

Metal Gear Acid Card List

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METAL GEAR ACID FULL CARD LIST
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Hi. This FAQ is intended for those who either doesn't quite know what the cards do, and for those who haven't got all the cards and would like to know what they are.

All 200 out of the total of 204 cards can be obtained through the card shop, so there's no big secret there, just keep buying from the card shop. The other 4 are the model cards, which in my experience, I haven't seen show up in the card shop (although in the list, it does say its part of the Chronicle Pack) These 4 can be obtained even easier. Enter passwords on the title screen for them.

I won't list the cards or the passwords here since I didn't get them myself and I don't know if someone's going to come and sue my pants off but the passwords are on the Codes, cheats section on GameFaqs. Some other games beside the Metal Gear ones are included in the Chronicle Pack. I don't know the origin of some of the cards in that pack so I didn't include those kind of details.

Anyways, on with the card list. They are arranged the same way they are in 'Gallery' mode. There is also a brief FAQ section at the end in case there are some things listed here you don't understand.

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Here's the way I listed the cards.....

====(xxx)=== xxx
x - xxx PACK

- The xxx in brackets is the card's assigned number under 'gallery'. The next set of xxx is the name of the card.
- The single x is the card's cost
- The last set of xxx is what PACK they belong to.
- * around the name means that the card is a 'Gold Card'.

(Note: Translation of names are as I interpret them. Bear with some of the translation of character names)

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(A) FULL CARD LIST
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====001=== SOCOM

5 - MGS1 PACK

ATK:10 HIT: 90

CAL45 x 4

FUNCTION Use Card. So this means you can aim at any target within your sight.

ADDITIONAL EFFECTS Silenced. Knock Back

====002==== FAMAS

6 - MGS1 PACK

ATK:20 HIT 75

5.56mm x 6

FUNCTION Use Card.

ADDITIONAL EFFECT Add 1 Cost to target per Hit

====003==== C4

5 - MGS1 PACK

FUNCTION 3x3 Area explosion. After you set it, there is no detonator, so you must shoot it

====004==== DESERT EAGLE

10 - MGS1 PACK

ATK: - HIT: 50

CAL50 x 1

FUNCTION Use Card. 50% Chance hit

ADDITIONAL EFFECT If hit, target HP reduced by half

====005==== GRENADE

7 - MGS1 PACK

FUNCTION Explodes after 8 Cost

====006==== STUN GRENADE

5 - MGS1 PACK

FUNCTION Explodes after 5 Cost

ADDITIONAL EFFECT Stun

====007==== CHAFF GRENADE

5 - MGS1 PACK

FUNCTION Explodes after 5 Cost. Effective for 30 Cost.

ADDITIONAL EFFECT Electronic Jamming

====008==== STINGER (MGS1)

10 - MGS1 PACK

ATK: 180

FUNCTION 100% Hit rate on any Machine Type enemy.

====009==== USP

6- MGS2 PACK

ATK:20 HIT: 80
CAL 45 x 4 REA: 30

FUNCTION Equip Card. HIT% decrease when target is 2 blocks or more away

ADDITIONAL EFFECT Destroy target equipment

====010==== MAKAROV

6 - MGS2 PACK

ATK: 15 HIT: 80

9mm x 4 REA: 10

FUNCTION Equip Card. HIT% decrease when target is 2 blocks or more away

====011==== AKS74U

7 - MGS2 PACK

ATK: 5 HIT: 70

5.45mm x 10 REA: 30

FUNCTION Equip Card.

====012==== M4

7 - MGS2 PACK

ATK: 10 HIT: 80

5.56mm x 8 REA: 60

FUNCTION Equip Card. Hit+10% against enemies below.

====013==== PSG-1

7 - MGS2 PACK

ATK: 60 HIT: 90

7.62mm x 2 REA: 0

FUNCTION Equip Card. 2x90% Hit. HIT% decrease when target is 10 blocks or more away

====014==== M9

7 - MGS2 PACK

ATK: 0 HIT: 60

9mm x 2 REA: 10

FUNCTION Equip Card.

ADDITIONAL EFFECT Sleep

====015==== USP(Laser. S)

8 - MGS2 PACK

ATK: 20 HIT: 90

CAL45 x 4 REA: 30

FUNCTION Equip Card. Free Aim.

ADDITIONAL EFFECT Break target equipment

====016==== AKS74U(Laser. S)

7 - MGS2 PACK

ATK: 5 HIT: 70

5.45mm x 10

silenced

FUNCTION Equip Card. Free Aim.

====017==== M4 (Laser. S)

8 - MGS2 PACK

ATK: 10 HIT: 90

5.56mm x 8 REA: 40

FUNCTION Free Aim. Hit+10% against enemies below

====018==== Colt S.A.A

7 - MGS2 PACK

ATK: 30 HIT: 75

CAL45 x 3 REA: 50

FUNCTION Equip Card.

ADDITIONAL EFFECT Bleeding

====019==== P90

7 - MGS2 PACK

ATK: 70 HIT: 100

5.7mm x 2 REA: 80

FUNCTION Equip Card. Area Attack

ADDITIONAL EFFECT Knock Back

====020==== SPAS12

6 - MGS2 PACK

ATK: 40 HIT: 100

12GA. x 4 REA: 20

FUNCTION Equip Card. Area Attack

ADDITIONAL EFFECT Knock Back

====021==== CLAYMORE

5 - MGS2 PACK

ATK: 80

FUNCTION 2 Block explosion. The block you set it, and the block in front of it. Explodes when walked across. May be retrieved while crawling.

====022==== NIKITA MISSILE

8 - MGS2 PACK

ATK: 100

FUNCTION After fired, your turn ends (no matter how many ACTIONS you have left) and you take control of the Missile. Each turn, it may move 5 Blocks.

====023==== MP5

6 - MGS1 PACK

ATK:50 HIT: 80

9mm x 3 REA: 20

FUNCTION Equip Card. Area attack.

====024==== REMOTE CONTROL MISSILE - 7

7 - CHRONICLE PACK

ATK: 120

FUNCTION Same as the Nikita Missile.

====025==== MINE

5 - CHRONICLE PACK

ATK: 100

FUNCTION Use Card. Single Area explosion

====026==== R-5

7 - CHRONICLE PACK

ATK: 30 HIT: 80

5.56mm x 5 REA: 20

FUNCTION Equip Card. Hit+10% against enemies above.

====027==== FIVE SEVEN

6 - CHRONICLE PACK

ATK: 30 HIT: 85

5.7mm x 4 REA: 20

FUNCTION Equip Card.

ADDITIONAL EFFECT Knock Back.

====028==== M92F (Laser. S)

9 - CHRONICLE PACK

ATK: 40 HIT: 80

9mm x 2 REA: 20%

FUNCTION Equip Card. Free Aim.

====029==== M92F

7 - CHRONCILE PACK

ATK: 40 HIT: 70

9mm x 2 REA: 20

ADDITIONAL EFFECT Enemy Interference Unabled.

====030==== * GUN DE SOL *

6 - CHRONCILE PACK

ATK: 120

FUNCTION Area Attack. Hits all targets standing in the line,
3 blocks wide in front of the character.

ADDITIONAL EFFECT Fire

====031==== VZ61 Scorpion

7 - MGS3 PACK

ATK: 100 HIT: 90

7.65mm x 2 REA: 30

FUNCTION Equip Card. Area Attack.

====032==== AKM

8 - MGS3 PACK

ATK: 50 HIT: 50

7.62mm x 3 REA: 40

FUNCTION Equip Card.

ADDITIONAL EFFECT Changes one out of the 6 cards in your
current 'Hand'

====033==== PUNCH (CQC)

4 - MGS3 PACK

REA: 80

FUNCTION Equip Card. Hits the enemy directly in front of you.

Used together with any other CQC Card

====034==== KICK (CQC)

5 - MGS3 PACK

REA: 80

FUNCTION Equip Card. Hits the enemy directly in front of you. Used

together with any other CQC Card

====035==== THROW (CQC)

6 - MGS3 PACK

FUNCTION Equip Card. Hits the enemy directly in front of you. Used

together with any other CQC Card

(Note:)

1. Use THROW (CQC) with this card: Choke the enemy unconscious.

2. Use PUNCH (CQC) with this card: Push the enemy Face Down.

3. Use KICK (CQC) with this card: Push the enemy Back Down.

4. Use RUSH (CQC) with this card: Slams the enemy to the ground.

====036==== RUSH (CQC)

7 - MGS3 PACK

FUNCTION Equip Card. Hits the enemy directly in front of you. Used

together with any other CQC Card except RUSH (CQC)

====037==== STONA M63

10 - MGS3 PACK

ATK: 40 HIT: 70

5.56mm x 5 REA: 40

FUNCTION Equip Card. Free Aim. HIT% Decrease when enemy is 4 blocks or more away.

ADDITIONAL EFFECT Enemy counter attack not allowed.

====038==== M37

7 - MGS3 PACK

ATK: 80 HIT: 90

12GA. x 3 REA: 40

FUNCTION Area Attack.

ADDITIONAL EFFECT Knock Back

====039==== SVD DRAGNOV

ATK: 70 HIT: 70

7.62mm x 3 REA: 0

FUNCTION Equip Card. Free Aim. HIT% Decrease when enemy is 8 blocks or more away.

ADDITIONAL EFFECT Knock Back.

====040==== XM16E

9 - MGS3 PACK

ATK: 40 HIT: 50

5.56mm x 5 REA: 20

FUNCTION Equip Card. Free Aim. HIT% Decreases when enemy is 4 blocks or more away.

ADDITIONAL EFFECT Destroys enemy equipment.

====041==== MOSIN NAGANT

8 - MGS3 PACK

ATK: 250 HIT: 60

7.62mm x 1 REA: 0

FUNCTION Equip Card. Free Aim. HIT% Decreases when enemy is 9 blocks or more away.

ADDITIONAL EFFECT Against Armor

====042==== C3

6 - MGS3 PACK

ATK: 250

FUNCTION 3x3 Block attack. Detonated with the TIMER CARD.

====043==== M15 FLAME GRENADE

8 - MGS3 PACK

ATK: 160

FUNCTION Explodes 8 Cost later.

ADDITIONAL EFFECT Fire

====044==== * RPG7 *

8 - MGS3 PACK

ATK:170

FUNCTION Free Aim. Can be used against both machines and humans.
ADDITIONAL EFFECT Against Armor

====045==== QUICK DRAW

4 - MGS1 PACK

ATK: minus 5 HIT: minus 20

FUNCTION Used with an equipped weapon. The Cost of using the weapon becomes 0. Effect disappears at the next turn or after used twice.

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===== CONFINEMENT

5 - MGS1 PACK

FUNCTION Used with an equipped weapon. Every Hit adds 1 Cost to the enemy.

====047==== CONCENTRATION

4 - MGS1 PACK

FUNCTION Used with an equipped weapon. Hit +40%. Cost for using it +4.

====048==== EQUIPEMENT LV.2

7 - MGS1 PACK

FUNCTION 4 equip slots become available. Effect continues for entire stage unless cancelled with special cards.

====049==== ACTION +

6 - MGS1 PACK

FUNCTION Increases the number of ACTIONS you can take per turn by 1 (Maximum 4)

====050==== MARINES

4 - MGS2 PACK

FUNCTION Move Card. Move 4 Blocks.

====051==== NAVY SEALS

4 - MGS2 PACK

FUNCTION Move Card. Move 4 Blocks.

====052==== AIM

4 - MGS2 PACK

FUNCTION Used with an equipped weapon. HIT+20%.

====053==== BODY SHOT

12 - MGS2 PACK

FUNCTION Used with an equipped weapon. If Hit, enemy HP halved.

====054==== QUICK AIM

8 - MGS2 PACK

FUNCTION Used with equipped weapon. Each hit adds 2 cost to the enemy

====055==== * SHOOT TWICE *

12 - MGS 2 PACK

FUNCTION Used with an equipped weapon. Number of bullets you shoot that weapon is doubled. That means 2x attack.

====056==== STOP COUNTER

4 - MGS2 PACK

FUNCTION Used with an equipped weapon. Enemy counter attack not allowed.

====057==== SPIN KICK

7 - MGS2 PACK

ATK: 60

FUNCTION Area Attack 4 blocks directly around the user.
ADDITIONAL EFECT Knock Back.

====058==== HIGH VOLTAGE BLADE

5 - MGS2 PACK

ATK: 100

FUNCTION Used against target next to you.

====059==== DEMOCRACY/REPUBLIC BLADE

6 - MGS2 PACK

ATK: 90

FUNCTION Used against target next to you.
ADDITIONAL EFFECT Break enemy equipment. Bleeding.

====060==== BREIFING

5 - MGS2 PACK

FUNCTION Draws 6 new cards into you current 'HAND'.

====061==== EQUIPMENT LV.3

15 - MGS2 PACK

FUNCTION Makes 9 Blocks available in the equipment slot. Only be used after Equipement Lv.2.

====062==== ACTION ++

15 - MGS2 PACK

FUNCTION Increases the number of ACTIONS you can take per turn by 2
(Max 4)

====063==== KNOCK BACK

5 - MGS1 PACK

FUNCTION Used with an equipped weapon.

ADDITIONAL EFFECT Knock Back

====064==== HEADSHOT

8 - MGS2 PACK

FUNCTION Used with an equipped weapon. Hit -30%.

ADDITIONAL EFFECT Instant Kill

====065==== HOLD UP

6 - MGS2 PACK

FUNCTION Used directly behind the target. Target equipment level decreased by 1 level.

====066==== DOUBLE ACTION (DOUBLE COST)

5 - MGS2 PACK

FUNCTION Rest x 2. This means the number of ACTIONS you can take (indicated on the top centre of the play screen) is doubled. The Cost of each card in your 'HAND' is also doubled. Effect only takes place in the present turn.

====067==== AID MATERIAL

4 - MGS2 PACK

FUNCTION Changes one card out of 6 in Ally's current 'HAND'.

====068==== DOUBLE ACTION

12 - MGS3 PACK

FUNCTION Rest x 2. This means the number of ACTIONS you can take (indicated on the top centre of the play screen) is doubled.

====069==== SURVIVAL KNIFE

4 - MGS3 PACK

ATK: 60 x 6

FUNCTION Use Card. Target directly next to you

ADDITIONAL EFFECT Bleeding

====070==== NECK CHOKE

7 - MGS3 PACK

FUNCTION Used directly behind the target

ADDITIONAL EFFECT Unconscious

====071==== HIT ONE BODY

7 - MGS3 PACK

FUNCTION Used with an equipped weapon. The Area Attack becomes a single Target attack

====072==== HIP SHOT

4 - MGS3 PACK

FUNCTION Used with equipped weapon. Hit-20%, Cost - 5. Effective until next turn or used once

====073==== TURN AGAIN

12 - MGS3 PACK

FUNCTION The next turn becomes the users turn again

====074==== SCOPE

5 - MGS1 PACK

FUNCTION Equip Card. Distance of 3 Blocks or more away from the user HIT+30%

====075==== BODY ARMOR

5 - MGS1 PACK

REA:50

FUNCTION Equip Card. Damage - 50

====076==== CARD LV.1

4 - MGS1 PACK

FUNCTION Opens security level 1 doors

====077==== CARDBOARD BOX A

4 - MGS1 PACK

FUNCTION Equip Card.

====078==== MINE DETECTOR

4 - MGS1 PACK

FUNCTION Detects Mines. Effect lasts for 99 Cost.

====079==== RATION

4 - MGS1 PACK

FUNCTION Use Card. Life + 150.

====080==== SINGLE SURVIVAL KIT

6 - MGS1 PACK

FUNCTION Ally's Life + 100

====081==== STEALTH CAMOFLAUGE

5 - MGS2 PACK

FUNCTION Equip to Use. Cannot be seen by the enemy. Effect lasts for 20 Cost.

====082==== ENEMY UNIFORM (RED)

8 - MGS2 PACK

FUNCTION Equip to Use. Used to disguise yourself as the enemy in one specific stage in the game

ADDITIONAL EFFECT Damage from front - 50. Damage from back -80.

====083==== ENEMY UNIFORM (BLUE)

8 - MGS2 PACK

FUNCTION Equip to Use. Used to disguise yourself as the enemy in one specific stage in the game

ADDITIONAL EFFECT Damage from front - 80

====084==== ENEMY UNIFORM (GREEN)

8- MGS2 PACK

FUNCTION Equip to Use. Used to disguise yourself as the enemy in one specific stage in the game

ADDITIONAL EFFECT Damage from back -100

====085==== SECURITY CARD LV.2

4 - MGS2 PACK

FUNCTION Opens security level 2 doors

====086==== CARDBOARD BOX B

4 - MGS2 PACK

FUNCTION Equip to Use

====087==== WIRELESS DETONATOR

5 - MGS2 PACK

FUNCTION Sets off all placed explosives (All explosives that can be used by a detonator)

====088==== BANDAGE - 4 - MGS2 PACK

FUNCTION Stops bleeding

====089==== SINGLE EMERGENCY KIT

6 - MGS2 PACK

FUNCTION Cures OUT OF ACTION Status of Ally. Life +10

====090==== SURVIVAL KIT

9 - MGS2 PACK

FUNCTION Ally Life + 200

====091==== EMERGENCY BOX

9 - MGS2 PACK

FUNCTION Cures OUT OF ACTION Status of Ally and recovers life to MAX.

====092==== MAGAZINE

5 - MGS2 PACK

FUNCTION Use Card. When spotted, enemies will run to the magazine and look at it. His movement stops there and their cost is increased

====093==== GREAT MAGAZINE

5 - MGS2 PACK

FUNCTION Use Card. When spotted, enemies will run to the magazine and look at it. His movement stops there and their cost is greatly increased

====094==== PHASE DOWN

5 - MGS2 PACK

FUNCTION Alert status is decreased by one level. (Example: ALERT decreases to EVASION, EVASION decrease to CAUTION)

====095==== TIMER

4 - MGS2 PACK

FUNCTION Use Card. All set explosives detonate after 10 Cost.
(All explosives that can be used with a detonator)

====096==== THERMAL GOGGLES

4 - CHRONICLE PACK

FUNCTION Displays Infra-Red Rays. Can be used for 40 Cost

====097==== CARDBOARD BOX C

4 - CHRONICLE PACK

FUNCTION Equip to Use

====098==== CERAMIC ARMOR

6 - CHRONICLE PACK

REA: 80

FUNCTION Damage -80

====099==== BOMB BLAST SUIT

REA: 100

FUNCTION Equip Card. Damage -100
ADDITIONAL EFFECT Prevents Fire

====100==== C RATION B1 UNIT

4 - CHRONICLE PACK

FUNCTION User's life recovers 200

====101==== C RATION B2 UNIT

5 - CHRONICLE PACK

FUNCTION User's life recovers 250

====102==== C RATION B3 UNIT

6 - CHRONICLE PACK

FUNCTION User's life recovers 300

====103==== BIRUDA BED

8 - CHRONICLE PACK

FUNCTION Cannot attack when used. Life regenerates 50 each turn.

====104==== MR. GIJIN

12 - CHRONICLE PACK

FUNCTION All Ally's attacks +30 until end of stage. At Mission Complete, awarded points is halved.
Cannot be used with BIG BOSS Card

====105==== DARK RON
11 - CHRONICLE PACK

FUNCTION Damage recieved by the user reduced to 0 for 3 turns. 3
turns later users life becomes 1

====106==== SUN BANK
11 - CHRONICLE PACK

FUNCTION Damage recieved by the user become 10 for 3 turns. 3 turns
later, full recovery

====107==== CARDBOARD BOX D
4 - MGS3 PACK

FUNCTION Equip to use

====108==== STRAP
12 - MGS3 PACK

FUNCTION Users life recovers 400

====109==== BACNDAGE DX
6 - MGS3 PACK

FUNCTION Stops bleeding and recovers user's life 100

====110==== FRONT DODGE LV.1
4 - MGS1 PACK

REA:50

FUNCTION Equip Card. Dodges attack from the front

====111==== BACK DODGE LV.1
4 - MGS1 PACK

REA 50

FUNCTION Equip Card. Dodges attack from the back

====112==== ALL DODGE LV.1
10 - MGS1 PACK

REA 50

Function Equip Card. Dodges attacks from any direction

====113==== ENDURE
7 - MGS1 PACK

REA 60

FUNCTION Equip Card. Damage from bullets - 5

====114==== HANGING
4 - MGS2 PACK

FUNCTION Equip to use. Hanging off certain areas becomes possible.

Can be used for 30 cost

====115==== SINGLE EMERGENCY SET

4 - MGS1 PACK

FUNCTION Ally's Life recovers 200. Ally must be next to the user

====116==== COST -4

0 - MGS1 PACK

FUNCTION Use Card. Cost - 4.

====117==== ALLY COST -4

6 - MGS1 PACK

FUNCTION Use Card. Ally's Cost - 4.

====118==== FRONT DODGE LV.2

5 - MGS2 PACK

REA: 75

FUNCTION Equip Card. Dodges attacks from front

====119==== BACK DODGE LV.2

5 - MGS2 PACK

REA: 75

FUNCTION Equip Card. Dodges attacks from back

====120==== ALL DODGE LV.2

12 - MGS2 PACK

REA: 75

FUNCTION Equip Card. Dodges attacks from any direction

====121==== CLIMB WALLS

4 - MGS2 PACK

FUNCTION Equip to use. Disappears after 40 Cost

====122==== SELF SACRAFICE

8 - MGS2 PACK

FUNCTION User's life -50, Ally +100

====123==== EMERGENCY BLOOD TRANSFER

8 - MGS2 PACK

Function User's life +100, Ally -50

====124==== EMERGENCY SET

6 - MGS2 PACK

Function Ally's life +300. User must be standing next to Ally

====125==== COST -8

0 - MGS2 PACK

Function Use Card. Cost - 8

====126==== ALLY COST - 8

0 - MGS2 CARD

FUNCTION Use Card. Ally cost - 8.

====127==== NO NOISE

5 - MGS2 PACK

FUNCTION Equip to Use. No noise is made for 30 Cost

====128==== HAND GRIP

4 - MGS2 PACK

FUNCTION Increases the remaining cost of the HANGING CARD

====129==== STOP REACTION

7 - MGS3 PACK

FUNCTION Equip to use. Stops reaction for 20 cost

====130==== FRONT DODGE LV.3

6 - MGS3 PACK

REA: 100

FUNCTION Equip Card. Dodges attacks from front

====131==== BACK DODGE LV.3

6 - MGS3 PACK

REA: 100

FUNCTION Equip Card. Dodges attacks from back

====132==== ALL DODGE LV.3

14 - MGS3 PACK

FUNCTION Equip Card. Dodges attacks from any direction

====133==== COST - 12

0 - MGS3 PACK

FUNCTION Use Card. User Cost - 12

====134==== ALLY COST - 12

10 - MGS3 PACK

FUNCTION Use Card. Ally Cost - 12

====135==== GENOME SOLDIER

4 - MGS1 PACK

FUNCTION Move Card. Move 4 Blocks

====136==== * LIQUID SNAKE *

4 - MGS1 PACK

FUNCTION Equip to Use. All surrounding equipped weapons' ATK, HIT,
REA +40. After 20 Cost, cannot attack

====137=== ROY CAMPBELL

5 - MGS1 PACK

ATK: 150

FUNCTION Use Card. 5x5 Attack of all targets in the area

====138=== OTACON

6 - MGS1 PACK

FUNCTION Use Card. Against armor, ATK+10, HIT+10

====139=== SNIPER WOLF

5 - MGS1 PACK

FUNCTION Use with equipped weapon

====140=== VULCAN RAVEN

8 - MGS1 PACK

FUNCTION Single target Attack becomes a 3x3 Area Attack

====141=== * METAL GEAR REX *

30 - MGS1 PACK

ATK: 200

FUNCTION Use card. 5x5 area attack on all targets

====142=== CYBORG NINJA

6 - MGS1 PACK

ATK: 50

FUNCTION Use Card. Hits any target on the map.

====143=== PSYCHO MANTIS

8 - MGS1 PACK

FUNCTION Hypnotises any target on the map. The enemy will have a
question mark above his head. In that state, you can walk right
in front of him and he won't do anything. Effect does not last
for the entire stage

====144=== MEI LING

10 - MGS1 PACK

FUNCTION Ally's interference x2. Effect takes place for 30 cost

====145=== * GENORA *

5 - MGS1 PACK

FUNCTION All enemy (human targets) on the map becomes unconscious

====146=== * SNAKE * (MGS1)

6 - MGS1 PACK

FUNCTION User life +500

====147==== NAOMI HUNTER

5 - MGS1 PACK

FUNCTION Every 5 Cost Life + 10. Effective until 200 Life in total recovers

====148==== MERYL SILVERBURGH

4 - MGS1 PACK

FUNCTION User's cost is 1/2

====149==== GURLUKOVICH PRIVATE SOLDIERS

4 - MGS2 PACK

FUNCTION Move Card. Move 5 Blocks

====150==== REVOLVER OCELOT

4 - MGS1 PACK

FUNCTION For 20 Cost, User's shooting attack costs become 2. During effect, close combat (eg. Punch) not allowed

====151==== EMMA EMMERICH

8 - MGS2 PACK

FUNCTION Equip to Use. User dodges all attacks against them until next turn. If used, all equipped cards will be destroyed. Active until next turn

====152==== * FORTUNE *

10 - MGS2 PACK

FUNCTION Use Card. Dodges 20 Shots from enemies. Effective until 20 shots are dodged

====153==== VAMP

6 - MGS2 PACK

FUNCTION Half of damaged dealt by user added to user's life

====154==== SNAKE (MGS2)

4 - MGS2 PACK

FUNCTION Equip to use. User can hang off certain areas for 90 cost

====155==== IROQUOIS PLISKIN

4 - MGS2 PACK

FUNCTION Equip to use. Can see Infra-Red rays

====156==== SOLIDUS SNAKE

8 - MGS2 PACK

ATK: 50 x 4

FUNCTION Use Card. Attacks target next to user

====157==== * METAL GEAR RAY *

30 - MGS2 PACK

1x5 ATK: 250

FUNCTION Use Card. Attacks all targets in a straight line (5 blocks) in front of user

====158==== JENNIFER

5 - MGS2 PACK

FUNCTION When user suffers a COST ADDING ATTACK, the cost gets transferred to 10 damage. Effective until next turn

====159==== OLGA GURLUKOVICH

4 - MGS2 PACK

FUNCTION User changes 3 Cards out of the 6 in their current 'HAND'

====160==== JOHNNY

5 - MGS2 PACK

FUNCTION Changes all 6 cards in user's current 'HAND'

====161==== RAIDEN

4 - MGS2 PACK

FUNCTION Summersault 3 blocks past 3 blocks directly in front of you. Between the 3 Blocks, you can charge through enemies and even jump through spaces

====162==== GORURUGON

4 - MGS2 PACK

FUNCTION Use Card. Increases all human enemies cost by 15

====163==== GREY FOX

5 - CHRONICLE PACK

FUNCTION Equip with a CQC attack. ATK + 20, HIT + 5. Effective until next turn

====164==== SNAKE (MG)

6 - CHRONICLE PACK

FUNCTION Infinte Ammo. Any Equip type weapons used gets returned directly to user's 'HAND'. Effective for 30 cost

====165==== * BIG BOSS *

5 - CHRONICLE PACK

FUNCTION Mission complete points are doubled (Only Used by Snake)

====166==== MACHINE GUN KID

4 - CHRONICLE PACK

FUNCTION Used with any equipped Assault or SMG Bullet weapon. Allows that type of weapon to fire

====167==== FIRE TROOPER

6 - CHRONICLE PACK

ATK: 100 HIT: 90

FUNCTION Use Card. Area attack.
ADDITIONAL EFFECT Fire

====168==== * METAL GEAR *
20 - CHRONICLE PACK

FUNCTION All targets suffer ATK:30 damage
ADDITIONAL EFFECT Bleeding

====169==== RUNNING MAN
4 - CHRONICLE PACK

FUNCTION Move Card. Move 8 Blocks

====170==== SNAKE (MG2)
7 - CHRONICLE PACK

FUNCTION User's MAX Life +100. Effective until reaction of the card
is triggered

====171==== CHRIS JENNA
5 - CHRONICLE PACK

FUNCTION Any Knock Back attack recieved by the user becomes 20
damage instead

====172==== MARIONETT
4 - CHRONICLE PACK

FUNCTION In the dark, Visible distance is doubled. Effective for
40 cost

====173==== VIPER
6 - CHRONCILE PACK

FUNCTION Use with an equipped weapon. The target of your attack has
one Assault rifle in his equipment destroyed

====174==== PYRO BAISON
8 - CHRONICLE PACK

ATK: 120 HIT: 70

FUNCTION Use Card. Area Attack
ADDITIONAL EFFECT Fire

====175==== * METAL GEAR GANDA *
30 - CHRONICLE PACK

ATK:100

FUNCTION Use card. Random 5 hits against all targets on the map

====176==== IDEA SPY 2.5
7 - CHRONICLE PACK

FUNCTION For 5 turns, all cards' cost is halved

====177==== GILLIAN
6 - CHRONICLE PACK

HIT: 100

FUNCTION Use with an equipped weapon. Weapon's hit rate becomes 100%.
Effective until next turn

====178==== MIKA SUREITON
5 - CHRONICLE PACK

FUNCTION User has 2 cards in 'HAND' destroyed. Ally changes
3 cards in their 'HAND'

====179==== METAL GEAR MK-II
4 - CHRONICLE PACK

FUNCTION Sorts all cards in 'HAND' from the left hand side,
starting from SUPPORT, ACTION, ITEM, CHARACTER, to WEAPON

====180==== JONATHAN INGRAM
0 - CHRONICLE PACK

FUNCTION User's cost - 20

====181==== TONY REDWOOD
10 - CHRONICLE PACK

FUNCTION All targets HIT rate becomes 100% for 3 turns

====182==== KAREN
5 - CHRONICLE PACK

FUNCTION ALLY's 'HAND' has 2 cards destroyed and user changes
3 cards

====183==== ED BROWN (GUN PHOBIA)
15 - CHRONICLE PACK

FUNCTION For 5 turns, all target's cannot make reactions
(eg. Counter Attacks)

====184==== * JEFFTI *
8 - CHRONICLE PACK

FUNCTION All targets Equipment is destroyed
(Returned to initial stage).

====185==== ADA
8 - CHRONICLE PACK

FUNCTION For 3 turns, using any cards to Move becomes 1 Cost

====186==== GRU SOLDIER
5 - MGS3 PACK

FUNCTION Move Card. Move 5 Blocks

====187==== OCELOT SQUAD

4 - MGS3

FUNCTION Move Card. Move 6 Blocks

====188==== MAJOR ZERO (ACTIVE SONAR)

5 - MGS3 PACK

FUNCTION In the dark, all enemies on the map are displayed for 5 turns

====189==== COLNEL VOLGIN

7 - MGS3 PACK

FUNCTION Used with an equipped weapon. Destroys 1 Hand gun card of the target when you shoot with said equipped weapon

====190==== SOKOLOV

7 - MGS3 PACK

FUNCTION Used with equipped weapon. Against Armor, ATK +10

====191==== NAKED SNAKE

13 - MGS3 PACK

FUNCTION Used with an equipped CQC Card. Triggers random CQC attack (includes throat slit)

====192==== * THE BOSS * - 18 - MGS3 PACK

FUNCTION Used with an equipped CQC Card. Triggers random CQC attack (includes throat slit)

====193==== THE FURY

9 - MGS3 PACK

ATK:140 HIT: 80

FUNCTION Use Card. Area attack

====194==== * SHAGOHOD *

20 - MGS3 PACK

ATK: 120

FUNCTION 10x10 Area attack on all targets within the area

====195==== OCELOT

8 - MGS3 PACK

FUNCTION Use Card. Can be used against any human target on the map. Stops all attacks (excluding punch) of the target for 30 turns.

====196==== EVA

6 - MGS3 PACK

FUNCTION For 30 cost, any target within 3 blocks from user has close quarters attack disabled (eg. they can't punch you)

====197==== GRANIN

0 - MGS3 PACK

FUNCTION Turns users current cost to 15

====198=== SNEAKING SUIT

8 - MGS1 PACK

REA: 100

FUNCTION Equip to Use. Damage from bullets -5. Only used by Snake

====199=== XM8

8 - MGS3 PACK

ATK:50 HIT:60

5.56mm x 6 REA: 70

FUNTION Equip Card. When used to move, user may move 6 blocks

ADDITIONAL EFFECT Random effects on enemy

(sleep, fire, bleeding, etc)

====200===

====201===

====202===

====203=== MODEL CARDS

====204=== STINGER (MGS2)

10 - MGS2 PACK

ATK:180

FUNCTION Use Card. May be used against machine type targets only

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END OF FULL CARD LIST

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(B) FAQs (Suspected to be FAQs at least)

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Q1. What are the numbers in the columns next to your character?

A.

- The first one is how many cards you have at your disposal right now.

- The second one is your Cost. When it's your turn, you start at 0 (except for the deck reload, then you start at 10, but forget that bit for now). Each time you use a card, the number on the top right of your card gets added to your total cost. In short, the higher the number, the longer it is until your next turn.

- The third is your number in the Queue. If it's 1, your turn is up. For instance, if your cost is lower than all other targets on the map (eg. 2) and all the guards have their cost at 12, then your turn is going to come sooner than theirs. You can check the status of everyone by pressing the trianlge button at your turn.

Q2. What is all this Equip Cards and Equip to Use cards?

A.

- Equip Cards are usually weapons. If they have a REA (Reaction) percentage, that means when you get hit, there will be a chance of counter attack. Now you can also fire these weapons at your own will if you have either:

(A) Another identical card in your deck

(B) Another Equip type weapon card that uses the same bullets

(C) A special card (Such as Machine Gun Kid) that allows you to fire that kind of weapon.

-Use Cards can be Weapons, Item cards or anything. For example, SOCOM is a Use Card. Well at least I call it a USE Card since you don't need to equip it and wait for another card to show up to use it. You Use it straight away.

- Equip to Use cards are ones that also take effect immediately but you must equip them and take space in the equipment slot. Some stay for the entire stage. Some take effect until a certain condition has been met.

- Use with equipped weapon are usually support cards that only work if you fit it with a weapon that has already been equipped.

Q3. Any special or easier way to get some of the rarer cards?

A. Yes, but only for a handful. Passwords. One of the passwords I got from MGS3. The 4 Model Cards I mentioned seem to be only available through the passwords. Unfortunately, there are only a handful of passwords (as of yet) for cards and those cards aren't all that hard to come by through the card shop.

The good news of course, is that there is no particular crazy or special requirement to hit to access all the cards in the game. Just fly to your card shop today.

Q4. What is this mysterious 'HAND' you keep talking about?

A. For lack of a better word, that's the selection of 6 cards you get to use from your deck each turn.

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(C) LAST BIT
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I hope this FAQ has helped some of you out. I may have skipped over some cards or left out some info. If it's really bugging you, then send me an e-mail (its at the bottom of the page).

I Don't know about all the legal stuff but use this FAQ any way you like unless you are making millions of dollars with this. In that case, send me an amount too. If anyone breaks a leg or anything due to this FAQ, Im not responsible.

Ok guys, I hope this FAQ proved useful to you.

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