

Front Mission: Gun Hazard (Import) FAQ

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Updated on May 9, 2004

Weggy's FAQ for Front Mission: Gun Hazard (SNES)

Version 1.0

Table of Contents

- I. Version History
- II. Introduction
- III. About Front Mission: Gun Hazard
- IV. HUD
- V. Controls
- VI. Panzers
- VII. Primary Weapons
- VIII. Secondary Weapons
- IX. Panzer Equipment
- X. Human Equipment
- XI. Items
- XII. Allies
- XIII. FAQ
- XIV. Contact
- XV. Un-legal

Version History

Version 1.0 - 10/6/03~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~

FAQ created. It's mostly completed, save a few prices on allies' Panzers which just suck too much to level up. Maybe in the future, I'll add things if they need to be. If you have any suggestions, contact me.

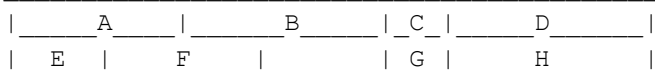
Introduction

Welcome to a FAQ hardly anyone will read! This is my (Weggy's), Front Mission: Gun Hazard FAQ. I'm probably one of the few people who know what this game actually is, and probably the only person to consider it one of the top 10 games on the SNES. I was thinking about doing a full-fledged FAQ for this game, but honestly, the levels are too bland to do that. How many times do you want to hear me say "Go to exit, kill everything in your way"? It would also probably involve me trying to explain the story, something that would be a very large effort for someone like myself with only little Japanese ability. But don't think you have to understand Japanese to play this game! A lot of the important stuff is in English, and the few menus that are in Japanese are not overly complex at all. And to be quite honest, the story doesn't really influence the game all that much. Keeping all that in mind, this FAQ was written for non-japanese speaking folk, which I assume to be most of you. So sit back, relax, and keep your arms and legs inside the Panzer at all times.

About Front Mission: Gun Hazard

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Front Mission: Gun Hazard is the sequel to the RTS, Front Mission, which is also on the SNES. Gun Hazard takes a completely new spin on the series, and turns it into an action RPG along the lines of a side-scrolling shoot-em-up, such as Contra. Gun Hazard was made by Square (yes, the Final Fantasy people), and Omiya Soft. So if you like Contra, and want something with a bit more depth, id highly recommend this game. If you like RTS and/or Gun Hazard, I would recommend you check out the original Front Mission, which is quite an enjoyable game as well.

=====
HUD
=====



I



A = HP. This is your life meter. When this runs out, you die. Not a good thing. The number is how many thousand HP you have, with the bars each representing 0-999 life. So if you have a 1 there, and lose all your life, it will drop to 0, and start a new set of bars. Think of them as energy tanks, if you're a Metroid fan.

B = EXP. This is your EXP meter. When it fills and turns green, that means you have enough XP to level up, and you will do so when you leave the current map.

C = Level. This is what level you are. The more you increase your level, the more HP you receive, as well as the ability to use new weapons.

D = Enemy Meter. This is the enemy meter, which shows you the HP of the enemy you're shooting. If you are not shooting any enemies, and let it idle for a bit, a new meter will display, showing you the meter of how many enemies are left in a level. When it runs out, there will be no more random enemies.

E = Primary Weapon. This shows the current primary weapon your using. Unlike the secondary weapon, this cannot be changed in battle. You'll have to do it from your carrier.

F = Ammo. This is the amount of ammo you have for your weapon. When it runs out, you obviously cannot shoot it any more. All ammo for primary weapons regenerate, but for some you'll have to use up your entire stock before you

reload.

G = Secondary Weapon. Displays what secondary weapon you are using.

H = Secondary Weapon ammo. Displays how much ammo you have left on your secondary weapon. This can only be refilled out of battle, or by picking up/using a bullet item. If it says No Limit, you obviously have unlimited ammo with the weapon.

I = This you. Hi you.

The following menu only appears when pressing start.

J = ARM. Shows what secondary weapons you have equipped. Not very useful.

K = Item. Probably what you opened the menu for. This allows you to use items like REP and AID to heal yourself, as well as useful items like BULLET.

L = An interesting menu, this allows you to give orders to your allies. There's too many to explain in depth here, so check the allies section for information.

M = A minimap of the area your in. Red dots are enemies, blue dots are items.

=====
Controls
=====

You've probably seen FAQs with fancy ASCII SNES controllers and elaborate diagrams... bah. You came here for information, right? Thats what im going to give you!

- Left and Right: Move (double tap to dash, if you have a dash unit)
- Up and Down : Aim Gun
- Start : Bring up menu
- Select : Leave Panzer
- A : Fire Secondary Weapon
- B : Jump (Hold to use Vernier Unit)
- Y : Fire Primary Weapon
- X : Switch Secondary Weapon
- L : Holds gun position (so you can walk while aiming upwards, etc)
- R : Deploys Shield

=====
Panzers
=====

Your lifeline. Without one of these, the levels will be ungodly hard for you and your tiny little pistol. Luckily, you have no reason NOT to have one.

FN-8G _____

Cost : \$5000
Purchased at : Middle East
Eurpope
Northwestern Asia
North America

Secondary Weapon Slots: 1

Defense : 0
Description : Small Panzer with open cockpit.
Comments : The Panzer you start out with. It has low HP, but a small profile.

SW-46S

Cost : \$12000
Purchased at : Middle East
Northern Europe
Northwestern Asia
Africa
Northeastern Asia
North America
Secondary Weapon Slots: 2
Defense : 4
Description : Small, mouse-like Panzer with large backpack.
Comments : A large improvement over the FN-8G. You'll have this Panzer a pretty good amount of time, so get used to it. It looks pretty cool, and has significantly more HP.

SW-54S

Cost : \$40000
Purchased at : Northeastern Asia
Africa
Western South America
Eastern South America
North America
Secondary Weapon Slots: 3
Defense : 8
Description : Much taller, rabbit-like Panzer.
Comments : Another very large improvement over the previous model. It has a much larger profile, and doesn't look as cool, but has significantly more HP. You'll use it an average amount of time.

SW-82K

Cost : \$100000
Purchased at : North America
Western South America
Eastern South America
North America
Secondary Weapon Slots: 4
Defense : 11
Description : Bulky, tall Panzer with large backpack.
Comments : Not a huge improvement over the 54S. It has a little more HP, and has pretty much the same profile. You won't use it very long.

X-D

Cost : \$300000
Purchased at : Eastern South America
Secondary Weapon Slots: 6
Defense : 21
Description : Very tall, beastly looking Panzer with backpack.
Comments : The largest and best model. It looks damn cool, gains HP REALLY fast, and has a whopping 6 slots for

secondary weapons. You may have to do a little extra leveling up to be able to get it, but its worth it.

=====
Primary Weapons
=====

VG Series (Vulcan Gun) _____

Cost : VG-01 - \$1000
VG-02 - \$5500
VG-03 - \$14000
VG-04 - \$28000
VG-05 - \$56000

Description: A rapid-fire machine gun that fires 25mm shells. The gun you begin with.

Comments : Eh, an average gun in my opinion. It has a large magazine, which is good, but it is somewhat weak. It makes up for this by firing faster, but there are often times where you run out of ammo in the thick of battle. Though the Vulcan Gun constantly reloads, it is usually too slow. If you use a Vulcan, be sure to have a HNP class weapon equipped for backup, when enemies are close and you need to give the gun time to reload.

SG Series (Shotgun) _____

Cost : SG-01 - \$3000
SG-02 - \$6800
SG-03 - \$17000
SG-04 - \$34000
SG-05 - \$68000

Description: Fires a 35mm shell which splits into multiple shots.

Comments : My personal favorite. At close range, this thing is absolutely devastating. Even at long range, its only slightly less effective than comparable guns, because at least half of the shots will usually hit. This gun does not constantly reload, unlike the Vulcan, but the reload times are very fast, and you get a full magazine. It's very rare you run out of ammo in the thick of battle, since you can fire off your remaining few shots to initiate a reload when your low. This should probably be your weapon of choice.

LG Series (Laser Gun) _____

Cost : LG-01 - \$4000
LG-02 - \$8000
LG-03 - \$20000
LG-04 - \$50000
LG-05 - \$100000

Description: Fires a large, constant laser beam at your enemies.

Comments : My least favorite weapon. Though powerful even at a distance, this gun sucks through ammo fast. Very fast. It does not constantly reload, but it sucks through ammo so fast, you'll find almost all your time is spent waiting for the gun to reload. I don't really recommend this gun at all.

NG Series (Napalm Gun) _____

Cost : N/A

Description: Fires off an explosive round in an arc.

Comments : Wow wow wow! The best gun in the game, hands down. But then again, you can't buy these anywhere. You have to find them, and so far, I've only found the NG-01 and NG-04. No upgrades are sold for them either. The arc the rounds fire at are pretty small, and it won't take long to get adjusted to. This gun constantly reloads, which is good because of its slow fire rate and small magazine capacity. It makes up for all of that though by doing extreme damage. Use this weapon unless you can buy another one of a higher grade.

=====
Secondary Weapons
=====

EAP (Enhanced Armor Protection) _____

Cost : EAP-01 - \$10000
EAP-02 - \$40000
EAP-03 - \$80000
EAP-04 - \$160000
EAP-05 - N/A

Most up-to-date location: Eastern South America

Description : Increases your HP.

Comments : A pretty good thing to have. I would always recommend having at least 1 of these, if not more. The level 5 EAP must be found.

UVG (Upwards Vulcan Gun) _____

Cost : UVG-01 - \$3500
UVG-02 - \$7800
UVG-03 - \$18700
UVG-04 - \$37600
UVG-05 - \$75200

Most up-to-date location: North America, Eastern South America

Description : Fires shots straight up.

Comments : A pretty good secondary weapon, in that it is extremely powerful. It's pretty hard to train though, seeing as it can only hit things that are above you.

GRL (Grenade Launcher) _____

Cost : GRL-01 - \$3000
GRL-02 - \$7500
GRL-03 - \$18800
GRL-04 - \$39000
GRL-05 - \$78000

Most up-to-date location: North America, Eastern South America

Description : Fires out an explosive shot in an arc like fashion.

Comments : Eh, its not too powerful really. It might be good to spam at a boss early on, but there are much better weapons.

MSP (Multi-Spread Projectile) _____

Cost : MSP-01 - \$4000
MSP-02 - \$10000

MSP-03 - \$25000
MSP-04 - \$50000
MSP-05 - \$100000

Most up-to-date location: North America, Eastern South America
Description : Fires out 4 missiles in a spread shot.
Comments : Not a bad choice. Think of it as a more powerful spread gun.

HMS (Homing Missile) _____

Cost : HMS-01 - \$3000
HMS-02 - \$9500
HMS-03 - \$28000
HMS-04 - \$56000
HMS-05 - \$112000

Most up-to-date location: North America, Eastern South America
Description : Fires out a missile that homes in on enemies to destroy them.
Comments : Alright, this thing just plain sucks. The tracking system on it is crap, it'll miss the enemies if they're moving at a decent speed. It also does very little damage. Skip it.

BZS (Bazooka System) _____

Cost : BZS-01 - \$8000
BZS-02 - \$23000
BZS-03 - \$57500
BZS-04 - \$115000
BZS-05 - \$230000

Most up-to-date location: North America, Eastern South America
Description : Fires a powerful missile forward.
Comments : A pretty good weapon. Though the ammunition capacity is low, it does a large amount of damage in a short amount of time - which is sort of what you want when going up against a boss.

HNP (Hand Punch) _____

Cost : HNP-01 - \$4000
HNP-02 - \$12000
HNP-03 - \$28000
HNP-04 - \$70000
HNP-05 - \$120000

Most up-to-date location: North America, Eastern South America
Description : Lets your Panzer punch.
Comments : One of the best secondary weapons. It's powerful, can be leveled pretty quickly, penetrates shields, and sends the enemy back a bit. The downside? You're pretty open to attack when using it, and you can't use it in the air. Still, a pretty good choice.

REP (Repair) _____

Cost : REP-01 - \$12000
REP-02 - \$25000
REP-03 - \$80000
REP-04 - \$160000
REP-05 - \$400000

Most up-to-date location: North America, Eastern South America
Description : Creates a ball which repairs your Panzer.
Comments : A must-have item, no questions asked. Using one of these will almost always completely heal your Panzer. If you can position an ally to stand on top of the ball, it will heal him as well. You must have this one equipped. Nuff said.

BNC (Bouncing Shot)

Cost : BNC-01 - \$6000
BNC-02 - \$12000
BNC-03 - \$30000
BNC-04 - \$60000
BNC-05 - \$120000

Most up-to-date location: North America, Europe
Description : Fires a ball that bounces off the walls, ceilings, and floors.
Comments : A great choice. The BNC is quite powerful, has a large ammunition capacity, and will usually bounce around until it hits something - or flies offscreen.

PAL (Paralysis Laser)

Cost : PAL-01 - \$4000
PAL-02 - \$13000
PAL-03 - \$43000
PAL-04 - \$86000
PAL-05 - \$172000

Most up-to-date location: North America, Northwestern Asia
Description : Fires out a ball that paralyzes enemy Panzers.
Comments : Well, it does its job anyway. It works on some of the weaker bosses, but do you really wanna paralyze something your going to kill in 2 seconds?

FBG (Fireball Gun?)

Cost : FBG-01 - \$8000
FBG-02 - \$20000
FBG-03 - \$45000
FBG-04 - \$100000
FBG-05 - \$200000

Most up-to-date location: North America, Middle East
Description : A flamethrower... need I say more?
Comments : Awesome. A great choice. It does an extreme amount of damage in a very short amount of time. Get up in a boss's face to shave off about 1/4 of his HP in no time.

MIN (Mine)

Cost : MIN-01 - \$4000
MIN-02 - \$12000
MIN-03 - \$30000
MIN-04 - \$88000
MIN-05 - \$150000

Most up-to-date location: North America, Eastern South America
Description : Drops a mine.
Comments : Crap. Don't mess with it. Enemies don't move all that much in FM:GH, and its stupid to wait around for

them to stumble across it.

DCY (Decoy)

Cost : DCY-01 - \$9000
DCY-02 - \$22500
DCY-03 - \$45000
DCY-04 - \$85000
DCY-05 - \$200000

Most up-to-date location: North America, Africa

Description : Fires out a flashing ball that hovers in the air, that draws enemy fire towards it.

Comments : Not bad! Probably something you'll want to have equipped when you have the X-D, and more weapon slots when you know what to do with.

SEK (Sliding Explosive?)

Cost : SEK-01 - \$5000
SEK-02 - \$15000
SEK-03 - \$45000
SEK-04 - \$120000
SEK-05 - \$250000

Most up-to-date location: North America, Northeastern Asia

Description : Fires out a mine on a sled that skims along the ground.

Comments : Not bad. But the damage isn't all that great, so you're better off using something else.

WGP (Weapon Gun Pod?)

Cost : WGP-01 - \$15000
WGP-02 - \$30000
WGP-03 - \$70000
WGP-04 - \$160000
WGP-05 - \$350000

Most up-to-date location: North America

Description : Releases an orb that hovers above your Panzer, firing upon any enemies in the area.

Comments : Eh, its alright. If you release the maximum amount, 5, they can do some pretty good damage.

SPS (To be honest, I have no idea what this stands for)

Cost : N/A

Most up-to-date location: N/A

Description : Fires out a big lightning bolt to damage the enemy.

Comments : Just as the primary weapon has its NG, the secondary weapon has its SPS. A very powerful weapon, but it can't be bought in stores. I have yet to find the SPS-05, but if you do, hold on to it!

=====
Panzer Equipment
=====

Dash Unit

By double-tapping a direction button, your Panzer accelerates very rapidly. There is no limit on its use, so its a good way to get around. If you run into enemies or a solid object, you will bounce back and receive some damage.

RD100

Cost : \$2000
Purchased at: Europe, Northwest Asia, Middle East, Africa, Northeastern Asia,
North America
Dash Length : Short
Speed : Slow

RD200

Cost : \$16000
Purchased at: Northern Europe, Middle East, Africa, Northeastern Asia, Western
South America, Eastern South America, North America
Dash Length : Long
Speed : Slow

RD300

Cost : \$16000
Purchased at: Western South America, Eastern South America, North America
Dash Length : Short
Speed : Fast

RD400

Cost : \$100000
Purchased at: Eastern South America, North America
Dash Length : Long
Speed : Fast

Vernier Unit

Jump Jets, for you Mechwarrior types. These little guys propel you a little higher than your normal jump. They vary in how they do that, but the higher grade is usually the best.

VU-01

Cost : \$1000
Purchased at: Europe, Northwest Asia, Middle East, North America
Flight Time : Very Short
Power : Very High
Altitude : Low

VU-02

Cost : \$8000
Purchased at: Northwest Asia, Northern Europe, Middle East, Africa,
Northeastern Asia, North America
Flight Time : Short
Power : Normal
Altitude : Normal

VU-03

Cost : \$16000
Purchased at: Northern Europe, Africa, Northeastern Asia, Western South
America, Eastern South America, North America
Flight Time : Normal
Power : Normal
Altitude : Normal

VU-04

Cost : \$32000
Purchased at: Western South America, Eastern South America, North America
Flight Time : High
Power : Normal
Altitude : High

VU-05

Cost : \$64000
Purchased at: Eastern South America, North America
Flight Time : Very High
Power : High
Altitude : High

Shield Unit

To be quite honest, I haven't noticed any difference between the 01 and 03
units, and the 02 and 04 units. I'd imagine they block more things, but what,
I'm not sure. If anyone would like to clear this up for me, I'd be grateful.
But by the end of the game, you should be rolling in money, so there's no reason
not to have a 04.

SHD-01

Cost : \$1000
Purchased at: Europe, North America
Coverage : Upper Body

SHD-02

Cost : \$20000
Purchased at: Northwest Asia, Northern Europe, Africa, Northeastern Asia,
Western South America, Eastern South America, North America
Coverage : Whole Body

SHD-03

Cost : \$20000
Purchased at: Northern Europe, Middle East, Africa, Northeastern Asia, Western
South America, Eastern South America, North America
Coverage : Upper Body

SHD-04

Cost : \$100000
Purchased at: Eastern South America, North America
Coverage : Whole Body

=====
Human Equipment
=====

Human Aviation Suit _____

Cost : HAV-01 - \$1000
HAV-02 - \$3000
HAV-03 - \$5400
HAV-04 - \$12000
HAV-05 - \$24000

Description: A suit of armor with built in jetpack.

Comments : Since all HAVs have the same jetpack, with unlimited fuel, the only reason to upgrade is for the HP boost you get with better models. So upgrade it when you get the money.

Human Hand Gun _____

Cost : HHG-01 - \$500
HHG-02 - \$3000
HHG-03 - \$6000
HHG-04 - \$12000
HHG-05 - \$24000

Description: A small, handheld pistol.

Comments : It's only use really, is opening boxes. Maybe killing other humans, but it will take FOREVER to kill a Panzer with one of these. Not very important to upgrade.

Human Hand Grenade _____

Cost : HGR-01 - \$500
HGR-02 - \$5000
HGR-03 - \$12000
HGR-04 - \$24000
HGR-05 - \$48000

Description: A hand-thrown grenade.

Comments : Your main means of attack as a human. These can actually do decent damage to a Panzer... about as much as the GRL weapon. You have unlimited ammo, but be careful - the explosion from the grenade or shrapnel from other Panzers can kill you very quickly!

=====
Items
=====

These can be accessed via the item menu

REP-01 _____

Cost: \$500
Use : Heals 320 HP (Panzer)

REP-02 _____

Cost: \$1000
Use : Heals 640 HP (Panzer)

REP-03 _____

Cost: \$4000

Use : Heals 1280 HP (Panzer)

REP-04

Cost: \$16000

Use : Heals 2560 HP (Panzer)

REP-05

Cost: \$64000

Use : Heals 5120 HP (Panzer)

AID-01

Cost: \$1000

Use : Heals 200 HP (Human)

AID-02

Cost: \$5000

Use : Heals 800 HP (Human)

Bullet

Cost : N/A (Sells for \$5000)

Use : Completely refills the ammo of the selected sidearm

Autoaim

Cost : N/A (Sells for \$5000)

Use : Causes your gun to auto-aim at enemies for roughly 1 minute

Chaff

Cost : N/A (Sells for \$5000)

Use : Causes some enemies' attacks to miss

=====
Allies
=====

Ok, to find the allies, go to your Panzer setup screen, and hit L or R until you get to the screen with "Friend" at the top. Press A to bring up the list. The list is as follows:

- Nashi - No ally
- Burenda - Brenda (Woman with blonde Hair)
- Emiru - Emilly, most likely (Girl with blonde hair and hat)
- Ruguen? - Translated to Luvin, i've heard (Man with sunglasses)
- Sakata - As it sounds, Sakata (Older man in goggles). As a little tidbit, the name Sakata also belongs to a major character in Front Mission 1.
- Ruuku - Rick, perhaps? (Guy wearing hard hat and camo)
- Akuseru - Ok, I have NO idea what this could translate to (Black man with hat)
- Anita - Anita, obviously (Another woman with blondr hair)
- Kuraaku - Again, I have no idea what this could be (Man with blonde hair)

Brenda

Pilots : Your transport

Combat Ability: None, directly. See Command Menu.

Command Menu : Option 1 - Artillery. A crosshair appears on screen which locks on to enemies. Brenda fires a few shots from the transport at the enemy.

Option 2 - Exit Menu

Comments : Not bad, since you don't have to worry about damaging your ally. And at least she actually shoots at people consistently. Only downsides are limited ammo, and she can't always use the ability. Still, one of the better allies.

Emilly

Pilots : EP14-R1 - \$7000

Combat Ability: Walks around and rarely shoots.

Command Menu : Option 1 - Run away. Causes ally to flee.

Option 2 - Exit Menu.

Comments : Horrible. She has low HP, and very, very rarely shoots. Avoid her at all costs.

Luvin

Pilots : DF4B2-1 - \$4000

DF4B2-2 - \$10000

DF4B2-3 - \$35000

Combat Ability: Walks around and throws mines

Command Menu : Option 1 - Run away. Causes ally to flee.

Option 2 - Exit Menu.

Comments : One of the best allies! The mines he throws will remain on the ground until an enemy steps over them. He also throws them very often, and they pack a pretty good punch. The only problem is, with all the explosions around, he tends to hurt himself easily.

Sakata

Pilots : SVK-R1 - \$8000

SVK-R2 - \$25000

SVK-R3 - \$70000

Combat Ability: Walks around and shields you from enemy fire.

Command Menu : Option 1 - Run away. Causes ally to flee.

Option 2 - Toggles shield on and off. When it is on, all enemy fire is nullified that splashes against it. The number displayed is how much energy remaining.

Option 2 - Exit Menu.

Comments : Eh, not a very good ally. He runs out of energy on the longer levels, but has a good amount of HP. Still, he usually doesn't do anything. Use him in the 1 level he's required, and that's it.

Rick

Pilots : DC3L-R1 - \$6000

DC3L-R2 - \$15000

DC3L-R3 - \$45000

DC3L-R4 - \$100000

DC3L-R5 - \$240000

Combat Ability: Walks around and shoots occasionally.

Command Menu : Option 1 - Run away. Causes ally to flee.

Option 2 - Exit Menu.

Comments : One of the best allies, in my opinion. He fires more often than most, and his shots do a ton of damage.

Akuseru

Pilots : YN6-R1 - \$5000
YN6-R2 - \$20000
YN6-R3 - \$40000

Combat Ability: Runs around, shoots often, and occasionally shields himself.

Command Menu : Option 1 - Run away. Causes ally to flee.
Option 2 - Exit Menu.

Comments : A pretty good ally. He shoots a lot, but his shots aren't all that strong. He also has a small profile, which protects from enemy fire. But he jumps around like a crazy jackrabbit, sometimes straight into enemy fire. At least he does something.

Anita

Pilots : HC-2R1 - \$12000
HC-2R2 - \$23000
HC-2R3 - \$45000

Combat Ability: Hovers above your Panzer and fires. When over enemies, she drops a bomb.

Command Menu : Option 1 - Run away. Causes ally to flee.
Option 2 - Exit Menu.

Comments : She has a very small profile, and hovers far above you, if possible - which lets her avoid a lot of damage. The only problem is, her damage is piss poor. Still, shes not bad if you want a no-troubles ally.

Kuraaku

Pilots : FN-8GL - \$4000

Combat Ability: Walks around and occasionally shoots.

Command Menu : Option 1 - Run away. Causes ally to flee.
Option 2 - Exit Menu.

Comments : Not all that great. He doesn't shoot too often, and doesn't do that much damage. He does pilot pretty much the same Panzer you do though, so that looks kinda cool.

=====
FAQ
=====

Q: Where can I download a ROM of Front Mission: Gun Hazard?
A: Wherever you want to. If you like the game, please buy it.

Q: What is the best possible config?
A: In my opinion, its the X-D with a SG-05... but a NG-05 would be better, if I could find it! For secondary weapons, id use a EAP, UVG, REP, DCY, FBG, and BZS... or SPS, if I could find the 05.

Q: Who's the best ally?
A: I prefer the Bazooka guy myself, who you get towards the end of the game. All the allies are pretty dumb actually, but at least when that guy decides to fire he can actually do some damage.

Q: Help! I've reached a dead end in Northeastern Asia!
A: This is by far, the most asked question about FM:GH. The level in question is probably a large tunnel, am I right? Well, you need to bring in a certain ally to battle. In case you dont know how to choose your allies,

hit L or R on the mech config screen to get to the ally page. Pick the guy with the sunglasses. (His name is Luven Alhabi if you care... i'd suspect most of you don't). Then play the level. He'll lay mines down along the tunnel. Keep him alive! He's most likely pretty weak, especially if you haven't leveled him. So bring some REP kits along.

Q: Help! In Northeastern Asia, theres this boss that keeps killing me with a superlaser!

A: Once again, you must call upon an ally to help you. Except you have to go find this one. Go to the Middle East, and go to one of the levels in the upper right corner. Play through it, and you'll find a shield-type Panzer. Bring him into the fight to hide behind when the boss uses the laser. His shield has a finite amount of energy however, so be sure to toggle it on and off in the command menu.

Q: Help! I've beat all the levels, but I don't know what to do!

A: You need to pick up a new carrier. Go to Western South America to get it, and then go to the flying fortress that sort of zooms around the map.

Q: Are there any secrets in FM:GH?

A: The only ones I know of are the NG and SPS weapons. They can't be bought anywhere, and are very powerful.

Q: Whats a good place to shop at?

A: Well, North America almost always has the most-up-to-date stuff, so that should probably be your shop of choice. Except when you want to save a little bit of money - the Middle East shop offers a 10% discount on everything there.

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Contact
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If you would like contact me for suggestions, questions, or any other reason, you may do so at michael at satcen dot com. Sorry I have to write it out that way, those cursed spambots have no mercy. I'm occasionally on AIM, you can try Cyan3511 on there.

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Un-legal
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