLIND

Leader: David

1. David: Total 2/Fight 1/Short 3/Long 1/AP 8

Skills - Best Position

2. Maurice: Total 2/Fight 1/Short 1/Long 3/AP 8

Skills - None

3. Timo: Total 1/Fight 2/Short 1/Long 2/AP 8

Skills - Critical

4. Hammer: Total 3/Fight 3/Short 3/Long 3/AP 8

Skills - Critical, Feint

5. Aria: Total 2/Fight 1/Short 3/Long 2/AP 8

Skills - Best Position

BATTLE STAR

Leader: Sullivan

1. Sullivan: Total 2/Fight 3/Short 2/Long 1/AP 8

Skills - Critical, Feint

2. Cheryl: Total 2/Fight 3/Short 2/Long 2/AP 8

Skills - Feint

3. Jari: Total 2/Fight 2/Short 3/Long 2/AP 8

Skills - Best Position, Feint

4. Jeanne: Total 2/Fight 2/Short 2/Long 3/AP 8

Skills - Critical

5. Ken: Total 2/Fight 2/Short 3/Long 3/AP 8

Skills - Feint

THE KILLERS

Leader: Reggie

1. Reggie: Total 3/Fight 2/Short 5/Long 2/AP 8

Skills - Critical, Feint, Best Position

2. Ascot: Total 3/Fight 2/Short 2/Long 5/AP 8

Skills - Feint, Best Position

3. Dennis: Total 4/Fight 5/Short 2/Long 3/AP 8

Skills - Critical, Feint, Heat Blow

4. Schultze: Total 4/Fight 4/Short 4/Long 4/AP 8

Skills - Critical, Feint, Best Position

5. Pam: Total 4/Fight 2/Short 3/Long 5/AP 8

Skills - Critical, Best Position

RUIIN CORP

Leader: Ben

1. Ben: Total 4/Fight 5/Short 4/Long 3/AP 8

Skills - Critical, Feint, Best Position, Heat Blow

2. Diana: Total 4/Fight 5/Short 3/Long 3/AP 8

Skills - Critical, Feint, Best Position

3. Bonham: Total 4/Fight 5/Short 4/Long 3/AP 8

Skills - Critical, Feint, Heat Blow

4. Erick: Total 4/Fight 4/Short 3/Long 5/AP 8

Skills - Critical, Feint, Best Position

5. Don: Total 4/Fight 3/Short 4/Long 5/AP 8

Skills - Critical, Best Position

GIGA FORCE

Leader: Sheldon

1. Sheldon: Total 5/Fight 3/Short 7/Long 3/AP 8

Skills - Critical, Leg First, Dash

2. Glay: Total 5/Fight 3/Short 3/Long 7/AP 9

Skills - Feint, Best Position, Critical

3. Claudia: Total 5/Fight 4/Short 3/Long 7/AP 8

Skills - Feint, Best Position

4. Jenny: Total 5/Fight 5/Short 5/Long 5/AP 9

Skills - Critical, Feint, Best Position, Heat Blow

5. Brown: Total 5/Fight 3/Short 7/Long 4/AP 8

Skills - Critical, Feint, Best Position, Leg First

BLOODSTAIN

Leader: Cristina

1. Cristina: Total 5/Fight 4/Short 7/Long 4/AP 9

Skills - Feint, Leg First

2. Jorg: Total 5/Fight 7/Short 4/Long 4,/AP 9

Skills - First, Feint, Critical, Heat Blow

3. Joe: Total 6/Fight 7/Short 5/Long 4/AP 9

Skills - Critical, First, Best Position

4. Carlisle: Total 6/Fight 5/Short 4/Long 7/AP 8

Skills - Critical, Best Position, Heat Blow

5. Donnel: Total 6/Fight 4/Short 7/Long 5/AP 9

Skills - Critical, Feint, First, Leg First

YELLBIRD

Leader: Andreas

1. Andreas: Total 7/Fight 4/Short 9/Long 4/AP 8

Skills - First, Leg First, Lucky

2. Fritz: Total 7/Fight 4/Short 4/Long 9/AP 9

Skills - Feint, Lucky, Best Position

3. Yago: Total 7/Fight 9/Short 4/Long 6/AP 10

Skills - First, Dash, Heat Blow, Lucky

4. Wagner: Total 8/Fight 8/Short 8/Long 8/AP 9

Skills - First, Lucky, Critical, Feint

5. Savage: Total 7/Fight 4/Short 6/Long 9/AP 8

Skills - Critical, Lucky, Best Position, Leg First

LOAD OF HANT

Leader: Hans

1. Hans: Total 8/Fight 9/Short 8/Long 4/AP 9

Skills - Feint, Lucky, Dash, Heat Blow

2. Barmbek: Total 7/Fight 10/Short 4/Long 4/AP 10

Skills - Critical, First, Feint, Heat Blow

3. Anderson: Total 8/Fight 8/Short 9/Long 4/AP 9

Skills - Lucky, Dash, First, Leg First

4. Bias: Total 8/Fight 8/Short 4/Long 9/AP 10

Skills - First, Best Position

5. Ralph: Total 8/Fight 4/Short 8/Long 10/AP 9

Skills - Critical, Lucky, Best Position

FIERCE GODS

Leader: Ingber

1. Ingber: Total 8/Fight 5/Short 11/Long 5/AP 10

Skills - Dash, Speed, Lucky, Leg First

2. Coleman: Total 8/Fight 5/Short 5/Long 11/AP 10

Skills - First, Speed, Lucky

3. Loretta: Total 9/Fight 10/Short 5/Long 10/AP 9

Skills - First, Lucky, Best Position, Heat Blow

4. Johnson: Total 9/Fight 9/Short 9/Long 9/AP 9

Skills - Feint, Best Position, Lucky, Critical

5. Larry: Total 9/Fight 5/Short 10/Long 9/AP 10

Skills - First, Dash, Leg First

ROCK MAKER

Leader: Bob

1. Bob: Total 8/Fight 9/Short 5/Long 9/AP 9

Skills - Critical, Lucky

2. Bryan: Total 9/Fight 12/Short 5/Long 5/AP 10

Skills - Feint, LV Damage

3. Peavy: Total 9/Fight 9/Short 11/Long 5/AP 9

Skills - Feint, Lucky, Speed

4. Ellen: Total 9/Fight 9/Short 5/Long 11/AP 10

Skills - First, Lucky, Best Position

5. Chris: Total 10/Fight 5/Short 10/Long 11/AP 9

Skills - Critical, Lucky

LET BLOOD

Leader: Jeff

1. Jeff: Total 10/Fight 13/Short 6/Long 6/AP 10

Skills - First, Sting Blow

2. Jimmy: Total 10/Fight 6/Short 6/Long 13/AP 10

Skills - First, Lucky, Shield Wall

3. Alec: Total 10/Fight 10/Short 6/Long 12/AP 9

Skills - First, Critical, Shield Wall

4. Marcus: Total 12/Fight 12/Short 12/Long 12/AP 10

Skills - Critical, Lucky, Best Position, Feint

5. Scott: Total 11/Fight 6/Short 12/Long 13/AP 10

Skills - Lucky, Speed, Dash

CROSS STORM

Leader: Louis

1. Louis: Total 12/Fight 14/Short 12/Long 6/AP 10

Skills - First, Lucky, Charge

2. Billy: Total 11/Fight 6/Short 14/Long 6/AP 10

Skills - First, Speed, Terror Shot, Target

3. Meyer: Total 14/Fight 15/Short 12/Long 14/AP 11

Skills - Lucky, Speed, Shield Wall

4. Iris: Total 12/Fight 12/Short 6/Long 14/AP 10

Skills - Feint, Heat Blow, LV Damage, Sting Blow

5. Herman: Total 12/Fight 6/Short 13/Long 14/AP 11

Skills - Feint, Speed, Terror Shot

ABYSS WALL

Leader: Lion

1. Lion: Total 16/Fight 9/Short 15/Long 18/AP 10

Skills - Lucky, Critical, All or Nothing, Shield Wall

2. Mark: Total 13/Fight 7/Short 11/Long 15/AP 11

Skills - First, Shield Wall

3. Dick: Total 14/Fight 16/Short 8/Long 2/AP 10

Skills - First, Feint, Charge, Heat Blow

4. Heinz: Total 14/Fight 12/Short 14/Long 15/AP 11

Skills - Critical, Target

5. Matthias: Total 14/Fight 5/Short 12/Long 17/AP 10

Skills - Critical, First, Shield Wall, All or Nothing

ROYAL FORCE

Leader: Ellis

1. Ellis: Total 14/Fight 12/Short 16/Long 10/AP 10

Skills - First, Speed, Target, Hit & Away

2. Steve: Total 14/Fight 17/Short 8/Long 10/AP 11

Skills - Lucky, Target, LV Damage, Heat Blow

3. Frank: Total 14/Fight 14/Short 16/Long 9/AP 11

Skills - Speed, Hit & Away, Terror Shot, Arm First

4. Holger: Total 15/Fight 16/Short 8/Long 16/AP 10

Skills - First, Feint, Sting Blow

5. Martin: Total 15/Fight 11/Short 16/Long 16/AP 10

Skills - First, Lucky, All or Nothing, Shield Wall

SACROSANCT

Leader: Mitchell

1. Mitchell: Total 14/Fight 13/Short 16/Long 10/AP 11

Skills - Target, Best Position, All or Nothing

2. Palmer: Total 14/Fight 10/Short 13/Long 16/AP 12

Skills - Lucky, First, Best Position, All or Nothing

3. Angela: Total 14/Fight 17/Short 10/Long 12/AP 11

Skills - First, Stun Punch

4. Goldberg: Total 16/Fight 16/Short 16/Long 16/AP 11

Skills - First, All or Nothing

5. Ulli: Total 18/Fight 12/Short 20/Long 18/AP 12

Skills - Target, Switch, Side Attack

BRAVE RUSH

Leader: Burton

1. Burton: Total 16/Fight 17/Short 15/Long 16/AP 11

Skills - Feint, Charge, LV Damage

2. Belinda: Total 18/Fight 12/Short 20/Long 18/AP 11

Skills - Speed, Duel, Hit & Away

3. Frankie: Total 18/Fight 17/Short 21/Long 10/AP 12

Skills - Lucky, Terror Shot, Leg First, Side Attack

4. Susie: Total 18/Fight 17/Short 10/Long 21/AP 11

Skills - Lucky, All or Nothing

5. Fred: Total 20/Fight 14/Short 22/Long 18/AP 11

Skills - Critical, Switch, Duel, Counter Shot

IRON SAVIOR

Leader: Stefhane

1. Stefhane: Total 16/Fight 19/Short 12/Long 13/AP 12

Skills - First, Feint, Charge, Final Break

2. Greg: Total 16/Fight 12/Short 14/Long 19/AP 11

Skills - First

3. Denny: Total 17/Fight 19/Short 14/Long 16/AP 12

Skills - First, Feint, LV Damage, Stun Punch

4. Skoff: Total 18/Fight 18/Short 18/Long 18/AP 11

Skills - Lucky, All or Nothing

5. Anne: Total 18/Fight 12/Short 17/Long 20/AP 11

Skills - Hold Attack, Shield Wall

SEVENTH ONE

Leader: Journey

1. Journey: Total 18/Fight 20/Short 17/Long 14/AP 11

Skills - All or Nothing, Double Punch, Feint, Critical

2. Hill: Total 19/Fight 22/Short 15/Long 12/AP 12

Skills - Charge, Final Break

3. Paula: Total 20/Fight 20/Short 22/Long 12/AP 12

Skills - Speed, Terror Shot, Duel, Counter Shot

4. Gundi: Total 20/Fight 19/Short 12/Long 23/AP 12

Skills - Shield Wall, Hold Attack, First

5. Steward: Total 21/Fight 13/Short 20/Long 23/AP 12

Skills - All or Nothing, Speed, Terror, Shot, Duel

FAHRENHEIT

Leader: Alan

1. Alan: Total 18/Fight 21/Short 13/Long 14/AP 12

Skills - Lucky, Heat Blow, Final Break

2. Salvato: Total 18/Fight 14/Short 16/Long 21/AP 13

Skills - Shield Wall, First

3. Larsen: Total 19/Fight 20/Short 14/Long 20/AP 12

Skills - Feint, Best Position, Double Punch

4. Sallivan: Total 21/Fight 20/Short 19/Long 22/AP 12

Skills - Lucky, All or Nothing

5. Luke: Total 20/Fight 16/Short 19/Long 22/AP 12

Skills - All or Nothing, Speed, Arm First, Back Attack

BLITZ CRAB

Leader: Bobby

1. Bobby: Total 20/Fight 22/Short 18/Long 14/AP 12

Skills - Heat Blow, Final Break

2. Paul: Total 19/Fight 23/Short 15/Long 12/AP 13

Skills - First, Feint, LV Damage, Sting Blow

3. Marity: Total 21/Fight 21/Short 23/Long 14/AP 12

Skills - Critical, Feint, Lucky, All or Nothing

4. Susan: Total 21/Fight 20/Short 17/Long 23/AP 13

Skills - Shield Wall, Escape

5. Garris: Total 21/Fight 16/Short 21/Long 23/AP 12

Skills - First, Switch, Terror Shot, Arm First

RAY STAR

Leader: Sielmann

1. Sielmann: Total 20/Fight 23/Short 14/Long 16/AP 12

Skills - Lucky, Sting Blow, MG Blow

2. Glen: Total 20/Fight 15/Short 17/Long 23/AP 12

Skills - Lucky, All or Nothing, Feint, Best Position

3. Jackson: Total 20/Fight 21/Short 15/Long 22/AP 12

Skills - First, Feint, Charge

4. Amy: Total 22/Fight 21/Short 20/Long 23/AP 12

Skills - All or Nothing, Full Bullet(L)

5. Taylor: Total 21/Fight 18/Short 21/Long 23/AP 12

Skills - Side Attack, Full Bullet(L)

HEAVEN'S GATE

Leader: Bunyan

1. Bunyan: Total 22/Fight 24/Short 21/Long 18/AP 12

Skills - Heat Blow, Charge, Final Break

2. Mike: Total 22/Fight 25/Short 19/Long 16/AP 13

Skills - Hold Attack, Immortal, Shield Wall, Escape

3. Freeman: Total 22/Fight 24/Short 23/Long 14/AP 13

Skills - First, Double Punch, Feint, Final Break

4. Vicki: Total 23/Fight 22/Short 17/Long 25/AP 12

Skills - Shooting Star

5. Gibson: Total 23/Fight 14/Short 23/Long 25/AP 12

Skills - Critical, Counter Shot, Destruct

BURN BLOOD

Leader: Deyoung

1. Deyoung: Total 22/Fight 25/Short 17/Long 18/AP 13

Skills - Switch, Sting Blow, Crusader

2. Norbert: Total 22/Fight 15/Short 19/Long 25/AP 13

Skills - All or Nothing, Full Bullet(L)

3. Argus: Total 24/Fight 23/Short 18/Long 26/AP 13

Skills - Lucky, Guide, Best Position, Full Bullet(L)

4. Gary: Total 24/Fight 24/Short 25/Long 21/AP 13

Skills - Dead Angle, Counter Shot

5. Marie: Total 24/Fight 19/Short 24/Long 26/AP 14

Skills - Feint, Critical, Switch, Guide

EAGLE BORDER

Leader: Miles

1. Miles: Total 24/Fight 25/Short 24/Long 19/AP 13

Skills - Sting Blow

2. Nancy: Total 23/Fight 27/Short 15/Long 18/AP 13

Skills - Best Position, Counter Shot, Blast Blow

3. Gisela: Total 24/Fight 26/Short 24/Long 16/AP 13

Skills - Feint, Charge, Final Break

4. Gail: Total 25/Fight 25/Short 18/Long 27/AP 14

Skills - First, Full Bullet(L)

5. Laura: Total 25/Fight 19/Short 25/Long 27/AP 13

Skills - Lucky, Terror Shot, Duel, Full Bullet(L)

DARK BREAM

Leader: Sandy

1. Sandy: Total 24/Fight 27/Short 19/Long 21/AP 13
Skills - Charge, LV Damage, Stun Punch, Sting Blow

2. Porcaro: Total 24/Fight 17/Short 23/Long 27/AP 13
Skills - All or Nothing, Full Bullet(L)

3. Cliff: Total 26/Fight 28/Short 19/Long 25/AP 14
Skills - Stun Punch, Shield Rush, MG Blow

4. Shelly: Total 27/Fight 28/Short 26/Long 25/AP 13
Skills - Critical, Feint, Best Position, Full Bullet(L)

5. Page: Total 26/Fight 20/Short 26/Long 28/AP 13
Skills - Shield Wall, First, Full Bullet(L)

ASSAILANT

Leader: Cufraro

1. Cufraro: Total 26/Fight 28/Short 26/Long 22/AP 13
Skills - Charge, Lucky, All or Nothing, Counter Shot

2. Andy: Total 26/Fight 28/Short 22/Long 24/AP 14
Skills - Final Break

3. Marino: Total 27/Fight 29/Short 28/Long 17/AP 14
Skills - Critical, Full Bullet(S)

4. Foster: Total 27/Fight 25/Short 16/Long 29/AP 13
Skills - All or Nothing, Lethal Shot, Best Position

5. Carlos: Total 27/Fight 15/Short 27/Long 30/AP 13
Skills - Lucky, Guide, LV Damage, Switch

HOLY KNIGHT

Leader: Mujika

1. Mujika: Total 25/Fight 23/Short 29/Long 12/AP 14
Skills - First, Lethal Shot, Target, Terror Shot

2. Bernard: Total 25/Fight 15/Short 23/Long 29/AP 14
Skills - Feint, Disarm Armor

3. John: Total 26/Fight 29/Short 14/Long 26/AP 14
Skills - Charge, Shield Rush, 2LV Damage

4. Carl: Total 28/Fight 30/Short 26/Long 25/AP 14
Skills - Side Attack, Counter Shot, Destruct

5. Danny: Total 27/Fight 20/Short 30/Long 26/AP 14
Skills - Critical, Lethal Shot, Target, Body First

EX GRATIA

Leader: Ronnie

1. Ronnie: Total 26/Fight 29/Short 27/Long 14/AP 15
Skills - Leg First, Final Break

2. Jan: Total 27/Fight 30/Short 22/Long 24/AP 15

Skills - Best Position, Switch, All or Nothing

3. Sue: Total 27/Fight 30/Short 28/Long 17/AP 15

Skills - Dead Angle, Speed, Body First, Full Bullet(S)

4. Carrie: Total 27/Fight 26/Short 19/Long 30/AP 15

Skills - Best Position, Lethal Shot, Lucky, All or Nothing

5. Reynolds: Total 28/Fight 18/Short 28/Long 30/AP 15

Skills - All or Nothing, Lethal Shot, Disarm Armor, Best Position

4. CREDITS

[CRED]

Thanks to:

- GameFAQs obviously
- Front Mission: World Historica book for certain items and such
- Square Enix for the Front Mission series

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