

Front Mission: Gun Hazard (Import) Patch Codes

by RayCrasher

Updated to v1.10 on Sep 13, 2006

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* .:: FRONT MISSION - GUN HAZARD PRO ACTION REPLAY CODES v1.10 ::.
* Copyright (c) June 2005 by RayCrasher
*
* .:: WARNING!!! ::.
* These codes only work for the patched English version!!!
*
* Note: Replace [xx] with values written underneath code
* unless specified
*
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.:: Version History ::.

- 1.10 Added support character equipment (Wilson and Syzinskii). Many thanks to Leith McLendon for the codes.
- 1.01 Added HP code (thanks to FallenWings), copyright section and credits
- 1.00 The first release; added ship and personal equipment codes; address values (xx) of codes have been fully documented.
- 0.90 Added Wanzer, weapon (primary and secondary), and vernier/shield/dash codes. Actual values of item addresses (xx) not yet been fully documented.

Any questions about the code, AND I MEAN THE CODE ONLY, e-mail me at:

[berserkfuhrerx(at)yahoo(dotcom)]

Please include a relevant subject header at least. Irrelevant e-mails and/or emails with irrelevant subject headers will be deleted. No exceptions.

.:: General Codes ::.

- 7E0E24FF Infinite HP code (thanks to FallenWings for this code)
- 7E1E42FF Gives you infinite exp when you finish a mission. Don't forget to turn off the codes once you have reached your desired level!
- 7E1C8E63 Infinite primary weapon ammo
- 7E1CAA90 Infinite special weapon ammo (for current special weapon)
- 7E1CAA01

.:: Wanzer Equipment Codes ::.

- 7E753Dxx Wanzer

00	no equip
01	Harby G
02	Stinger
03	Silver Fang
04	Knight Master
05	X-D Dragoon

7E754Exx Primary Weapon

00	no equip
01	Vulcan 1
02	Vulcan 2
03	Vulcan 3
04	Vulcan 4
05	Vulcan 5
06	Shotgun 1
07	Shotgun 2
08	Shotgun 3
09	Shotgun 4
0A	Shotgun 5
0B	Laser 1
0C	Laser 2
0D	Laser 3
0E	Laser 4
0F	Laser 5
10	Napalm 1
11	Napalm 2
12	Napalm 3
13	Napalm 4
14	Napalm 5

Special Weapons:

Refer to list below for the values of [xx]

7E754Fxx	Special Weapon Slot 1
7E7550xx	Special Weapon Slot 2
7E7551xx	Special Weapon Slot 3
7E7552xx	Special Weapon Slot 4
7E7553xx	Special Weapon Slot 5
7E7554xx	Special Weapon Slot 6

00	No Equip
01	Homing Missile 1
02	Homing Missile 2
03	Homing Missile 3
04	Homing Missile 4
05	Homing Missile 5
06	Missile Pod 1
07	Missile Pod 2
08	Missile Pod 3
09	Missile Pod 4
0A	Missile Pod 5
0B	Bazooka 1
0C	Bazooka 2
0D	Bazooka 3
0E	Bazooka 4
0F	Bazooka 5
10	Decoy 1
11	Decoy 2
12	Decoy 3
13	Decoy 4

14 Decoy 5
15 Wireless Gunpod 1
16 Wireless Gunpod 2
17 Wireless Gunpod 3
18 Wireless Gunpod 4
19 Wireless Gunpod 5
1A Grenade Launcher 1
1B Grenade Launcher 2
1C Grenade Launcher 3
1D Grenade Launcher 4
1E Grenade Launcher 5
1F Bounce Shot 1
20 Bounce Shot 2
21 Bounce Shot 3
22 Bounce Shot 4
23 Bounce Shot 5
24 Upward Vulcan 1
25 Upward Vulcan 2
26 Upward Vulcan 3
27 Upward Vulcan 4
28 Upward Vulcan 5
29 Repair Field 1
2A Repair Field 2
2B Repair Field 3
2C Repair Field 4
2D Repair Field 5
2E Spark Shot 1
2F Spark Shot 2
30 Spark Shot 3
31 Spark Shot 4
32 Spark Shot 5
33 Mine Sprinkler 1
34 Mine Sprinkler 2
35 Mine Sprinkler 3
36 Mine Sprinkler 4
37 Mine Sprinkler 5
38 Flamethrower 1
39 Flamethrower 2
3A Flamethrower 3
3B Flamethrower 4
3C Flamethrower 5
3D Ground Seeker 1
3E Ground Seeker 2
3F Ground Seeker 3
40 Ground Seeker 4
41 Ground Seeker 5
42 Paralyzer 1
43 Paralyzer 2
44 Paralyzer 3
45 Paralyzer 4
46 Paralyzer 5
47 Hard Knuckle 1
48 Hard Knuckle 2
49 Hard Knuckle 3
4A Hard Knuckle 4
4B Hard Knuckle 5
4C Armor Plate 1
4D Armor Plate 2
4E Armor Plate 3
4F Armor Plate 4

* Note: You can only use the number of slots allowed by your current Wanzer (i.e., 1 for the Harby G, 2 for the Stinger, etc.).

7E7547xx Shield Unit
00 no equip
01 Shield 1
02 Shield 2
03 Shield 3
04 Shield 4

7E7548xx Vernier Unit
00 no equip
01 Vernier 1
02 Vernier 2
03 Vernier 3
04 Vernier 4
05 Vernier 5

7E7549xx Dash Unit
00 no equip
01 Dash 1
02 Dash 2
03 Dash 3
04 Dash 4

::: Personal Equipment :::

7E754Axx Body Armor
00 no equip
01 Armor Vest 1
02 Armor Vest 2
03 Armor Vest 3
04 Armor Vest 4
05 Armor Vest 5

7E754Cxx Handgun
00 no equip
01 Handgun 1
02 Handgun 2
03 Handgun 3
04 Handgun 4
05 Handgun 5

7E754Dxx Hand Grenade
00 no equip
01 Hand Grenade 1
02 Hand Grenade 2
03 Hand Grenade 3
04 Hand Grenade 4
05 Hand Grenade 5

::: Support Character Equipment :::

A big thank you to Leith McLendon for the codes.

::: Lt. Clark Wilson :::

7E7545xx Wanzer
00 no equip
01 Harby G
02 Stinger
03 Silver Fang
04 Knight Master
05 X-D Dragoon

..: Emil Szynskii :..

7E753Fxx Wanzer
00 no equip
01 Rybinskoe 1
02 Rybinskoe 2
03 Rybinskoe 3
04 Rybinskoe 4
05 Rybinskoe 5

..: Miscellaneous :..

7E753Exx Ship Type
00 VT-248 Neiden Wanzer Trailer
01 MC-220 Tadpole Wanzer Transport
02 EAA-48 Ballarat Base Carrier
03 SCV-60 Phaedroth Base Carrier
04 GC-4 Capricorn Base Carrier

* Note: When you are about to finish the Al-Habi missions (after you destroy the particle cannon) be sure your current ship must be the MC-220 Tadpole or else you will not proceed in the game!!!

* Note: Also, when you are about to recieve the GC-4 Capricorn at Madios, be sure your ship is the SCV-Phaedroth or else you will not proceed in the game!!!

..: FAQ :..

Q: Can I use the equip/wanzer codes even if my level isn't high enough?

A: Yes. Level only affects the availability of items bought in stores.

Q: Where can I find a rom for this game?

A: Download it from the internet. Don't bother asking me from which site to get it.

Q: For some reason I can't proceed in the game when I used your code.

A: You must have changed your ship type. Go change your ship to a lower-class one in order to proceed. Read the note below the ship-change codes for more information. Also, some areas have passages that only a small wanzer (Harby-G) can go through.

Q: The codes aren't working!!!

A: These codes are only for the English patched version. They work best using ZSNES.

Q: I am using the English patched version on the ZSNES, and the codes

still don't work!

A: This is a result of a corrupted rom. If you are sure that your rom isn't corrupted please let me know so I can check it out. Please include the code and, if possible, the ingame conditions.

Q: Where can I get ZSNES?

A: Download it from the Internet. Again, don't bother asking for the site.

::: Copyright Info :::

Any site can host this document, provided they ask permission from me. Current sites allowed to host this document are:

www.gamefaqs.com

www.ign.com

::: Credits :::

Kudos to the following who oh so kindly submitted codes for this FAQ:

FallenWings: for the HP Code. Thanks man.

Leith McLendon: for the Clark Wilson and Emil Syzinskii support equip codes.

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