

# Armored Core: Last Raven Hidden Parts Guide

by Mekaddonn

Updated to v0.90 on Aug 4, 2010

This walkthrough was originally written for Armored Core: Last Raven on the PSP, but the walkthrough is still applicable to the PS2 version of the game.

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*Armored Core Portable Hidden Parts Guide*
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Compiled and written by Brett "Mechadon" Harrell. 2010

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|Table of Contents:|  
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- I: Preface
  
- II: Version Log
  
- III: General Tips
  
- IV: Hidden Parts Listing
  - ...A ) Armored Core 3 Portable
  - .....1a ) OP-INTENSIFY
  - ...B ) Armored Core Silent Line Portable
  - ...C ) Armored Core Last Raven Portable
  
- V: Hidden Part Manifest
  
- VI: Closing Statements
  
- VII: Credits
  
- VIII: Contact Information

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* * * * *  
I: Preface  
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Back in the golden days of 2002 and further back, I was a huge fan of the Armored Core series. Well, to be fair, I still am :P. The parts were plentiful, the designs seemed amazing, the next game in the series always induced hype of a mind-retarding caliber...everything was awesome. Of course as anyone who went through the community back then will tell you, it had it's ups and downs and not everything lived up to it's expectations. But it was

still great fun and I miss those days. With the advent of the next generation of consoles and Armored Core 4, I sorta faded into a lurking-only status within the community as many of my friends and places from the previous generation disintegrated into history.

Fast forward to 2009; I happen across an announcement that From Software is planning on bringing some of the Playstation 2 series of AC games to the Playstation Portable. In the time since I hadn't really touched an Armored Core game in couple of years or longer, so this really peaked my nostalgia for the game. Fast forward even sooner, to less than a week ago, and I have all three PSP ports that have been released. I completely finished Armored Core 3 Portable, unlocked all of the hidden parts, S-Ranked all of the missions, and cleared with a 114% completion rate. And I had an amazingly fun and nostalgic time doing so. These ports seem to have re-sparked my deep interest in this game, which is part of the reason why I'm taking the time to compile this guide.

However, another more important reason I'm taking time out of my day to put this together is because I was having a really hard time coming across hidden parts guides for these three games. Understandably, most of the hidden parts in these games are the same as their PS2 counter-parts, and guides already exist for them. However with the addition of parts from previous games [insert girlish giggle here], it's important that there's an easy to find and easy to read guide out there for the people wanting the new parts. When I was active in the community, finding a decent guide for such things didn't seem to be a big issue. So in the hopes that I will be able to help others like myself out there, I'm writing this up. I must stress that none of the actual hidden part information contained within this guide is mine. Let me reiterate with emphasis - I DO NOT TAKE CREDIT FOR THE HIDDEN PART INFORMATION IN THIS GUIDE. My goal is to simply to combine the fragmented bits of information out there with existing hidden parts guides and form it into a cohesive and easy to understand guide.

All that being said, I promise not to ramble into nostalgic-filled tangents halfway through the guide :P.

\*NOTE\* - Most of my experience lies with Armored Core 3 and Silent Line. I did play Last Raven pretty thoroughly but not nearly as much as AC3/SL. Also worth noting that, as of my writing this guide, I have only played and completed Armored Core 3 portable. So I will be relying on previous hidden parts listings from the PS2 versions of the games as well as precompiled information for the latter two portable titles. Having played AC3p already, I will be able to provide a little more information per part. Going back to Last Raven, I'm not sure how all of the Nexus/Ninebreaker parts are handled; were they added as hidden parts or are they just in the shop? I will be able to answer this question once I get into the game I suppose. And lastly, don't forget that in between AC3/SL and Last Raven, many gameplay mechanics changed. Certain load-outs for the first two games will not likely work as well [or at all] in Last Raven. Last Raven will require more attention to detail in both missions and AC designs in order to progress. And don't forget; the part names are different in Last Raven! So just as a warning, I cannot verify the validity of all the information in this guide at this time.

\* \* \* \* \*  
II: Version Log  
\* \* \* \* \*

7/24/10 - v0.90

- The bulk of the guide is complete.
- Some info on the new SLp hidden parts needs to be completed.
- Need to go through and add in some better part location explanations and tips for some of the SLp parts (will do this once I finish the game).
- Need to go through and add in some better part location explanations and tips for some of the LRp parts (will do this once I finish the game).
- Possibly take pics of the new hidden parts (maybe...maybe not).
- Need to stress-test the guide. I will be doing this when I use it to find the hidden parts in the latter two games :P

7/21/10 - vX.xx

- Started the guide.

\* \* \* \* \*  
III: General Tips  
\* \* \* \* \*

Ever since the first Armored Core game, there have been hidden parts. There are different ways of acquiring those hidden parts too. For many of the parts, you will have to physically find them in a mission and literally "pick them up". Other times you'll have to reach and pass a certain point in the story. And then for the rest you have to do a little bit of "jumping through hoops"; as in, you may have to complete a mission fulfilling certain and/or extra requirements. Be that finishing a mission under a time limit, destroying any AC foes, S-Ranking the mission, etc.

Since I don't have any screenshots of part locations, I will try my best to give relative directions and locations. If you can't find the part the first go round, go back and try again! Sometimes the part will be just a speck on the ground and they can be easy to overlook.

For those parts which require you to do something extra in a mission, I will give some recommendations for tactics or part load-outs that may help you.

From Software mapped the "action" button to the same button used to fire the left arm weapon, actually picking up the part can sometimes be a little frustrating. Some parts may be close the edge of the mission border. So if your using a blade, which will automatically boost you a set distance in the direction your facing, there is the danger that you will go out of bounds and end the mission. And you most certainly don't want to do that! A slightly less worrisome incident could be that you can waste the ammo of your left arm weapon. Remember, you have to complete the mission in order to fully obtain the part, so make sure you save your ammo if possible.

Some parts are fairly well hidden. It's always a good idea to bring along a radar set that fully maps the mission area so you have good points of reference in case your having trouble finding the part. The standard back-mounted radar should serve your purposes well enough for this, but really any of them will work well enough for this capacity.

In the case of Silent Line (and some other missions), you have to S-Rank a mission or meet certain extra requirements in order to recieve the part. For Silent Line where you have to S-Rank all the missions to get the very last part, this was undoubtedly one of the hardest things I've done in an Armored Core game. Ever. (don't even get my started on that shitastic handgun that

you get for s-Ranking everything). A few things depend on whether or not you'll get an S rank in a mission; time of completion, AP left, amount spent on ammunition and consorts, and sometime there are extras like number of enemies destroyed, etc. Here are a few general tips to meet that requirement or get an S-Rank:

- Solid-round ammunition costs money; energy-round ammunition does not. When at all possible, use energy weapons to save money.
- Certain missions will give you more leeway on time restraints than others. Regardless, fast ACs always help.
- Try to protect yourself from damage as much as possible; the less damage you take, the better your odds. This could mean equipping some missile decoys, extra shields, faster boosters to help with dodging, more firepower to deal with enemies before they can hurt you, etc.
- If you've already obtained OP-I with all of it's enhancements, don't hesitate to use it. Your S-Ranking missions, not competing in a tournament. No one cares if you use it!
- If at first you don't succeed, try again! If that doesn't work, don't be afraid to try multiple part load-outs; experiment around. And if that doesn't work, take a break from that mission and move onto another one. Often times I would find myself doing much better if I moved onto a different mission and then came back. It's also worth remembering that taking breaks from the game will help out tremendously as well.

Most important of all, be vigilant! Obtaining the hidden parts really isn't that difficult once you get the hang of it. Just keep at it!

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IV: Hidden Parts Listing

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Below you will find the listings for each hidden part, separated by game. Directly below is the layout by which each part will be listed. Parts will be listed alphabetically starting with the first letter in the part name.

Legend:

Part Name	Name of the part as it is displayed in the game.
Part Type	The type of the part (eg. Head, Rifle, Laser Blade, etc)
PSP-Only Part	Will state whether or not the part is exclusive to the PSP version of the game (portable version)
Mission Name	The name of the mission where the part is found. (if applicable)
Acquisition	Requirements by which the part is acquired.
Location Details	Details on the location where the part could be found. (if applicable)
Tips	Any tips or tricks that may help you obtain the part

...A ) Armored Core 3 Portable

Armored Core 3's hidden parts are, for the most part, fairly easy to obtain. There are a few that might turn into a headache if you don't have the proper equipment to get you through the requirements, but overall getting all the parts in this game will be the easiest out of the three ACp releases. Both because of the ease of obtaining the part and because AC3p has the lowest number of hidden parts out of the three games. Good luck!

---

Part Name : CAL-44-EAS

---

Part Type : Arms  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Obtained through Story Mode  
Location Details : -/-  
Tips : -/-

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Part Name : CAW-DC-03

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Part Type : Weapon Arms  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Defeat Arena Rank A-1  
Location Details : -/-  
Tips : -/-

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Part Name : CAW-DS604

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Part Type : Weapon Arms  
PSP-Only Part : Yes  
Mission Name : -/-  
Acquisition : Obtained through Story Mode  
Location Details : -/-  
Tips : -/-

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Part Name : CBT-FLEET

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Part Type : Booster  
PSP-Only Part : No  
Mission Name : Destroy Massive MT  
Acquisition : Pickup during mission  
Location Details : The part is located in the North-Western part of the map. Look for a crescent-shaped cut into the plateau. The part is near the edge of the mission boundaries in the crescent shaped area.  
Tips : -/-

-----  
Part Name : CEBT-HEX  
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Part Type : Extension Booster  
PSP-Only Part : No  
Mission Name : Safeguard Alloy Sample  
Acquisition : Beat the mission without losing the transport.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : CEEC-01-XSP2  
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Part Type : Extension Radiator  
PSP-Only Part : No  
Mission Name : Eradicate Lifeforms  
Acquisition : Beat the mission without breaking the gas canisters.  
Location Details : -/-  
Tips : The best way to go here is to grab a strong blade (like the MOONLIGHT), slap it on a tank or quad, and go to town.

-----  
Part Name : CHD-04-YIV  
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Part Type : Head  
PSP-Only Part : No  
Mission Name : Defend Naire Bridge  
Acquisition : Locate and pickup the part.  
Location Details : The part is located almost directly underneath where you start the mission. Head towards the end of the first part of the bridge and proceed to go underneath it, following back near your starting position. You'll find it sitting on the ledge.  
Tips : Go with a design that has good energy reserves and can for a good duration. You'll need it to get the part and make your way back to solid ground.

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Part Name : CHD-GLITCH  
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Part Type : Head  
PSP-Only Part : Yes  
Mission Name : -/-  
Acquisition : Defeat Arena Rank E-33  
Location Details : -/-  
Tips : -/-

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Part Name : CLF-D2-ROG  
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Part Type : quadruped Legs  
PSP-Only Part : No

Mission Name : -/-  
Acquisition : Obtained through Story Mode  
Location Details : -/-  
Tips : -/-

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Part Name : CLL-EM-070

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Part Type : Lightweight Biped Legs  
PSP-Only Part : Yes  
Mission Name : -/-  
Acquisition : Defeat Arena Rank C-10  
Location Details : -/-  
Tips : -/-

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Part Name : CLR-00-MAK

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Part Type : Hover Legs  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Defeat Arena Rank A-3  
Location Details : -/-  
Tips : -/-

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Part Name : CWC-SLU-64

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Part Type : Slug Gun  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Defeat Arena Rank B-7  
Location Details : -/-  
Tips : -/-

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Part Name : CWGG-GR-12

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Part Type : Grenade Rifle  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Defeat Arena Rank C-15  
Location Details : -/-  
Tips : -/-

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Part Name : CWGG-HG-10

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Part Type : Grenade Rifle  
PSP-Only Part : Yes

Mission Name : Defend Helicopter Crew  
Acquisition : Locate and pickup the part.  
Location Details : Head to the northeastern most platform. It should be sitting there.  
Tips : A hover-type leg is recommended for this mission.

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Part Name : CWM-S60-10

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Part Type : Small Rocket Launcher  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Defeat first Arena opponent  
Location Details : -/-  
Tips : -/-

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Part Name : CWX-LIC-10

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Part Type : Linear Cannon  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Obtained through Story Mode  
Location Details : -/-  
Tips : -/-

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Part Name : KES-ES/MIRROR

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Part Type : Energy Sheild  
PSP-Only Part : No  
Mission Name : Defend Water Processors  
Acquisition : Clear the first mission in good standing in order to make the bonus mission available. Then complete the bonus mission.  
Location Details : -/-  
Tips : A hover-type leg is recommended for the first mission. Then an armament that works well against the bombers in the second mission (such as missiles) will make destroying them easier. A good radar is also recommended so you can spot the bombers as soon as possible.

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Part Name : KWB-MARS

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Part Type : Parry Blade  
PSP-Only Part : No  
Mission Name : Destroy Massive Weapon  
Acquisition : Locate and pickup the part.  
Location Details : You will find it sitting on a horizontal beam that comprises the platform where you start on. Head for the water and circle the platform until you find it.



Tips : A hover-type leg is recommended for this mission

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Part Name : KWG-HZL30

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Part Type : Spread Howitzer

PSP-Only Part : No

Mission Name : Destroy Naire Bridge

Acquisition : Destroy the monorails then complete the mission

Location Details : -/-

Tips : The monorails run through the middle of the bridge structure and are protected from close range. A powerful one-hit weapon such as a laser rifle, grenade launcher, or rockets will work well.

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Part Name : KWM-AD-50

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Part Type : Ammo Magazine

PSP-Only Part : No

Mission Name : MT Training Exercise

Acquisition : Complete the mission without being hit by a single missile

Location Details : -/-

Tips : This one is pretty tricky. There is a somewhat easier way to getting this one that doesn't involve literally dodging every single missile though. Build a highly mobile AC (hover or lightweight biped are the best options) and equip it with the CROW extensions (you may want to find them before you attempt this) and the 20-count missile decoys (ditto). When the mission starts, stay exactly where you are. Wait until the MTs start moving. As soon as they do they will lock onto you and start firing missiles. First, enable your CROW extensions and aim your lockbox as far up as possible. When your CROW extensions cut off, pop out one decoy. Wait until your able to enable you CROW extensions, rinse and repeat. Once your out of CROW uses, pop out one decoy at a time. When a missile salvo destroys it, pop out another one. Remember, only do this ONE DECOY AT A TIME. Otherwise, you'll run out before the mission timer hits zero. It may take just a bit of luck, but you should have just enough decoys to make it through unscathed. The lightweight AC frame will allow you to do some dodging should the need arise.

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Part Name : KWX-OC-22

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Part Type : Dual Orbit Cannon

PSP-Only Part : No

Mission Name : Destroy Germ Canisters

Acquisition : Destroy all enemies and complete the mission.

Location Details : -/-

Tips : The constant FCS errors makes this one a tad tricky to do. Destroying the canisters is easy enough with FCS support,

but clearing out each room can take more time. A blade is almost mandatory; rockets work well if your aim is good. Equipping a weapon such as the Karasawa or some other powerful, one-hit weapons will be helpful. You can use them to insta-kill the MTs when your FCS comes back online for a short period.

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Part Name : MAL-303S

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Part Type : Arms  
PSP-Only Part : Yes  
Mission Name : -/-  
Acquisition : Defeat Arena Rank D-5  
Location Details : -/-  
Tips : -/-

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Part Name : MCM-MX/002

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Part Type : Core  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Obtained through Story Mode  
Location Details : -/-  
Tips : -/-

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Part Name : MEBT-OX/MB

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Part Type : Extension Booster  
PSP-Only Part : No  
Mission Name : Rescue the Survey Team  
Acquisition : Locate and pickup the part.  
Location Details : It's in one of the sewage drains that run along the walls. Specifically, the right wall just before you encounter the the MTs in the first passage (after making contact with the survey team).  
Tips : -/-

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Part Name : MEST-MX/CROW

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Part Type : Stealth Extension  
PSP-Only Part : No  
Mission Name : Disable Pulse Generators  
Acquisition : Locate and pickup the part.  
Location Details : On the lower level of the map, it's located near the generator with a grate on the ceiling. Bust through the grate and you'll come into a passage running perpendicular to the passage you came from. It's lying on the floor at one end of that passage.

Tips : And decent radar really helps with navigating in this map.

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Part Name : MGP-VE905

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Part Type : Generator  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Defeat Arena Rank D-15  
Location Details : -/-  
Tips : -/-

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Part Name : MHD-RE/H10

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Part Type : Head  
PSP-Only Part : Yes  
Mission Name : Destroy Escaping MT  
Acquisition : Locate and pickup the part.  
Location Details : After you destroy the decoy escaping MT, keep boosting along the highway until you arrive at a merge/split in the road. There are two splits; an exit to the right and a merge to the left. Head for the merge to the left; do a 180 degree turn and head onto the merging road. At the end should be a wall; the part is located on the ground near this area.

Tips : Be sure you've got a speedy AC that's capable of killing the escaping MT in a few shots. Since you have to do a bit of backtracking to find the part, it can be easy to let the MT get too far ahead of you.

---

Part Name : MLB-MOONLIGHT

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Part Type : Laser Blade  
PSP-Only Part : No  
Mission Name : Destroy Massive MT  
Acquisition : Complete the mission without a consort.  
Location Details : -/-

Tips : Don't hold back on the defense/offense area when building your AC for this mission. Since the MT won't have your consort to be distracted by, you can really get hammered. The biggest threat are the four pursuit missile pods he spews out; if your not careful, one salvo can cut your AP in half or more. A nimble AC or some extra missile countermeasures really come in handy here.

Alternatively, there's this [most likely] little known trick that was discovered by some guys back when AC3 was new. The MT has a vulnerable spot midway up the frontside of it's torso. Equip your AC with a strong blade, the MX/REE arms, the OP-E-LAP optional part, light hover legs, and whichever head you prefer for blade tracking (I like the 008 or the 005). The idea is to rush the MT and blade

it's torso. If done properly, you can bring him down in as little as 5 or 6 slashes. This tactic may take some practice, but it's worth trying if your having trouble. Try this out again once you get the MOONLIGHT ;)

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Part Name : MLB-T/100

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Part Type : Laser Blade  
PSP-Only Part : Yes  
Mission Name : Assault Crest Facility  
Acquisition : Locate and pickup the part.  
Location Details : Once you make it to the last sector with the generators, check on top of the last one. It should be sitting there.  
Tips : -/-

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Part Name : MLH-MX/VOLAR

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Part Type : Heavyweight Biped Legs  
PSP-Only Part : No  
Mission Name : AC Test Mission 1 (from the Garage)  
Acquisition : Get a good score (hit lots of target without missing)  
Location Details : -/-  
Tips : This should be an easy one. A weapon such as the Karasawa or any type of accurate rifle will do the trick. Some legs with good turning speed will help you pick off the targets on the other walls once they start lighting up.

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Part Name : MLR-MM/PETAL

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Part Type : Hover Legs  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Obtained through Story Mode  
Location Details : -/-  
Tips : -/-

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Part Name : MLR-ZMX

---

Part Type : Hover Legs  
PSP-Only Part : Yes  
Mission Name : -/-  
Acquisition : Defeat Arena Rank B-2  
Location Details : -/-  
Tips : -/-

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Part Name : MRL-SS/SPHERE

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Part Type : Radar

PSP-Only Part : No

Mission Name : Protect Crest Convoy

Acquisition : Locate and pickup the part.

Location Details : It's behind a radar dish located to the left of the ravine wall near your starting location. Just jump up and out and look for a building. You should be able to spot the radar dish from there; it's between the radar and the building.

Tips : -/-

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Part Name : MWC-XP02/75

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Part Type : Pulse Cannon

PSP-Only Part : Yes

Mission Name : Defend Energy Reactor

Acquisition : Locate and pickup the part.

Location Details : Along both walls, there are small side-rooms where you able to dodge the massive plasma cannon blasts. The part is located about 5 or 6 rooms up on the right side.

Tips : If your in a hurry, you can OB through the energy shields. They will do damage, but most likely not enough to kill you outright. However, the massive plasma cannon will.

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Part Name : MWG-HG/111

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Part Type : Handgun

PSP-Only Part : Yes

Mission Name : Bomb Disarmament

Acquisition : Locate and pickup the part.

Location Details : Drop down into the lava. It's sitting on a piece of scrap.

Tips : Hover legs are recommended. Unless you like being melted down into scrap metal.

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Part Name : MWG-KARASAWA

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Part Type : Laser Rifle

PSP-Only Part : No

Mission Name : Destroy Gun Emplacements

Acquisition : Clear the first mission in good standing in order to make the bonus mission available. Then complete the bonus mission.

Location Details : -/-

Tips : In order to activate the bonus mission, you have to destroy the gun turrets as quickly as possible. A lightweight, speedy design with some hard hitting weapons is a good way to go. A decent radar also helps. You may have to play through the mission a few times to get a feel for where each gun turret is located.

-----  
Part Name : MWG-SBZ/24  
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Part Type : Spread Bazooka  
PSP-Only Part : No  
Mission Name : Recover Ship Cargo  
Acquisition : Locate and pickup the part.  
Location Details : You have to make your way to the lowest level of the ship.  
You should reach a room with two doors; the one directly  
to your front leads to the mission target. You want to take  
the other door to get the part. The path is somewhat  
lengthy, but once you get to a point where you can no longer  
progress, search around that room on the floor for the part.  
Tips : A high-speed biped with a decent radar will serve you well.

-----  
Part Name : MWG-XCB/75  
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Part Type : Laser Rifle  
PSP-Only Part : No  
Mission Name : Defend Ruglen Laboratory  
Acquisition : Destroy the enemy AC.  
Location Details : -/-  
Tips : The AC makes extensive use of energy weapons. A defensive  
loadout focusing on energy defense will help you out if  
your having problems.

-----  
Part Name : MWGG-XCG/20  
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Part Type : Plasma Rifle  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Obtained through Story Mode  
Location Details : -/-  
Tips : -/-

-----  
Part Name : MWI-DD/20  
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Part Type : Missile Decoy Inside Part  
PSP-Only Part : No  
Mission Name : Defend Water Processors  
Acquisition : Locate and pickup the part.  
Location Details : From your starting position, there should be a structure  
directly to your right. Do a 180 degree turn and you  
should see some pipes running the length of the map in the  
direction your facing. On the other side of the pipes  
you'll find the part sitting on the ground. It's sorta hard  
to spot since it's so small, but it sitting right against  
the pipes on the ground.  
Tips : -/-

-----  
Part Name : MWR-M/45  
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Part Type : Middle Rocket Launcher  
PSP-Only Part : No  
Mission Name : Safeguard Water Supply  
Acquisition : Locate and pickup the part.  
Location Details : From your starting position, turn to your right. The part is sitting on the ground behind the structure jutting out from the top of the dam. It's very close to your starting position.  
Tips : -/-

-----  
Part Name : MWX-MX/STRING  
-----

Part Type : Quartet Cannon  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Finish Story Mode  
Location Details : -/-  
Tips : -/-

-----  
Part Name : OP-E-LAI  
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Part Type : Optional Part  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Defeat Arena Rank C-5  
Location Details : -/-  
Tips : -/-

-----  
Part Name : OP-E-LAP  
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Part Type : Optional Part  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Obtained through Story Mode  
Location Details : -/-  
Tips : -/-

-----  
Part Name : OP-INTENSIFY  
-----

Part Type : Optional Part  
PSP-Only Part : No  
Mission Name : -/-

Acquisition : Finish Story Mode  
Location Details : -/-  
Tips : -/-

-----  
Part Name : RIX-CR5000  
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Part Type : Radiator  
PSP-Only Part : Yes  
Mission Name : Eliminate Infiltrators  
Acquisition : Locate and pickup the part.  
Location Details : Once you reach the 6th floor of the parking complex, boost to the far wall. Boost along this wall; the part should be sitting on the ground nearby.  
Tips : You can tell which floor your on by looking at the doors.

-----  
Part Name : RMR-ICICLE  
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Part Type : Radiator  
PSP-Only Part : No  
Mission Name : Defend Personnel Convoy  
Acquisition : Don't lose a single ally vehicle and complete the mission.  
Location Details : -/-  
Tips : A loadout with powerful one-hit weapons work well. Just make sure you've got enough ammo to last the entirety of the mission.

-----  
Part Name : VREX-WS-1  
-----

Part Type : FCS  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Defeat Arena Rank D-10  
Location Details : -/-  
Tips : -/-

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.....1a ) OP-INTENSIFY  
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While not specifically related to hidden parts, unlocking all of OP-I's abilities requires some knowledge that isn't readily available in-game. So, it's still "hidden" :P. Below is a list of each function, which mission you can unlock it in, and what the requirements are to unlock it. Entries are listed alphabetically.

Legend:

|=====|  
|Function | Name of the function unlocked. |



Mission Name	Name of the Mission where function is acquired.
Acquisition	Requirements by which the function is acquired.

-----  
Function : Additional Sensor Functions  
-----

Mission Name : Eliminate Intruders  
Acquisition : Destroy the AC and complete the mission with the  
OP-INTENSIFY part equipped.

-----  
Function : Blade Wave  
-----

Mission Name : Destroy Massive Weapon  
Acquisition : Complete the mission with the OP-INTENSIFY part equipped.

-----  
Function : Enhanced Booster Performance  
-----

Mission Name : -/-  
Acquisition : Defeat Arena Rank A-2 with the OP-INTENSIFY part equipped.

-----  
Function : Enhanced CAMS Performance  
-----

Mission Name : Defend Water Processors  
Acquisition : Destroy the AC and complete the mission with the  
OP-INTENSIFY part equipped.

-----  
Function : Enhanced Cooling Performance  
-----

Mission Name : Destroy Massive MT  
Acquisition : Complete the mission with the OP-INTENSIFY part equipped.

-----  
Function : Enhanced Turning Performance  
-----

Mission Name : Bomb Disarmament  
Acquisition : Destroy the AC and complete the mission with the  
OP-INTENSIFY part equipped.

-----  
Function : Fire Back-Mounted Cannons without kneeling  
-----

-----  
Mission Name : Destroy Massive MT  
Acquisition : Destroy both parts of the MT and complete the mission with  
the OP-INTENSIFY part equipped.  
-----

Function : Improved Targeting Accuracy  
-----

Mission Name : Defend Ruglen Laboratory  
Acquisition : Destroy the AC and complete the mission with the  
OP-INTENSIFY part equipped.  
-----

Function : Increased Blade Range  
-----

Mission Name : -/-  
Acquisition : Defeat Arena Rank E-32 with the OP-INTENSIFY part equipped.  
-----

Function : Radar Function  
-----

Mission Name : -/-  
Acquisition : Defeat Arena Rank D-1 with the OP-INTENSIFY part equipped.  
-----

-----  
...B ) Armored Core: Silent Line Portable  
-----

Silent Line has an amazingly massive catalog of parts; hidden parts included. Some of these parts can be a little more challenging to acquire than AC3's parts as well. By far the part which requires you to S-Rank all the missions will be the hardest. Many requirements will be timed based or AP based unlike AC3's. Just keep grinding away and you'll eventually get them all!

-----  
Part Name : CAL-33-ROD  
-----

Part Type : Arms  
PSP-Only Part : No  
Mission Name : Escort Transport  
Acquisition : Less than two capacitors destroyed.  
Location Details : -/-  
Tips : Standing outside of the doorway while using Orbit Cannons  
seems to be one of the better approaches to getting this  
part.  
-----

-----  
Part Name : CAW-SDBZ-108  
-----

Part Type : Weapon Arms  
PSP-Only Part : No  
Mission Name : Distract Security Team  
Acquisition : Destroy atleast 15 cars and clear the mission within 2:00.  
Location Details : -/-  
Tips : -/-

---

Part Name : CAW-TITAN4

---

Part Type : Weapon Arms  
PSP-Only Part : No  
Mission Name : Secure Fortress NK-432  
Acquisition : Destroy the AC with your consort alive.  
Location Details : -/-  
Tips : -/-

---

Part Name : CCH-04-EOC

---

Part Type : Core  
PSP-Only Part : No  
Mission Name : Attack Unexplored Region  
Acquisition : Clear the 2nd segment of the mission within 2:00 with 50%  
AP or more.  
Location Details : -/-  
Tips : -/-

---

Part Name : CCL-02-E1

---

Part Type : Core  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Complete all Crest missions. Part is added to the shop.  
Location Details : -/-  
Tips : -/-

---

Part Name : CCM-0V-AXE

---

Part Type : Core  
PSP-Only Part : No  
Mission Name : Destroy AI Prototype  
Acquisition : Defeat the 2nd AI AC.  
Location Details : -/-  
Tips : -/-

---

Part Name : CHD-9066

---

Part Type : Head  
PSP-Only Part : Yes  
Mission Name : Defend Vargas Airport  
Acquisition : Locate and pickup the part.  
Location Details : It's inside of the warehouse on the right.  
Tips : -/-

---

Part Name : CHD-MISTEYE

---

Part Type : Head  
PSP-Only Part : No  
Mission Name : Secure Unexplored Region  
Acquisition : You must defeat 8+ enemies within the first 1:40 of the mission. Then you must defeat both ACs and clear the mission.  
Location Details : -/-  
Tips : -/-

---

Part Name : CLB-LS-3771

---

Part Type : Laser Blade  
PSP-Only Part : No  
Mission Name : Takeover New Fortress  
Acquisition : In order to receive this part, you must clear and accept the extra mission from "Infiltrate New Fortress". You cannot receive this part from playing this mission directly. Clear the extra mission with your consort alive and 70% AP or more.  
Location Details : -/-  
Tips : -/-

---

Part Name : CLC-D4ZTSL

---

Part Type : Tank Legs  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Complete 10 different missions with tank biped legs.  
Part is added to the shop.  
Location Details : -/-  
Tips : -/-

---

Part Name : CLH-04-SOD

---

Part Type : Heavyweight Biped Legs  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Complete 10 different missions with heavyweight biped legs.

Part is added to the shop.

Location Details : -/-  
Tips : -/-

---

Part Name : CLL-03A-SRVT

---

Part Type : Lightweight Biped Legs  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Complete 10 different missions with lightweight biped legs.  
Part is added to the shop.  
Location Details : -/-  
Tips : -/-

---

Part Name : CLM-80-DR

---

Part Type : Legs  
PSP-Only Part : Yes  
Mission Name : -/-  
Acquisition : Raise Crest points.  
Location Details : -/-  
Tips : -/-

---

Part Name : CLM-02-SNSKA1

---

Part Type : Middleweight Biped Legs  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Complete 10 different missions with midweight biped legs.  
Part is added to the shop.  
Location Details : -/-  
Tips : -/-

---

Part Name : CWC-CNG-500

---

Part Type : Chaingun  
PSP-Only Part : No  
Mission Name : Defend Solar Power Plant  
Acquisition : Clear the mission within 4:00  
Location Details : -/-  
Tips : -/-

---

Part Name : CWC-LIC/100

---

Part Type : Linear Gun

PSP-Only Part : No  
Mission Name : Attack Unexplored Region  
Acquisition : Defeat both white MTs in the 1st segment of the mission.  
Location Details : -/-  
Tips : -/-

---

Part Name : CWEM-RT16

---

Part Type : Torpedo Missile Relation Extension  
PSP-Only Part : No  
Mission Name : Defend Lawdas Factory  
Acquisition : Locate and pickup the part.  
Location Details : Once the satellite destroyed the missile silo in the middle  
of the map, fly up to it and search the bottom for the part.  
Tips : -/-

---

Part Name : CWG-ARF-180

---

Part Type : Burst Rifle (Right Arm)  
PSP-Only Part : No  
Mission Name : Protect Part Transport  
Acquisition : Locate and pickup the part.  
Location Details : Destroy the transport's back door and steal the weapon once  
it falls to the ground.  
Tips : There's no way of getting around obtaining this part without  
failing the mission. But hey, who cares...free part!

---

Part Name : CWG-ARF-120

---

Part Type : Burst Rifle (Right Arm)  
PSP-Only Part : No  
Mission Name : Defend New Fortress  
Acquisition : Clear with 75% AP or more.  
Location Details : -/-  
Tips : -/-

---

Part Name : CWG-BZ-80

---

Part Type : Bazooka (Right Arm)  
PSP-Only Part : No  
Mission Name : Protect Power Plant  
Acquisition : Clear without destroying any capacitors.  
Location Details : -/-  
Tips : -/-

---

Part Name : CWG-GSL-56

---

Part Type : Shotgun (Left Arm)  
PSP-Only Part : No  
Mission Name : Destroy Cargo Transport  
Acquisition : Clear the mission within 40 seconds.  
Location Details : -/-  
Tips : -/-

---

Part Name : CWG-HGB-90

---

Part Type : Burst Handgun (Right Arm)  
PSP-Only Part : No  
Mission Name : Data Retrieval  
Acquisition : Clear the mission within 2:40.  
Location Details : -/-  
Tips : -/-

---

Part Name : CWG-HGB-80

---

Part Type : Burst Handgun (Right Arm)  
PSP-Only Part : No  
Mission Name : Disperse Gathering  
Acquisition : Destroy the MTs fast enough so that you are allowed access through the gate. Finish the mission in under 1:25.  
Location Details : -/-  
Tips : Standing outside of the doorway while using Orbit Cannons seems to be one of the better approaches to getting this part.

---

Part Name : CWG-KP/200

---

Part Type : Pulse Rifle (Right Arm)  
PSP-Only Part : Yes  
Mission Name : Disable Satellite Cannon  
Acquisition : Locate and pickup the part.  
Location Details : It's at the top left of the last room, next to the second-to-last amplifier.  
Tips : -/-

---

Part Name : CWG-RF-M118

---

Part Type : Rifle (Right Arm)  
PSP-Only Part : Yes  
Mission Name : Destroy Power Core  
Acquisition : Locate and pickup the part.  
Location Details : It's on the far-right side of the pillar room in the second half of the map.

Tips : It's one of the last rooms in the mission. There are a bunch of columns and a couple MTs. From there, look for a door to the far left of the room and the weapon should be laying nearby to the right.

---

Part Name : CWG-SBZL-20

---

Part Type : Spread Bazooka (Left Arm)  
PSP-Only Part : No  
Mission Name : Power Plant Emergency  
Acquisition : Destroy all enemies and clear the mission with 60% AP or more.  
Location Details : -/-  
Tips : -/-

---

Part Name : CWG-SRFL-50

---

Part Type : Sniper Rifle (Left Arm)  
PSP-Only Part : No  
Mission Name : Defend New Fortress  
Acquisition : Clear the first wave within 1:30  
Location Details : -/-  
Tips : -/-

---

Part Name : CWGG-GRS-30

---

Part Type : Grenade Rifle (Right Arm)  
PSP-Only Part : No  
Mission Name : Takeover New Fortress  
Acquisition : Destroy all of the heat pipes and clear the mission.  
Location Details : -/-  
Tips : -/-

---

Part Name : CWGG-GRSL-20

---

Part Type : Grenade Rifle (Left Arm)  
PSP-Only Part : No  
Mission Name : Protect Part Transport  
Acquisition : Locate and pickup the part.  
Location Details : Check the warehouse to the left. The part should be in there.  
Tips : -/-

---

Part Name : CWGG-HLR-ALX

---



Part Type : Large Hand Rocket Launcher (Right Arm)  
PSP-Only Part : No  
Mission Name : Destroy AI Prototype  
Acquisition : Clear the mission with 40% AP or more.  
Location Details : -/-  
Tips : -/-

---

Part Name : CWI-DD-30

---

Part Type : Missile Decoy Inside Part  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Defeat Arena Rank E-21.  
Location Details : -/-  
Tips : -/-

---

Part Name : CWI-FMHS-30

---

Part Type : Floating Mine Inside Part  
PSP-Only Part : No  
Mission Name : Destroy Cargo Transport  
Acquisition : Locate and pickup the part.  
Location Details : At the first intersection you arrive at, there is a  
barricade. The part should be behind the middle part of the  
barricade.  
Tips : Pickup the part as quick as possible!

---

Part Name : CWI-GJ-40

---

Part Type : Inside Part  
PSP-Only Part : No  
Mission Name : Protect Power Plant  
Acquisition : Destroy 30 or more enemies and clear the mission with 95%  
AP or more.  
Location Details : -/-  
Tips : -/-

---

Part Name : CWM-BM60-1

---

Part Type : Burst Missile Launcher  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Defeat Arena Rank C-7.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : CWM-GIGAS  
-----

Part Type : Large Missile Launcher  
PSP-Only Part : No  
Mission Name : Destroy AI Prototype  
Acquisition : Defeat the 3rd AI AC.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : CWM-HA30-4  
-----

Part Type : Back Hi-Act Missile Launcher  
PSP-Only Part : No  
Mission Name : Investigate Satellite  
Acquisition : Reach 100% map completion. Clear the mission within 4:30  
after the countdown begins.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : CWM-HA40-8  
-----

Part Type : Hi-Act Missiles Launcher  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Achieve top rank in the EX Arena.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : CWR-COTTOS  
-----

Part Type : Large Rocket Launcher  
PSP-Only Part : No  
Mission Name : Eliminate Bio Weapon  
Acquisition : In order to receive this part, you must clear and accept the  
extra mission from "Search Vilius Laboratory". You cannot  
receive this part from playing this mission directly.  
Defeat the first Bio Weapon as quickly as possible, then  
backtrack to the elevator. Destroy the 2nd Bio Weapon. The  
Recon Team must survive.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : CWR-M70  
-----

Part Type : Middle Rocket Launcher  
PSP-Only Part : No  
Mission Name : -/-

Acquisition : Defeat Arena Rank D-7.  
Location Details : -/-  
Tips : -/-

---

Part Name : CWX-DM-60-1

---

Part Type : Dual Missile Launcher  
PSP-Only Part : No  
Mission Name : Defend Mirage HQ  
Acquisition : Defeat both ACs and clear the mission.  
Location Details : -/-  
Tips : -/-

---

Part Name : KARASAWA-MKII

---

Part Type : Laser Rifle (Right Arm)  
PSP-Only Part : Yes  
Mission Name : Data Retrieval  
Acquisition : Locate and pickup the part.  
Location Details : It's laying on top of The Controller in the last room.  
Tips : -/-

---

Part Name : KAW-SAMURAI2

---

Part Type : Weapon Arms  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Obtain Raven Rank B.  
Location Details : -/-  
Tips : -/-

---

Part Name : KBT-T000

---

Part Type : Booster  
PSP-Only Part : Yes  
Mission Name : Archive Ambush  
Acquisition : Locate and pickup the part.  
Location Details : On a hill in the northwest corner of the map, look for a small boulder. It should be near the boulder.  
Tips : You may have to wait until the storm clears in order to see it.

---

Part Name : KEEP-ELIX

---

Part Type : Energy Extension

PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Complete all Kisaragi missions. Part is added to the shop.  
Location Details : -/-  
Tips : -/-

---

Part Name : KGP-ZXV1

---

Part Type : Generator  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Complete all missions. Part is added to the shop.  
Location Details : -/-  
Tips : -/-

---

Part Name : KM-AD30

---

Part Type : Ammo Magazine  
PSP-Only Part : No  
Mission Name : Destroy Power Core  
Acquisition : You must complete the 2nd mission segment within 2:40. You must also defeat the white MT.  
Location Details : -/-  
Tips : -/-

---

Part Name : KSS-AA00

---

Part Type : Side Sheild  
PSP-Only Part : Yes  
Mission Name : Defend New Fortress  
Acquisition : Locate and pickup the part.  
Location Details : In the southwestern corner of the map, it should be between the two buildings there.  
Tips : -/-

---

Part Name : KSS-SS/707A

---

Part Type : Solid Sheild  
PSP-Only Part : No  
Mission Name : Destroy AI Prototype  
Acquisition : Locate and pickup the part.  
Location Details : Near the area where you start, there should be a fence. The part is behind the fence; you should be able to see it.  
Tips : -/-

---

Part Name : KWB-SBR44

---

Part Type : Parry Blade  
PSP-Only Part : No  
Mission Name : Eliminate Bio Weapon  
Acquisition : Locate and pickup the part.  
Location Details : Search the first room for some cracked walls. Once of these cracked walls hides a secret passage which lead to the room with this part.  
Tips : -/-

---

Part Name : KWC-HZ120

---

Part Type : Back-Mounted Howitzer  
PSP-Only Part : No  
Mission Name : Hold Defense Line  
Acquisition : Clear the mission with 90% AP or more.  
Location Details : -/-  
Tips : -/-

---

Part Name : KWEL-EJ22

---

Part Type : Anti-Missile Extension  
PSP-Only Part : No  
Mission Name : Defend Solar Power Plant  
Acquisition : Locate and pickup the part.  
Location Details : When you reach the 2nd part of the mission, go to the lower level. There should be one more burning room. In there, search for it in the back left corner or the room.  
Tips : -/-

---

Part Name : KWG-ARFL150

---

Part Type : Burst Rifle (Left Arm)  
PSP-Only Part : No  
Mission Name : Eliminate Rioters  
Acquisition : Clear the mission in within 2:30.  
Location Details : -/-  
Tips : -/-

---

Part Name : KWG-NHZL30

---

Part Type : Napalm Howitzer (Left Arm)  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Defeat Arena Rank E-8.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : KWG-NHZL60  
-----  
Part Type : Napalm Howitzer (Left Arm)  
PSP-Only Part : No  
Mission Name : Investigate Satellite  
Acquisition : Locate and pickup the part.  
Location Details : After you unlocked the two doors, make your way through the left one and hit the switch. Go back and go through the other door. Destroy the fence and shoot the grate in the next room's ceiling. Take the passage through this room and you'll arrive in another room where the part is located.  
Tips : -/-

-----  
Part Name : KWI-RJ/60  
-----  
Part Type : Radar Jammer Inside Part  
PSP-Only Part : No  
Mission Name : Eliminate Rioters  
Acquisition : Locate and pickup the part.  
Location Details : Open the door on the 3rd floor. There should be a box straight ahead. Bust open the box and the part should be inside.  
Tips : -/-

-----  
Part Name : MAH-SS/VV  
-----  
Part Type : Arms  
PSP-Only Part : No  
Mission Name : Qualification Exam  
Acquisition : Destroy 50 or more targets and also destroy both ACs and clear the mission.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : MAL-TEM  
-----  
Part Type : Arms  
PSP-Only Part : Yes  
Mission Name : -/-  
Acquisition : Unlocks when you get the first shop upgrade.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : MAM-MX/MDD  
-----

-----  
Part Type : Arms  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Obtain Raven Rank A.  
Location Details : -/-  
Tips : -/-  
-----

-----  
Part Name : MBT-NI/GULL  
-----

Part Type : Booster  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Obtain Raven Rank S.  
Location Details : -/-  
Tips : -/-  
-----

-----  
Part Name : MCH-MX/GROA  
-----

Part Type : Core  
PSP-Only Part : No  
Mission Name : Accompany Air Transports  
Acquisition : Destroy 25 or more enemies and clear the mission within  
4:10.  
Location Details : -/-  
Tips : -/-  
-----

-----  
Part Name : MCL-SS/RAY  
-----

Part Type : Core  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Defeat Arena Rank A-3.  
Location Details : -/-  
Tips : -/-  
-----

-----  
Part Name : MCM-M1/008  
-----

Part Type : Core  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Complete all Mirage missions. Part is added to the shop.  
Location Details : -/-  
Tips : -/-  
-----

Part Name : MHD-72-50

---

Part Type : Head  
PSP-Only Part : Yes  
Mission Name : -/-  
Acquisition : Defeat Arena Rank E-23.  
Location Details : -/-  
Tips : -/-

---

Part Name : MHD-HH/ARSH

---

Part Type : Head  
PSP-Only Part : Yes  
Mission Name : -/-  
Acquisition : Defeat Arena Rank E-22.  
Location Details : -/-  
Tips : -/-

---

Part Name : MHD-MX-BEE

---

Part Type : Head  
PSP-Only Part : No  
Mission Name : Secure Fortress NK-432  
Acquisition : Locate and pickup the part.  
Location Details : In the second room that has some MT Pods, you will find a ceiling panel. Destroy the panel and in there you will find another box. Destroy the box and you'll find the part.  
Tips : If you notice some off-colored panels in the room with the part, shoot at them and you can destroy them. This will lead you to a secret passage which will allow you to bypass a section of the map.

---

Part Name : MLB-MX/008

---

Part Type : Reverse Joint Legs  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Complete 10 different missions with reverse joint biped legs. Part is added to the shop.  
Location Details : -/-  
Tips : -/-

---

Part Name : MLF-RE/006

---

Part Type : Quadruped Legs  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Complete 10 different missions with quadruped biped legs. Part is added to the shop.



Location Details : -/-  
Tips : -/-

---

Part Name : MLF-SS/CARM

---

Part Type : Legs  
PSP-Only Part : Yes  
Mission Name : -/-  
Acquisition : Raise Mirage points.  
Location Details : -/-  
Tips : -/-

---

Part Name : MLM-XA3/LW

---

Part Type : Middleweight Biped Legs  
PSP-Only Part : No  
Mission Name : Archive Ambush  
Acquisition : Clear the mission with 50% AP or more left. You must also defeat the AC.  
Location Details : -/-  
Tips : -/-

---

Part Name : MLR-MX/LEAF

---

Part Type : Hover Legs  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Complete 10 different missions with hover biped legs. Part is added to the shop.  
Location Details : -/-  
Tips : -/-

---

Part Name : MRL-MM/001

---

Part Type : Radar  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Obtain Raven Rank D.  
Location Details : -/-  
Tips : -/-

---

Part Name : MWB-MX/WAKE

---

Part Type : Back Boosters  
PSP-Only Part : No

Mission Name : Test New Technology  
Acquisition : You cannot be hit by any missiles. You must also defeat the MTs within 1:50.  
Location Details : -/-  
Tips : A simpler way of doing this is to OB to a far plane that's a little to your left side. Land on it, wait, and all of MT's missiles should miss you. Then destroy the MTs and the Massive MT as quickly as possible.

---

Part Name : MWC-LQ/80

---

Part Type : Laser Cannon  
PSP-Only Part : No  
Mission Name : Defend Lawdas Factory  
Acquisition : Destroy 12 or more MTs and clear the mission within 3:50.  
Location Details : -/-  
Tips : -/-

---

Part Name : MWC-OC/30

---

Part Type : Orbit Cannon  
PSP-Only Part : No  
Mission Name : Secure Unexplored Region  
Acquisition : Locate and pickup the part.  
Location Details : It's inside of the transport wreckage located in the crater. You have to destroy the back door to obtain it.  
Tips : -/-

---

Part Name : MWEM-R/36

---

Part Type : Missile Relation Extension  
PSP-Only Part : No  
Mission Name : Infiltrate New Fortress  
Acquisition : Locate and pickup the part.  
Location Details : Find the wrecked plane and search alongside the right wall. The part should be in a small alcove along the right side.  
Tips : -/-

---

Part Name : MWG-DKP/90

---

Part Type : Dual Pulse Rifle (Right Arm)  
PSP-Only Part : No  
Mission Name : Protect Part Transport  
Acquisition : Clear the mission with 60% or more of the transport's AP.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : MWG-DKP/100  
-----

Part Type : Dual Pulse Rifle (Right Arm)  
PSP-Only Part : No  
Mission Name : Destroy Elite Unit  
Acquisition : Clear the mission within 80 seconds.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : MWG-GS/80  
-----

Part Type : Energy Shotgun (Right Arm)  
PSP-Only Part : No  
Mission Name : Secure Fortress NK-432  
Acquisition : Locate and pickup the part.  
Location Details : In the room that's filled with boxes, go to the far back right corner. The part is underneath a stack of normal crates.  
Tips : Be mindful that if you hit any of the boxes with the red triangular marking on them, you will destroy the part!

-----  
Part Name : MWG-HGB/108  
-----

Part Type : Burst Handgun (Right Arm)  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : S-Rank all missions  
Location Details : -/-  
Tips : This is quite an arduous task. Read up on some good S-Ranking guides if you can find them.

-----  
Part Name : MWG-HGBL-90  
-----

Part Type : Burst Handgun (Left Arm)  
PSP-Only Part : No  
Mission Name : Protect Part Transport  
Acquisition : Destroy 37 or more enemies.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : MWG-KPL/150  
-----

Part Type : Pulse Rifle (Left Arm)  
PSP-Only Part : No  
Mission Name : Search Vilius Laboratory  
Acquisition : Locate and pickup the part.

Location Details : Go as far straight as far as possible. The part should be  
at the bottom of the pit there.

Tips : -/-

---

Part Name : MWG-MG/700H

---

Part Type : Machine Gun (Right Arm)

PSP-Only Part : No

Mission Name : Qualification Exam

Acquisition : Destroy both ACs and clear the mission.

Location Details : -/-

Tips : -/-

---

Part Name : MWG-MG/ARK

---

Part Type : Machine Gun (Right Arm)

PSP-Only Part : Yes

Mission Name : Repel Assault

Acquisition : Locate and pickup the part.

Location Details : It's inside of the warehouse on the right.

Tips : -/-

---

Part Name : MWG-MG/FINGER

---

Part Type : Machine Gun (Right Arm)

PSP-Only Part : No

Mission Name : -/-

Acquisition : Defeat Arena Rank A-1.

Location Details : -/-

Tips : -/-

---

Part Name : MWG-MGL/300

---

Part Type : Machine Gun (Left Arm)

PSP-Only Part : No

Mission Name : Recapture Sector 513

Acquisition : Clear the mission with no allies destroyed.

Location Details : -/-

Tips : -/-

---

Part Name : MWG-SBZ/48

---

Part Type : Spread Bazooka (Right Arm)

PSP-Only Part : No

Mission Name : Infiltrate New Fortress

Acquisition : Clear the stealth segment of the mission in 50 seconds  
without being detected and without destroyed any of the  
helicopters.

Location Details : -/-

Tips : -/-

---

Part Name : MWG-SRFE/8

---

Part Type : Energy Sniper Rifle

PSP-Only Part : No

Mission Name : -/-

Acquisition : Defeat Arena Rank B-4.

Location Details : -/-

Tips : -/-

---

Part Name : MWG-SRFX/70

---

Part Type : Sniper Rifle (Right Arm)

PSP-Only Part : No

Mission Name : Eliminate Rogue Engineer

Acquisition : Clear mission within 85 Seconds

Location Details : -/-

Tips : -/-

---

Part Name : MWG-XCD/70

---

Part Type : Dual Energy Rifle (Right Arm)

PSP-Only Part : No

Mission Name : Hold Defense Line

Acquisition : Clear the mission with no allies destroyed.

Location Details : -/-

Tips : -/-

---

Part Name : MWG-XCD/100

---

Part Type : Dual Energy Rifle (Right Arm)

PSP-Only Part : No

Mission Name : Defend Lawdas Factory

Acquisition : Clear the mission with 50% AP or more.

Location Details : -/-

Tips : -/-

---

Part Name : MWG-XCDL/80

---

Part Type : Dual Energy Rifle (Left Arm)

PSP-Only Part : No  
Mission Name : Defend Solar Power Plant  
Acquisition : Clear the mission with all enemies defeated and no special deductions for damage.  
Location Details : -/-  
Tips : -/-

---

Part Name : MWG-XCP/150

---

Part Type : Pulse Rifle (Right Arm)  
PSP-Only Part : No  
Mission Name : Power Plant Emergency  
Acquisition : Clear the mission within 3:50  
Location Details : -/-  
Tips : -/-

---

Part Name : MWG-XCW/PK

---

Part Type : Laser Rifle (Right Arm)  
PSP-Only Part : No  
Mission Name : Defend Vargas Airport  
Acquisition : Destroy 25 or more of the missiles without a consort.  
Location Details : -/-  
Tips : Stand on top of the control tower so that you can get a more level view of the incoming missiles. Weapons with a good punch a good ammo reserves will work best. Give a dual laser rifle setup a try.

---

Part Name : MWGG-HML-18

---

Part Type : Hand Missile Launcher (Left Hand)  
PSP-Only Part : No  
Mission Name : Data Retrieval  
Acquisition : Clear the mission 60% AP or more left.  
Location Details : -/-  
Tips : -/-

---

Part Name : MWGG-HNRL-100

---

Part Type : Napalm Hand Rocket Launcher  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Obtain Raven Rank C.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : MWGG-HRL-32  
-----

Part Type : Hand Rocket Launcher (Left Arm)  
PSP-Only Part : No  
Mission Name : Search Vilius Laboratory  
Acquisition : Destroy all enemies and clear the mission.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : MWM-SM30/3  
-----

Part Type : Stealth Missile Launcher  
PSP-Only Part : No  
Mission Name : Secure Fortress NK-432  
Acquisition : Destroy 30 or more enemies and clear the mission with 50%  
AP or more.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : MWM-SM36/1  
-----

Part Type : Stealth Missile Launcher  
PSP-Only Part : No  
Mission Name : Defend Mirage HQ  
Acquisition : Locate and pickup the part.  
Location Details : The part should be beside on of the heliports.  
Tips : -/-

-----  
Part Name : MWR-AR/603  
-----

Part Type : Burst Rocket Launcher  
PSP-Only Part : No  
Mission Name : Destroy AI Prototype  
Acquisition : Defeat the 1st AI AC.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : MWR-TM/30  
-----

Part Type : Back Triple Rocket Launcher  
PSP-Only Part : No  
Mission Name : Disable Satellite Cannon  
Acquisition : Defeat the AC with your consort alive and clear the mission.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : OP-EO-LAP  
-----  
Part Type : Optional Part  
PSP-Only Part : No  
Mission Name : Investigate Satellite  
Acquisition : Reach 100% map completion without a head that's equipped with  
a map memory function.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : OP-INTENSIFY  
-----  
Part Type : Optional Part  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Achieve 99 completion rate or import your save file from  
Armored Core 3 Portable.  
Location Details : -/-  
Tips : If you get OP-I in Silent Line, all of the enhancements are  
already unlocked for you.

-----  
Part Name : OP-TQ/ESE  
-----  
Part Type : Optional Part  
PSP-Only Part : No  
Mission Name : Power Plant Emergency  
Acquisition : Locate and pickup the part.  
Location Details : Make your way to the room nearest the immobile door. You'll  
find a grate on the far right corner of the ceiling. Follow  
the path and you'll arrive in a room with some boxes.  
Ignore the boxes, exit the room, and you should find the  
part on the ground just outside of the door.  
Tips : -/-

-----  
Part Name : RGI-KDA01  
-----  
Part Type : Radiator  
PSP-Only Part : No  
Mission Name : -/-  
Acquisition : Defeat Arena Rank E-15.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : PLS-SRA02  
-----  
Part Type : FCS



PSP-Only Part : No  
Mission Name : Takeover New Fortress  
Acquisition : Locate and pickup the part.  
Location Details : There should be an opening in the middle of the ceiling. Fly up there and look for a beam in the center. The part is lying on the center of this beam.  
Tips : -/-

-----  
...C ) Armored Core Last Raven Portable  
-----

Just as a reminder, all of the part names changed from Silent Line to Nexus. Since Last Raven is part of the Nexus generation of games, the part names will be different for it as well.

Many of Last Raven's hidden parts will require you to defeat and AC or multiple ACs. Many others will require you to S-Rank the mission. Being that Last Raven can be pretty tough, some of these parts might take some grinding and tweaking to get. Don't let frustration get to you; keep at it!

-----  
Part Name : CR-C06U5  
-----

Part Type : Core  
PSP-Only Part : No  
Mission Name : Shutdown Internecine  
Acquisition : Clear the mission.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : CR-E82SS2  
-----

Part Type : Solid Side Sheild  
PSP-Only Part : No  
Mission Name : Protect the Cargo  
Acquisition : Locate and pickup the part.  
Location Details : Head to the eastern part of the map and look for a bunch of landmines. The part is surrounded by these landmines.  
Tips : -/-

-----  
Part Name : CR-H0X5-EYE3  
-----

Part Type : Head  
PSP-Only Part : No  
Mission Name : Secure The Terminal Area  
Acquisition : Destroy the AC and clear the mission.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : CR-H06SR2  
-----

Part Type : Head  
PSP-Only Part : No  
Mission Name : Destroy The Pulverizer  
Acquisition : Achieve S-Rank on the mission.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : CR-H06XS-EYE4  
-----

Part Type : Head  
PSP-Only Part : No  
Mission Name : Destroy Transport Convoy  
Acquisition : Clear the mission.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : CR-H95EE  
-----

Part Type : Head  
PSP-Only Part : No  
Mission Name : Destroy AC Sight Hawk  
Acquisition : Destroy the AC and clear the mission.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : CR-H95EE  
-----

Part Type : Head  
PSP-Only Part : No  
Mission Name : Shutdown Defense Systems  
Acquisition : Destroy the AC and clear the mission.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : CR-I92FMM2  
-----

Part Type : Floating Mine Inside Part  
PSP-Only Part : No  
Mission Name : Track Down Evangel  
Acquisition : Locate and pickup the part.  
Location Details : On the top of the cliff with the last set of enemies.  
Tips : -/-

-----  
Part Name : CR-R92  
-----

Part Type : Radiator  
PSP-Only Part : No  
Mission Name : Defend Against Assault  
Acquisition : Locate and pickup the part.  
Location Details : It's above the room farthest to the west side.  
Tips : -/-

-----  
Part Name : CR-WA91MSM  
-----

Part Type : Weapon Arms  
PSP-Only Part : No  
Mission Name : Eliminate Sorcerer  
Acquisition : Destroy the AC and clear the mission.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : CR-WB03LGL2  
-----

Part Type : Linear Gun  
PSP-Only Part : No  
Mission Name : Protect Allied Squadron  
Acquisition : Achieve S-Rank on the mission. All allies must survive.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : CR-WB03MV  
-----

Part Type : Vertical Missile Launcher  
PSP-Only Part : No  
Mission Name : Defeat The Invading Force  
Acquisition : Achieve S-Rank on the mission.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : CR-WB87GLL  
-----

Part Type : Grenade Launcher  
PSP-Only Part : No  
Mission Name : Eliminate Airborne Force  
Acquisition : Achieve S-Rank on the mission.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : CR-WBW78R  
-----

Part Type : Dual Rocket Launcher  
PSP-Only Part : No  
Mission Name : Distribution Center Recon  
Acquisition : Locate and pickup the part.  
Location Details : Behind one of the two generators by the gate when your  
fighting the AC.  
Tips : -/-

-----  
Part Name : CR-WBW94M2  
-----

Part Type : Dual Missile Launcher  
PSP-Only Part : Yes  
Mission Name : Destroy Air Assault Force  
Acquisition : Locate and pickup the part.  
Location Details : -/-  
Tips : Need more info.

-----  
Part Name : CR-WBW98LX  
-----

Part Type : Linear Cannon  
PSP-Only Part : No  
Mission Name : Protect the Cargo  
Acquisition : Locate and pickup the part.  
Location Details : Destroy one of the wrecked plane parts to find it.  
Tips : -/-

-----  
Part Name : CR-WH01HP  
-----

Part Type : Handgun (Right Arm)  
PSP-Only Part : No  
Mission Name : Destroy Transport Train  
Acquisition : Achieve S-Rank on the mission.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : CR-WH01SP  
-----

Part Type : Shotgun (Left Arm)  
PSP-Only Part : No  
Mission Name : Eliminate Enemy Occupiers  
Acquisition : Destroy the AC and clear the mission.  
Location Details : -/-  
Tips : -/-

---

Part Name : CR-WH01SP

---

Part Type : Shotgun (Right Arm)  
PSP-Only Part : No  
Mission Name : Shutdown Energy Plant  
Acquisition : Destroy AC "Panzer Messiah" and clear the mission.  
Location Details : -/-  
Tips : -/-

---

---

Part Name : CR-WL06LB4

---

Part Type : Laser Blade  
PSP-Only Part : No  
Mission Name : Shutdown Internecine  
Acquisition : Achieve S-Rank on the mission.  
Location Details : -/-  
Tips : -/-

---

---

Part Name : CR-WR81B2

---

Part Type : Bazooka (Right Arm)  
PSP-Only Part : No  
Mission Name : Launch Preemptive Strike  
Acquisition : Achieve S-Rank on the mission.  
Location Details : -/-  
Tips : -/-

---

---

Part Name : CR-YA99DC

---

Part Type : Arms  
PSP-Only Part : Yes  
Mission Name : -/-  
Acquisition : Defeat VR Arena Rank 13 (??)  
Location Details : -/-  
Tips : Need more info.

---

---

Part Name : CR-YC03U4

---

Part Type : Core  
PSP-Only Part : No  
Mission Name : Destroy The Internecine  
Acquisition : Clear the mission.  
Location Details : -/-  
Tips : -/-

---

Part Name : CR-YC99UL

---

Part Type : Core  
PSP-Only Part : No  
Mission Name : Destroy The Control Towers  
Acquisition : Destroy AC "Sudden Drop" and clear the mission.  
Location Details : -/-  
Tips : -/-

---

Part Name : CR-YF02H2

---

Part Type : FCS  
PSP-Only Part : Yes  
Mission Name : -/-  
Acquisition : Defeat VR Arena Rank 18 (??)  
Location Details : -/-  
Tips : -/-

---

Part Name : CR-YLHT08

---

Part Type : Tank Legs  
PSP-Only Part : Yes  
Mission Name : -/-  
Acquisition : S-Rank all missionin 18:00  
Location Details : -/-  
Tips : -/-

---

Part Name : CR-YWB05MV2

---

Part Type : Vertical Missile Launcher  
PSP-Only Part : No  
Mission Name : Eliminate AC Intruder  
Acquisition : Achieve S-Rank on the mission.  
Location Details : -/-  
Tips : -/-

---

Part Name : CR-YWH05R3

---

Part Type : Rifle (Left Arm)  
PSP-Only Part : No  
Mission Name : Acquire The Commodity  
Acquisition : Clear the mission.  
Location Details : -/-  
Tips : -/-

---

Part Name : CR-YWR03HNR

---

Part Type : Hand Rocket Launcher  
PSP-Only Part : Yes  
Mission Name : Destroy The Bridge  
Acquisition : Locate and pickup the part.  
Location Details : -/-  
Tips : Need more info.

---

Part Name : D03-CODON

---

Part Type : Optional Part  
PSP-Only Part : No  
Mission Name : Eliminate Enemy Patrols  
Acquisition : Achieve S-Rank on the mission.  
Location Details : -/-  
Tips : -/-

---

Part Name : FUTEN

---

Part Type : Energy Shield  
PSP-Only Part : No  
Mission Name : Shutdown Energy Plant  
Acquisition : Locate and pickup the part.  
Location Details : It's in the dead end room with the two Gurenge MTs.  
Tips : -/-

---

Part Name : H20-FIREFLY

---

Part Type : Head  
PSP-Only Part : Yes  
Mission Name : -/-  
Acquisition : Defeat R/FOOL in EX Arena.  
Location Details : -/-  
Tips : -/-

---

Part Name : I07D-MEDUSA2

---

Part Type : Missile Decoy Inside Part  
PSP-Only Part : No  
Mission Name : Defend Against Assault  
Acquisition : Locate and pickup the part.  
Location Details : It's the farthest vehicle to the east.  
Tips : -/-

-----  
Part Name : ISHANATEN  
-----

Part Type : Sheild  
PSP-Only Part : Yes  
Mission Name : -/-  
Acquisition : Defeating Isami Jash/AZ01, Michael F/AZ02, Nina/AZ03 in EX  
Arena (??)  
Location Details : -/-  
Tips : -/-

-----  
Part Name : JIKYOH  
-----

Part Type : Missile Relation Extension  
PSP-Only Part : No  
Mission Name : Distribution Center Recon  
Acquisition : Destroy the AC and clear the mission.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : JIKYOH  
-----

Part Type : Vertical Missile Relation Extension  
PSP-Only Part : No  
Mission Name : Distribution Center Recon  
Acquisition : Destroy the AC and clear the mission.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : JIREN  
-----

Part Type : Energy Extension  
PSP-Only Part : No  
Mission Name : Protect Transport Team  
Acquisition : Achieve S-Rank on the mission. All allies must survive.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : KANGI  
-----

Part Type : Optional Part  
PSP-Only Part : No  
Mission Name : Destroy The Control Towers  
Acquisition : Destroy AC "Gambit" and clear the mission.  
Location Details : -/-  
Tips : -/-



-----  
Part Name : KARURA  
-----

Part Type : Micromissile Launcher  
PSP-Only Part : No  
Mission Name : Secure The Terminal Area  
Acquisition : Locate and pickup the part.  
Location Details : The part is at the east end of the sewers.  
Tips : -/-

-----  
Part Name : KONGOH  
-----

Part Type : Generator  
PSP-Only Part : No  
Mission Name : Prevent Reactor Meltdown  
Acquisition : Locate and pickup the part.  
Location Details : Destroy the first two beaker targets and then fly up to the  
top room in the shaft. It's in the door.  
Tips : -/-

-----  
Part Name : KUJAKU  
-----

Part Type : Generator  
PSP-Only Part : No  
Mission Name : Eliminate Enemy Patrols  
Acquisition : Locate and pickup the part.  
Location Details : It's in the room with the four defense targets on the top  
level.  
Tips : -/-

-----  
Part Name : LN01-SEAL  
-----

Part Type : Hover Legs  
PSP-Only Part : No  
Mission Name : Attack Distribution Center  
Acquisition : Achieve S-Rank on the mission.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : MF04-COWRY  
-----

Part Type : FCS  
PSP-Only Part : No  
Mission Name : Safeguard Industrial Area  
Acquisition : Destroy AC "Heaven's Ray" and clear the mission.

Location Details : -/-  
Tips : -/-

---

Part Name : MIROKU

---

Part Type : FCS  
PSP-Only Part : No  
Mission Name : Seize The Airstrip  
Acquisition : Achieve S-Rank on the mission.  
Location Details : -/-  
Tips : -/-

---

Part Name : NICHIRIN

---

Part Type : Flamethrower (Right Arm)  
PSP-Only Part : No  
Mission Name : Prevent Plant Destruction  
Acquisition : Achieve S-Rank on the mission.  
Location Details : -/-  
Tips : -/-

---

Part Name : RASETSU

---

Part Type : Parry Blade  
PSP-Only Part : No  
Mission Name : Eliminate Intruders  
Acquisition : Locate and pickup the part.  
Location Details : From your starting position, check on top of the building  
right behind you.  
Tips : -/-

---

Part Name : WB18M-CENTAUR

---

Part Type : Dual Vertical Missile Launcher  
PSP-Only Part : No  
Mission Name : Defeat Jack-O  
Acquisition : Destroy the AC and clear the mission.  
Location Details : -/-  
Tips : -/-

---

Part Name : WB21M-DRYAD

---

Part Type : Stealth Missile Launcher  
PSP-Only Part : No  
Mission Name : Recapture Storage Site

Acquisition : Locate and pickup the part.  
Location Details : It's in the topmost level room above the commander's position.  
Tips : -/-

---

Part Name : WH03M-FINGER

---

Part Type : Machine Gun (Left Arm)  
PSP-Only Part : No  
Mission Name : Defeat Evangel  
Acquisition : Destroy AC "Bullet Life" and clear the mission.  
Location Details : -/-  
Tips : -/-

---

Part Name : WH03M-FINGER

---

Part Type : Machine Gun (Right Arm)  
PSP-Only Part : No  
Mission Name : Destroy Plant's Defenses  
Acquisition : Achieve S-Rank on the mission.  
Location Details : -/-  
Tips : -/-

---

Part Name : WH04HL-KRSW

---

Part Type : Laser Rifle (Right Arm)  
PSP-Only Part : No  
Mission Name : Attack The Advancing Force  
Acquisition : Achieve S-Rank on the mission.  
Location Details : -/-  
Tips : -/-

---

Part Name : WH05M-SLYPH

---

Part Type : Machine Gun (Right Arm)  
PSP-Only Part : No  
Mission Name : Destroy Military Base  
Acquisition : Locate and pickup the part.  
Location Details : It's in a container in the second level of the central building.  
Tips : -/-

---

Part Name : WH08RS-FENRIR

---

Part Type : Energy Sniper Rifle (Left Arm)

PSP-Only Part : No  
Mission Name : Investigate Recent Attack  
Acquisition : Achieve S-Rank on the mission.  
Location Details : -/-  
Tips : -/-

---

Part Name : WH08RS-FENRIR

---

Part Type : Energy Sniper Rifle (Right Arm)  
PSP-Only Part : No  
Mission Name : Eliminate Zinaida  
Acquisition : Achieve S-Rank on the mission.  
Location Details : -/-  
Tips : -/-

---

Part Name : WH10M-SILKY

---

Part Type : Energy Machine Gun (Left Arm)  
PSP-Only Part : No  
Mission Name : Destroy Suspicious Force  
Acquisition : Achieve S-Rank on the mission.  
Location Details : -/-  
Tips : -/-

---

Part Name : WH10M-SILKY

---

Part Type : Energy Machine Gun (Right Arm)  
PSP-Only Part : No  
Mission Name : Destroy AC Sundial  
Acquisition : Destroy the AC and clear the mission.  
Location Details : -/-  
Tips : -/-

---

Part Name : WH11PU-PERYTON

---

Part Type : Pulse Rifle (Left Arm)  
PSP-Only Part : No  
Mission Name : Retrieve Research Data  
Acquisition : Achieve S-Rank on the mission.  
Location Details : -/-  
Tips : -/-

---

Part Name : WH11PU-PERYTON

---

Part Type : Pulse Rifle (Right Arm)

PSP-Only Part : No  
Mission Name : Destroy The ECM Devices  
Acquisition : Achieve S-Rank on the mission.  
Location Details : -/-  
Tips : -/-

---

Part Name : WL-MOONLIGHT

---

Part Type : Laser Blade  
PSP-Only Part : No  
Mission Name : Destroy AC Vigilance  
Acquisition : Destroy the AC and clear the mission.  
Location Details : -/-  
Tips : -/-

---

Part Name : WR24L-SHADE2

---

Part Type : Laser Rifle (Right Arm)  
PSP-Only Part : No  
Mission Name : Eliminate Sorcerer  
Acquisition : Locate and pickup the part.  
Location Details : On the northwestern edge of the lake.  
Tips : -/-

---

Part Name : YA14-BONOBO

---

Part Type : Arms  
PSP-Only Part : Yes  
Mission Name : -/-  
Acquisition : S-Rank all mission in 22:00  
Location Details : -/-  
Tips : -/-

---

Part Name : YASYA

---

Part Type : Orbit Cannon  
PSP-Only Part : No  
Mission Name : Destroy Raging Torrent IV  
Acquisition : Destroy the AC and clear the mission.  
Location Details : -/-  
Tips : -/-

---

Part Name : YC08-ICURUS

---

Part Type : Core  
PSP-Only Part : No  
Mission Name : Destroy Transport Convoy  
Acquisition : Destroy AC "Niflheim" and clear the mission.  
Location Details : -/-  
Tips : -/-

---

Part Name : YC09-APOLLON

---

Part Type : Core  
PSP-Only Part : Yes  
Mission Name : -/-  
Acquisition : S-Rank mission in 00:00  
Location Details : -/-  
Tips : -/-

---

Part Name : YH08-MANTIS

---

Part Type : Head  
PSP-Only Part : No  
Mission Name : Underground Investigation  
Acquisition : Achieve S-Rank on the mission.  
Location Details : -/-  
Tips : -/-

---

Part Name : YH14-STING

---

Part Type : Head  
PSP-Only Part : No  
Mission Name : Destroy Transport Convoy  
Acquisition : Destroy the AC and clear the mission.  
Location Details : -/-  
Tips : -/-

---

Part Name : YH14-STING

---

Part Type : Head  
PSP-Only Part : No  
Mission Name : Destroy Transport Convoy  
Acquisition : Destroy AC "Metis" and clear the mission.  
Location Details : -/-  
Tips : -/-

---

Part Name : YH19-PILLBUG

---

Part Type : Head  
PSP-Only Part : Yes  
Mission Name : Investigate Enemy Activity  
Acquisition : Locate and pickup the part.  
Location Details : Need more info.  
Tips : -/-

---

Part Name : YHW30RS-SKOLL

---

Part Type : Energy Sniper Rifle  
PSP-Only Part : Yes  
Mission Name : Help Allied MT Escape  
Acquisition : Locate and pickup the part.  
Location Details : -/-  
Tips : Need more info.

---

Part Name : YLF06-ANOLE

---

Part Type : Quadruped Legs  
PSP-Only Part : Yes  
Mission Name : -/-  
Acquisition : Defeat VR Arena Rank 7 (??)  
Location Details : -/-  
Tips : -/-

---

Part Name : YWH07-DRAGON

---

Part Type : Laser Rifle (Left Arm)  
PSP-Only Part : No  
Mission Name : Acquire The Commodity  
Acquisition : Destroy the AC and clear the mission.  
Location Details : -/-  
Tips : -/-

---

Part Name : YWH07-DRAGON

---

Part Type : Laser Rifle (Right Arm)  
PSP-Only Part : No  
Mission Name : Protect Warlord's Forces  
Acquisition : Locate and pickup the part.  
Location Details : It's in the last container past the third set of  
CENTAUR-AAs.  
Tips : -/-

---

Part Name : YWH13M-NIX

-----  
Part Type : Machine Gun (Left Arm)  
PSP-Only Part : No  
Mission Name : Attack The Advancing Force  
Acquisition : Clear the mission.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : YWH13M-NIX  
-----

Part Type : Machine Gun (Right Arm)  
PSP-Only Part : No  
Mission Name : Eliminate Sorcerer  
Acquisition : Clear the mission.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : YWH14PU-ROC4  
-----

Part Type : Pulse Rifle (Right Arm)  
PSP-Only Part : No  
Mission Name : Eliminate Zinaida  
Acquisition : Clear the mission.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : YWH16HR-PYTHON  
-----

Part Type : Railgun  
PSP-Only Part : No  
Mission Name : Destroy The Internecine  
Acquisition : Destroy the AC and clear the mission.  
Location Details : -/-  
Tips : -/-

-----  
Part Name : YWL16LB-ELF3  
-----

Part Type : Laser Blade  
PSP-Only Part : No  
Mission Name : Destroy The Control Towers  
Acquisition : Locate and pickup the part.  
Location Details : It's on the top of the ledge on the right side at the  
Y-intersection.  
Tips : -/-

\* \* \* \* \*



V: Hidden Part Manifest

\* \* \* \* \*

Use the following as a checklist for your hidden part hunt. You can either print this section out and check things off with ink or just do it virtually.

\* Indicates a PSP-Exclusive part.

-----  
Armored Core 3 Portable Hidden Part Manifest  
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- [ ] - CAL-44-EAS (Arms)
- [ ] - CAW-DC-03 (Weapon Arms)
- [ ] - CAW-DS604 (Weapon Arms)
- [ ] - CBT-FLEET (Booster)
- [ ] - CEBT-HEX (Extension Booster)
- [ ] - CEEC-01-XSP2 (Extension Radiator)
- [ ] - CHD-04-YIV (Head)
- { } - CHD-GLITCH (Head)
- [ ] - CLF-D2-ROG (quadruped Legs)
- { } - CLL-EM-070 (Lightweight Biped Legs)
- [ ] - CLR-00-MAK (Hover Legs)
- [ ] - CWC-SLU-64 (Slug Gun)
- [ ] - CWGG-GR-12 (Grenade Rifle)
- { } - CWGG-HG-10 (Grenade Rifle)
- [ ] - CWM-S60-10 (Small Rocket Launcher)
- [ ] - CWX-LIC-10 (Linear Cannon)
- [ ] - KES-ES/MIRROR (Energy Shield)
- [ ] - KWB-MARS (Parry Blade)
- [ ] - KWG-HZL30 (Spread Howitzer)
- [ ] - KWM-AD-50 (Ammo Magazine)
- [ ] - KWX-OC-22 (Dual Orbit Cannon)
- { } - MAL-303S (Arms)
- [ ] - MCM-MX/002 (Core)
- [ ] - MEBT-OX/MB (Extension Booster)
- [ ] - MEST-MX/CROW (Stealth Extension)
- [ ] - MGP-VE905 (Generator)
- { } - MHD-RE/H10 (Head)
- [ ] - MLB-MOONLIGHT (Laser Blade)
- { } - MLB-T/100 (Laser Blade)
- [ ] - MLH-MX/VOLAR (Heavyweight Biped Legs)
- [ ] - MLR-MM/PETAL (Hover Legs)
- { } - MLR-ZMX (Hover Legs)
- [ ] - MRL-SS/SPHERE (Radar)
- { } - MWC-XP02/75 (Pulse Cannon)
- { } - MWG-HG/111 (Handgun)
- [ ] - MWG-KARASAWA (Laser Rifle)
- [ ] - MWG-SBZ/24 (Spread Bazooka)
- [ ] - MWG-XCB/75 (Laser Rifle)
- [ ] - MWGG-XCG/20 (Plasma Rifle)
- [ ] - MWI-DD/20 (Missile Decoy Inside Part)
- [ ] - MWR-M/45 (Middle Rocket Launcher)
- [ ] - MWX-MX/STRING (Quartet Cannon)
- [ ] - OP-E-LAI (Optional Part)
- [ ] - OP-E-LAP (Optional Part)
- [ ] - OP-INTENSIFY (Optional Part)
- { } - RIX-CR5000 (Radiator)
- [ ] - RMR-ICICLE (Radiator)

[ ] - VREX-WS-1 (FCS)

-----  
Armored Core Silent Line Portable Hidden Part Manifest  
-----

[ ] - CAL-33-ROD (Arms)  
[ ] - CAW-SDBZ-108 (Weapon Arms)  
[ ] - CAW-TITAN4 (Weapon Arms)  
[ ] - CCH-04-EOC (Core)  
[ ] - CCL-02-E1 (Core)  
[ ] - CCM-0V-AXE (Core)  
{ } - CHD-9066 (Head)  
[ ] - CHD-MISTEYE (Head)  
[ ] - CLB-LS-3771 (Laser Blade)  
[ ] - CLC-D4ZTSL (Tank Legs)  
[ ] - CLH-04-SOD (Heavyweight Biped Legs)  
[ ] - CLL-03A-SRVT (Lightweight Biped Legs)  
{ } - CLM-80-DR (Legs)  
[ ] - CLM-02-SNSKA1 (Middleweight Biped Legs)  
[ ] - CWC-CNG-500 (Chaingun)  
[ ] - CWC-LIC/100 (Linear Gun)  
[ ] - CWEM-RT16 (Relation Missile Extension)  
[ ] - CWG-ARF-180 (Burst Rifle) (Right Arm)  
[ ] - CWG-ARF-120 (Burst Rifle) (Right Arm)  
[ ] - CWG-BZ-80 (Bazooka) (Right Arm)  
[ ] - CWG-GSL-56 (Shotgun) (Left Arm)  
[ ] - CWG-HGB-90 (Burst Handgun) (Right Arm)  
[ ] - CWG-HGB-80 (Burst Handgun) (Right Arm)  
{ } - CWG-KP/200 (Pulse Rifle) (Right Arm)  
{ } - CWG-RF-M118 (Rifle) (Right Arm)  
[ ] - CWG-SBZL-20 (Spread Bazooka) (Left Arm)  
[ ] - CWG-SRFL-50 (Sniper Rifle) (Left Arm)  
[ ] - CWGG-GRS-30 (Grenade Rifle) (Right Arm)  
[ ] - CWGG-GRSL-20 (Grenade Rifle) (Left Arm)  
[ ] - CWGG-HLR-ALX (Large Hand Rocket Launcher) (Right Arm)  
[ ] - CWI-DD-30 (Missile Decoy Inside Part)  
[ ] - CWI-FMHS-30 (Floating Mine Inside Part)  
[ ] - CWI-GJ-40 (Inside Part)  
[ ] - CWM-BM60-1 (Burst Missile Launcher)  
[ ] - CWM-GIGAS (Large Missile Launcher)  
[ ] - CWM-HA30-4 (Hi-Act Missile Launcher)  
[ ] - CWM-HA40-8 (Hi-Act Missile Launcher)  
[ ] - CWR-COTTOS (Large Rocket Launcher)  
[ ] - CWR-M70 (Middle Rocket Launcher)  
[ ] - CWX-DM-60-1 (Dual Missile Launcher)  
{ } - KARASAWA-MKII (Laser Rifle) (Right Arm)  
[ ] - KAW-SAMURAI2 (Weapon Arms)  
{ } - KBT-T000 (Booster)  
[ ] - KEEP-ELIX (Energy Extension)  
[ ] - KGP-ZXV1 (Generator)  
[ ] - KM-AD30 (Ammo Magazine)  
{ } - KSS-AA00 (Side Sheild)  
[ ] - KSS-SS/707A (Solid Sheild)  
[ ] - KWB-SBR44 (Parry Blade)  
[ ] - KWC-HZ120 (Back-Mounted Howizter)  
[ ] - KWEL-EJ22 (Anti-Missile Extension)  
[ ] - KWG-ARFL150 (Burst Rifle) (Left Arm)  
[ ] - KWG-NHZL30 (Napalm Howitzer) (Left Arm)

- [ ] - KWG-NHZL60 (Napalm Howitzer) (Left Arm)
- [ ] - KWI-RJ/60 (Radar Jammer Inside Part)
- [ ] - MAH-SS/VV (Arms)
- { } - MAL-TEM (Arms)
- [ ] - MAM-MX/MDD (Arms0)
- [ ] - MBT-NI/GULL (Booster)
- [ ] - MCH-MX/GROA (Core)
- [ ] - MCL-SS/RAY (Core)
- [ ] - MCM-M1/008 (Core)
- { } - MHD-72-50 (Head)
- { } - MHD-HH/ARSH (Head)
- [ ] - MHD-MX-BEE (Head)
- [ ] - MLB-MX/008 (Reverse Joint Legs)
- [ ] - MLF-RE/006 (quadruped Legs)
- { } - MLF-SS/CARM (Legs)
- [ ] - MLM-XA3/LW (Middleweight Biped Legs)
- [ ] - MLR-MX/LEAF (Hover Legs)
- [ ] - MRL-MM/001 (Radar)
- [ ] - MWB-MX/WAKE (Back Boosters)
- [ ] - MWC-LQ/80 (Laser Cannon)
- [ ] - MWC-OC/30 (Orbit Cannon)
- [ ] - MWEM-R/36 (Relation Missile Extension)
- [ ] - MWG-DKP/90 (Dual Pulse Rifle) (Right Arm)
- [ ] - MWG-DKP/100 (Dual Pulse Rifle) (Right Arm)
- [ ] - MWG-GS/80 (Energy Shotgun)
- [ ] - MWG-HGB/108 (Burst Handgun) (Right Arm)
- [ ] - MWG-HGBL-90 (Burst Handgun) (Left Arm)
- [ ] - MWG-KPL/150 (Pulse Rifle) (Left Arm)
- [ ] - MWG-MG/700H (Right Arm)
- { } - MWG-MG/ARK (Machine Gun) (Right Arm)
- [ ] - MWG-MG/FINGER (Machine Gun) (Right Arm)
- [ ] - MWG-MGL/300 (Machine Gun) (Left Arm)
- [ ] - MWG-SBZ/48 (Spread Bazooka) (Right Arm)
- [ ] - MWG-SRFE/8 (Energy Sniper Rifle)
- [ ] - MWG-SRFX/70 (Sniper Rifle) (Right Arm)
- [ ] - MWG-XCD/70 (Dual Energy Rifle)
- [ ] - MWG-XCD/100 (Dual Energy Rifle) (Right Arm)
- [ ] - MWG-XCDL/80 (Dual Energy Rifle)
- [ ] - MWG-XCP/150 (Pulse Rifle) (Right Arm)
- [ ] - MWG-XCW/PK (Laser Rifle) (Right Arm)
- [ ] - MWGG-HML-18 (Hand Missile Launcher) (Left Hand)
- [ ] - MWGG-HNRL-100 (Napalm Hand Rocket Launcher)
- [ ] - MWGG-HRL-32 (Hand Rocket Launcher) (Left Arm)
- [ ] - MWM-SM30/3 (Stealth Missiles)
- [ ] - MWM-SM36/1 (Stealth Missile)
- [ ] - MWR-AR/603 (Burst Rocket)
- [ ] - MWR-TM/30 (Back Triple Rocket Launcher)
- [ ] - OP-EO-LAP (Optional Part)
- [ ] - OP-INTENSIFY (Optional Part)
- [ ] - OP-TQ/ESE (Optional Part)
- [ ] - PLS-SRA02 (FCS)
- [ ] - RGI-KDA01 (Radiator)

-----  
 Armored Core Last Raven Portable Hidden Part Manifest  
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- [ ] - CR-C06U5 (Core)
- [ ] - CR-E82SS2 (Side Solid Shield)

[ ] - CR-H0X5-EYE3 (Head)  
[ ] - CR-H06SR2 (Head)  
[ ] - CR-H06XS-EYE4 (Head)  
[ ] - CR-H95EE (Head)  
[ ] - CR-H95EE (Head) [Duplicate]  
[ ] - CR-I92FMM2 (Floating Mine Inside Part)  
[ ] - CR-R92 (Radiator)  
[ ] - CR-WA91MSM (Weapon Arms)  
[ ] - CR-WB03LGL2 (Linear Gun)  
[ ] - CR-WB03MV (Vertical Missile Launcher)  
[ ] - CR-WB87GLL (Grenade Launcher)  
[ ] - CR-WBW78R (Dual Rocket Launcher)  
{ } - CR-WBW94M2 (Dual Missile Launcher)  
[ ] - CR-WBW98LX (Linear Cannon)  
[ ] - CR-WH01HP (Handgun) (Right Arm)  
[ ] - CR-WH01SP (Shotgun) (Left Arm)  
[ ] - CR-WH01SP (Shotgun) (Right Arm)  
[ ] - CR-WL06LB4 (Laser Blade)  
[ ] - CR-WR81B2 (Bazooka) (Right Arm)  
{ } - CR-YA99DC (Arms)  
[ ] - CR-YC03U4 (Core)  
[ ] - CR-YC99UL (Core)  
{ } - CR-YF02H2 (FCS)  
{ } - CR-YLHT08 (Tank Legs)  
[ ] - CR-YWB05MV2 (Vertical Missile Launcher)  
[ ] - CR-YWH05R3 (Rifle) (Left Arm)  
{ } - CR-YWR03HNR (Hand Rocket Launcher)  
[ ] - D03-CODON (Optional Part)  
[ ] - FUTEN (Energy Shield)  
{ } - H20-FIREFLY (Head)  
[ ] - I07D-MEDUSA2 (Missile Decoy Inside Part)  
{ } - ISHANATEN (Shield)  
[ ] - JIKYOH (Vertical Missile Relation Extension)  
[ ] - JIKYOH (Vertical Missile Relation Extension) [Duplicate]  
[ ] - JIREN (Energy Extension)  
[ ] - KANGI (Optional Part)  
[ ] - KARURA (Micromissile Launcher)  
[ ] - KONGO (Generator)  
[ ] - KUJAKU (Generator)  
[ ] - LN01-SEAL (Hover Legs)  
[ ] - MF04-COWRY (FCS)  
[ ] - MIROKU (FCS)  
[ ] - NICHIRIN (Flamethrower)  
[ ] - RASETSU (Parry Blade)  
[ ] - WB18M-CENTAUR (Dual Vertical Missile Launcher)  
[ ] - WB21M-DRYAD (Stealth Missile Launcher)  
[ ] - WH03M-FINGER (Machine Gun) (Left Arm)  
[ ] - WH03M-FINGER (Machine Gun) (Right Arm)  
[ ] - WH04HL-KRSW (Laser Rifle) (Right Arm)  
[ ] - WH05M-SLYPH (Machine Gun) (Right Arm)  
[ ] - WH08RS-FENRIR (Energy Sniper Rifle) (Left Arm)  
[ ] - WH08RS-FENRIR (Energy Sniper Rifle) (Right Arm)  
[ ] - WH10M-SILKY (Energy Machine Gun) (Left Arm)  
[ ] - WH10M-SILKY (Energy Machine Gun) (Right Arm)  
[ ] - WH11PU-PERYTON (Pulse Rifle) (Left Arm)  
[ ] - WH11PU-PERYTON (Pulse Rifle) (Right Arm)  
[ ] - WL-MOONLIGHT (Laser Blade)  
[ ] - WR24L-SHADE2 (Laser Rifle) (Right Arm)  
{ } - YA14-BONOBO (Arms)  
[ ] - YASYA (Orbit Cannon)

- [ ] - YC08-ICURUS (Core)
- { } - YC09-APOLLON (Core)
- [ ] - YH08-MANTIS (Head)
- [ ] - YH14-STING (Head)
- [ ] - YH14-STING (Head) [Duplicate]
- { } - YH19-PILLBUG (Head)
- { } - YHW30RS-SKOLL (Energy Sniper Rifle)
- { } - YLF06-ANOLE (quadruped Legs)
- [ ] - YWH07-DRAGON (Laser Rifle) (Left Arm)
- [ ] - YWH07-DRAGON (Laser Rifle) (Right Arm)
- [ ] - YWH13M-NIX (Machine Gun) (Left Arm)
- [ ] - YWH13M-NIX (Machine Gun) (Right Arm)
- [ ] - YWH14PU-ROC4 (Pulse Rifle) (Right Arm)
- [ ] - YWH16HR-PYTHON (Railgun)
- [ ] - YWL16LB-ELF3 (Laser Blade)

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VI: Closing Statements

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Well guys, I hope this guide has helped you along your hidden part easter egg hunt! It's been a while since I've written a guide for Armored Core...or any sort of guide for that matter. Overall the experience was enjoyable and I'm still thrilled that From Software had the awesome idea to release what I think were the best PS2-era Armored Core titles for the PSP. Not to mention how freakin' amazing it is to see new parts like the Karasawa MKII and other delectable parts from ACs of yesteryear. Very cool stuff indeed!

If you have any suggestions or comments, please feel free to send them to me! More importantly, if you spot any slip-ups such as misspellings, wrong or inaccurate information, poor writing or descriptions, etc, please let me know as soon as possible. While the guide is "complete", it's still rough around the edges in a few places. I will most likely clean up and add to it as I continue my progression through the Armored Core Portable games.

Thanks for taking the time to use this guide. Long Live Armored Core!

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VII: Credits & Permissions

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Unfortunately, a good portion of the information I had didn't have any authors or credits listed. I will list the credits that I have though. To those who I am unable to credit offically; thank you so much for your hard work compiling this information for the Armored Core Community. I'm sorry that I'm unable to give you the credit you deserve.

[http://www.cheatmasters.com/cheats/31233/Armored\\_Core\\_3\\_Portable\\_cheats.html](http://www.cheatmasters.com/cheats/31233/Armored_Core_3_Portable_cheats.html)  
 - Info on the AC3p new hidden parts. (Author Unknown)

[http://www.geocities.jp/eaglet\\_f15/AC/LRP\\_SECRET.html](http://www.geocities.jp/eaglet_f15/AC/LRP_SECRET.html)  
 - Info and pictures on the ACLRp new hidden parts. (Author Unknown)

Paul Micheal (Vhayste) - Last Raven Guide

Brett Harrell (Mechadon) - Finding and compiling the information. Assembling

the information into this guide. I also added in some personal tips.

AC fansites where I was able to do some snooping for missing information.

- Armored Core Universe (<http://armoredcoreuniverse.net>)
- Armored Core Online (<http://armoredcoreonline.com>)
- Raven Republic (<http://ravenrepublic.net>)
- The Garage (<http://www.acgarage.com>)
- GameFAQs (<http://gamefaqs.com>)

Since I cannot take any credit for any of the hard information in this guide, please feel free to distribute, alter, or use this guide in any way you see fit. I have no problems with that at all. However, if at all possible, please atleast leave the credit information intact. Thanks!

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#### VIII: Contact Information

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