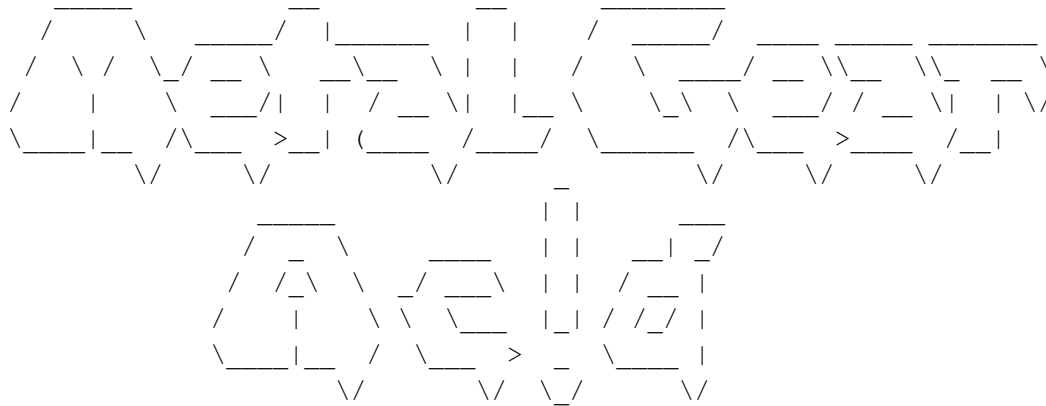


Metal Gear Acid Card Database Final

by A l e x

Updated on Jul 15, 2007



```

| ~~~~~ |
| Author: A l e x |
| Began: April 22nd, 2005 |
| Completed: April 27th, 2005 |
| ~~~~~ |

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O=====O

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O=====O
| Card Database (000) |
O=====O

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```

O=====O
| NO. | NAME (0A0) | Cost | CTGR | PACK |
O=====O
| 001 | SOCOM | 5 | WPN | MGS1 |
O-----O-----O-----O-----O
| Handgun: USE type |
| ATK:10 HIT:90% |
| Ammo:CAL45X4 |
| HIT % decrease at: 2 blocks |
| Notes: Suppressor equipped |
| (silenced); Knocks target down. |

```

```

-----o
| U.S. Special Operations Command |
| (SOCOM). |
| The standard-issue handgun used by |
| special forces under your command |
-----o

```

```

=====o=====
| NO. | NAME | Cost | CTGR | PACK |
=====o=====
| 002 | FAMAS | 6 | WPN | MGS1 |
-----o-----o-----o-----o

```

```

| Assault Rifle: USE type |
| ATK:20 HIT:75% |
| Ammo:5.56mmX6 |
| HIT % decrease at: 4 blocks |
| Notes: Critical hit adds 1 COST |
| to target |
-----o-----o-----o-----o

```

```

| The name FAMAS is derived from the |
| French for "Assault Rifle by |
| St-Etienne Arms Factory." |
| Its appearance has earned it the |
| nickname "Clarion" (trumpet). |
-----o-----o-----o-----o

```

```

=====o=====
| NO. | NAME | Cost | CTGR | PACK |
=====o=====
| 003 | C4 | 5 | WPN | MGS1 |
-----o-----o-----o-----o

```

```

| Bomb: Anti-armor |
| ATK160 |
| Triggered by detonator, timer, |
| or hit by gunshot. |
| Area of effect: 3X3 |
-----o-----o-----o-----o

```

```

| [Attack Area] |
| O O O O O |
| O X X X O |
| O X * X O |
| O X X X O |
| O O O O O |
-----o-----o-----o-----o

```

```

| Also known as plastic explosive. |
| It is soft, like clay, and can be |
| molded into different shapes |
| for a variety of purposes. |
| Official name: Composition C-4 |
-----o-----o-----o-----o

```

```

=====o=====
| NO. | NAME | Cost | CTGR | PACK |
=====o=====
| 004 | Desert Eagle | 10 | WPN | MGS1 |
-----o-----o-----o-----o

```

```

| Handgun: USE type |
| ATK:- HIT:50% |
| Ammo:CAL50X1 |
| HIT % decrease at: 2 blocks |
-----o-----o-----o-----o

```

| Notes: Hit reduces target's
| LIFE by 1/2

| The world's most popular
| large-calibur handgun.
| Weight: 1.75 kg. Length: 260 mm.
| Can take ammo of three different
| calibers.
Known as the "hand cannon."

=====
| NO. | NAME | Cost | CTGR | PACK |
=====

| 005 | Grenade | 7 | WPN | MGS1 |

| Hand Grenade:
| Anti-armor, USE type
| ATK:120
| Detonates 8 COST after use
| Area of effect: 3X3
| Detonates upon hit by gunshot

| [Attack Area]
| O O O O O
| O X X X O
| O X * X O
| O X X X O
O O O O O

| An anti-personnel fragmentation
| grenade. When the safety pin is
| pulled to release the lever,
| the percussion cap creates a spark
| and ignites the chemical delay.
Once the burn reaches the detonator,
the grenade explodes, sending
shrapnel flying in all directions.

=====
| NO. | NAME | Cost | CTGR | PACK |
=====

| 006 | Stun Grenade | 5 | WPN | MGS1 |

| Hand grenade: USE type
| Adds FAINT
| in a 3X3 area.
| Detonates 5 COST after use.
| Detonates upon hit by gunshot.

| [Attack Area]
| O O O O O
| O X X X O
| O X * X O
| O X X X O
O O O O O

| A special flash-bang type grenade.

| The grenade itself does not inflict |
 | physical damage, but the powerful |
 | flash and loud bang it produces |
 | causes enemies to lose their sense of |
 | direction and capacity to think |
 o-----o
 | for a limited time. |
 o-----o

O=====O
 | NO. | NAME | Cost | CTGR | PACK |
 O-----O
 | 007 | Chaff Grenade | 5 | WPN | MGS1 |
 o-----o
 | Hand grenade: USE type |
 | Detonates 5 COST after use. |
 | Renders electronic devices inoperative |
 | for 30 COST after detonation. |
 | Detonates upon hit by gunshot. |
 o-----o
 | An electronic jamming grenade. |
 | Scatters tiny metal fragments into |
 | the air, rendering electronic devices |
 | inoperative for a limited time. |
 o-----o

O=====O
 | NO. | NAME | Cost | CTGR | PACK |
 O-----O
 | 008 | Stinger (MGS1) | 10 | WPN | MGS1 |
 o-----o
 | Missile: Anti-armor, USE type |
 | ATK: 180 |
 | Locks on to machines only. |
 o-----o
 | A low-altitude surface-to-air missile |
 | that can be carried and fired by a |
 | single person. Equipped with a device |
 | that distinguishes between friend and |
 | foe. The infrared seeker on the tip |
 | of the missile allows it to attack |
 o-----o
 | its target from any direction. |
 o-----o

O=====O
 | NO. | NAME | Cost | CTGR | PACK |
 O-----O
 | 009 | USP | 6 | WPN | MGS2 |
 o-----o
 | Handgun:EQUIP type |
 | ATK:20 HIT:80% |
 | Ammo:CAL45X4 REA:30% |
 | HIT % decrease at: 2 blocks |
 | Notes: Critical hit destroys target's |
 | EQUIPMENT |
 o-----o
 | After EQUIPPING, load with |
 | ammunition and fire (EQUIP type). |
 o-----o

| A handgun adopted for standard use |
| by the German army in 1995. The |
| barrel and slide are made of steel, |
| while the clip frame and magazine |
| are plastic. |

o-----o

o=====o=====o=====o=====o

NO.	NAME	Cost	CTGR	PACK
010	Makarov	6	WPN	MGS2

o-----o-----o-----o-----o

| Handgun:EQUIP type |
| ATK:15 HIT:80% |
| Ammo:9mmX4 REA:10% |
| HIT % decrease at: 2 blocks |
| After EQUIPPING, load with |
| ammunition and fire (EQUIP type). |

o-----o

| A Soviet-era small handgun still in |
| use by the Russian army. |
| Its name is derived from its |
| designer, N.F. Makarov. |

o-----o

o=====o=====o=====o=====o

NO.	NAME	Cost	CTGR	PACK
011	AKS74u	7	WPN	MGS2

o-----o-----o-----o-----o

| Assault Rifle:EQUIP type |
| Atk:5 HIT:70% |
| Ammo:5.45mmX10 REA:30% |
| HIT % decrease at: 2 blocks |
| After EQUIPPING, load with |
| ammunition and fire (EQUIP type) |

o-----o

| Notes: Suppressor equipped (silenced) |

o-----o

| An assault carbine. |
| Equipped with a short barrel and a |
| metal shoulder stock that folds into |
| the side. |
| Favored by paratroopers and special |
| forces for its foldability, which |

o-----o

| makes it short and easy to carry. |

o-----o

o=====o=====o=====o=====o

NO.	NAME	Cost	CTGR	PACK
012	M4	7	WPN	MGS2

o-----o-----o-----o-----o

| Assault Rifle:EQUIP type |
| ATK:10 HIT:80% |
| Ammo:5.56mmX8 REA:60% |
| HIT % decrease at: 4 blocks |
| Notes: + 10% HIT vs. targets |
| below user. |

 | After EQUIPPING, load with |
ammunition and fire (EQUIP type).
The assault carbine was developed
on behalf of the U.S. Department of
Defense for use in counterterrorism
operations.
Can easily be fitted with various
types of optical sights, adapting it

 | for use in a wide variety of |
settings.

=====O
 | NO. | NAME | Cost | CTGR | PACK |
 =====O
 | 013 | PSG-1 | 7 | WPN | MGS2 |
 -----O
 | Sniper Rifle:EQUIP type |
 | ATK:60 HIT:90% |
 | Ammo:7.62mmX2 REA:0% |
 | HIT % decrease at: 10 blocks |
 | After EQUIPPING, load with |
 | ammunition and fire (EQUIP type). |
 -----O

| This high-performance semiautomatic |
 | sniper rifle was developed for |
 | counterterrorism units. |
 | It uses high-precision parts that |
 | help offset the loss in firing |
 | accuracy in automatic mode. |
 -----O

| This also makes it extremely |
 | expensive. |
 -----O

=====O
 | NO. | NAME | Cost | CTGR | PACK |
 =====O
 | 014 | M9 | 7 | WPN | MGS2 |
 -----O

| Handgun:EQUIP type |
 | ATK:0 HIT:60% |
 | Ammo:9mmX2 REA:10% |
 | HIT % decrease at: 2 blocks |
 | Notes: Critical hit puts target to SLEEP. |
 | After EQUIPPING, load with |
 -----O

| ammunition and fire (EQUIP type). |
 -----O

| A sample tranquilizer gun created by |
 | modifying the barrel of the M92F. |
 | Equipped with a suppressor. |
 | M9 is the official designation for |
 | the U.S. military version of the |
 | Baretta M92F. The M92F and M92FS |
 -----O

are used by many national

| militaries and police forces around |
| the world. |

o-----o

o=====o=====o=====o=====o

| NO. | NAME | Cost | CTGR | PACK |

o=====o=====o=====o=====o

| 015 | USP (Laser.S) | 8 | WPN | MGS2 |

o-----o-----o-----o-----o

| Handgun:EQUIP type |

| ATK:20 HIT:90% |

| Ammo:CAL45X4 REA:30% |

| HIT % decrease at: 2 blocks |

| Notes: Free attack; critical hit destroys |

| target's EQUIPMENT. |

o-----o

| After EQUIPPING, load with |

| ammunition, select location, |

| and fire (EQUIP type). |

o-----o

| A USP equipped with a laser sight. |

o-----o

o=====o=====o=====o=====o

| NO. | NAME | Cost | CTGR | PACK |

o=====o=====o=====o=====o

| 016 | AKS74u (Laser.S) | 7 | WPN | MGS2 |

o-----o-----o-----o-----o

| Assault Rifle:EQUIP type |

| ATK:5 HIT:70% |

| Ammo:5.45mmX10 REA:70% |

| HIT % decrease at: 3 blocks |

| Notes: Free attack; |

| Suppressor equipped (silenced) |

o-----o

| After EQUIPPING, load with |

| ammunition, select location, |

| and fire (EQUIP type). |

o-----o

| An AKS74u equipped with a laser |

| sight. |

o-----o

o=====o=====o=====o=====o

| NO. | NAME | Cost | CTGR | PACK |

o=====o=====o=====o=====o

| 017 | M4 (Laser.S) | 4 | WPN | MGS2 |

o-----o-----o-----o-----o

| Assault Rifle:EQUIP type |

| ATK:10 HIT:90% |

| Ammo:5.56mmX8 REA:40% |

| HIT % decrease at: 4 blocks |

| Notes: Free attack; + 10% HIT vs. |

| targets below user |

o-----o

| After EQUIPPING, load with |

| ammunition, select location, |

| and fire (EQUIP type). |

o-----o

| An M4 carbine equipped with a laser |

| sight. |
o-----o

o=====o=====o=====o=====o

NO.	NAME	Cost	CTGR	PACK
018	Colt S.A.A.	7	WPN	MGS2

| Handgun:EQUIP type |
| ATK:30 HIT:75% |
| Ammo:CAL45X3 REA:50% |
| HIT % decrease at: 2 blocks |
| Notes: Critical hit makes target BLEED. |
| After EQUIPPING, load with |

| ammunition, select locations, |
| and fire (EQUIP type). |

| SAA stands for "Single Action Army." |
| Beginning in 1892, it was the |
| standard-issue sidearm of the U.S. |
| Army for 20 years. |
| It is also a familiar favorite of |
| Western fans. |

| Nicknamed the "Peacemaker." |

o=====o=====o=====o=====o

NO.	NAME	Cost	CTGR	PACK
019	P90	7	WPN	MGS2

| Submachine Gun:EQUIP type |
| ATK:70 HIT:100% |
| Ammo:5.7mmX2 REA:80% |
| HIT % decrease at: 3 blocks |
| Notes: Area attack; |
| Knocks target down |

| After EQUIPPING, load with |
| ammunition and fire (EQUIP type). |

| [Attack Area] |
| O O O O O |
| O O O O O |
| O X X X O |
| O O X O O |
| O O V O O |

| A submachine gun that fires small |
| rounds at high muzzle velocity for |
| excellent piercing power. |
| However, its use of proprietary |
| ammunition makes it quite costly. |

o=====o=====o=====o=====o

NO.	NAME	Cost	CTGR	PACK
-----	------	------	------	------


```

O-----O-----O-----O-----O-----O-----O
| Missile: Anti-armor, USE type |
| ATK:100 |
| After firing, user enters missile |
| control mode. |
| Can move 5 blocks/turn |

```

```

O-----O-----O-----O-----O-----O-----O
| A remote-controlled missile. |
| The internal camera in the missile's |
| warhead allows for two-directional |
| control. |

```

```

O=====O=====O=====O=====O=====O=====O

```

```

| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O=====O=====O
| 023 | MP5 | 6 | WPN | MGS1 |

```

```

O-----O-----O-----O-----O-----O-----O
| Submachine Gun:EQUIP type |
| ATK:50 HIT:80% |
| Ammo:9mmX3 REA:20% |
| HIT % decrease at: 3 blocks |
| Notes: Area attack. |
| After EQUIPPING, load with 1/4 |

```

```

O-----O-----O-----O-----O-----O-----O
| ammunition and fire (EQUIP type). |

```

```

O-----O-----O-----O-----O-----O-----O
| [Attack Area] |
| O O O O O |
| O X X X O |
| O X X X O |
| O X X X O |
| O O V O O |

```

```

O-----O-----O-----O-----O-----O-----O
| A small submachine gun that uses |
| pistol ammo. It has a short range and |
| lacks firepower., but its light weight |
| and excellent accuracy have made it a |
| mainstay among police and special |
| forces. |

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O=====O=====O=====O=====O=====O=====O

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```

| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O=====O=====O
| 024 | RC Missile | 7 | WPN | CHRN |

```

```

O-----O-----O-----O-----O-----O-----O
| Missile: Anti-armor, USE type |
| ATK:120 |
| After firing, user enters missile |
| control mode. |
| Can move 5 blocks/turn |

```

```

O-----O-----O-----O-----O-----O-----O
| A remote-controlled missile. |

```

```

O=====O=====O=====O=====O=====O=====O

```

```

| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O=====O=====O
| 025 | Mine | 5 | WPN | CHRN |

```

o-----o-----o-----o-----o-----o-----o
| Mine: Anti-armor, USE type |
| ATK:100 |
| Detonates when target enters vicinity |
| Can be picked up by crawling. |
o-----o-----o-----o-----o-----o-----o

| Detonates in response to a certain |
| level of pressure. Damages enemies |
| with a combination of blast and |
| shrapnel. |
| Used for a number of purposes, |
| including base defense. |
o-----o-----o-----o-----o-----o-----o

o=====o=====o=====o=====o=====o=====o
| NO. | NAME | Cost | CTGR | PACK |
o=====o=====o=====o=====o=====o=====o

| 026 | R-5 | 7 | WPN | CHRN |
o-----o-----o-----o-----o-----o-----o

| Assault Rifle:EQUIP type |
| ATK:30 HIT:80% |
| Ammo:5.56mmX5 REA:20% |
| HIT % decrease at: 4 blocks |
| Notes: + 10% HIT vs. targets |
| above user. |
o-----o-----o-----o-----o-----o-----o

| Notes: Critical hit adds |
| 1 COST to target. |
| After EQUIPPING, load with |
| ammunition and fire (EQUIP type). |
o-----o-----o-----o-----o-----o-----o

| This rifle, developed independently by |
| Israel, was based on the AK-47s used |
| in many Arab countries. |
| The metal fittings holding the 2 |
| stocks in place were sometimes used |
| as corkscrews. |
o-----o-----o-----o-----o-----o-----o

o=====o=====o=====o=====o=====o=====o
| NO. | NAME | Cost | CTGR | PACK |
o=====o=====o=====o=====o=====o=====o

| 027 | Five-sevenN | 6 | WPN | CHRN |
o-----o-----o-----o-----o-----o-----o

| Handgun:EQUIP type |
| ATK:30 HIT:85% |
| Ammo:5.7mmX4 REA:20% |
| HIT % decrease at: 2 blocks |
| Notes: Knocks target down. |
| After EQUIPPING, load with |
o-----o-----o-----o-----o-----o-----o

| ammunition and fire (EQUIP type). |
o-----o-----o-----o-----o-----o-----o

| A handgun developed at about the |
| same time as the P90. Like the P90, |
| it uses small-calibur ammo, giving |
| it a high muzzle velocity that can |
| punch through |
| even bulletproof vests. |
o-----o-----o-----o-----o-----o-----o

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O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O
| 028 | M92F (Laser.S) | 9 | WPN | CHRN |
O-----O-----O-----O-----O
| Handgun:EQUIP type |
| ATK:40 HIT:80% |
| Ammo:9mmX2 REA:20% |
| HIT % decrease at: 2 blocks |
| Notes: Critical hit disables target's |
O-----O-----O-----O-----O
| INTERFERENCE |
| After EQUIPPING, load with |
| ammunition and fire (EQUIP type). |
O-----O-----O-----O-----O
| An M92F equipped with a laser sight. |
O-----O-----O-----O-----O

```

```

O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O
| 029 | M92F | 7 | WPN | CHRN |
O-----O-----O-----O-----O
| Handgun:EQUIP type |
| ATK:40 HIT:70% |
| Ammo:9mmX2 REA:20% |
| HIT % decrease at: 2blocks |
| Notes: Critical hit disables target's |
| INTERFERENCE |
O-----O-----O-----O-----O
| After EQUIPPING, load with |
| ammunition and fire (EQUIP type). |
O-----O-----O-----O-----O
| A large handgun employed |
| by the U.S. |
| military under the official |
| designation "M9." Not particularly |
| noted for its strength or performance. |
O-----O-----O-----O-----O

```

```

O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O
| 030 | Gun del Sol | 6 | WPN | CHRN |
O-----O-----O-----O-----O
| Solar Gun: Anti-armor, EQUIP type |
| ATK:200 |
| Becomes ready to fire 10 COST |
| after EQUIPPING. |
| Can be used with any type of ammo. |
O-----O-----O-----O-----O
| Notes: Set target on BURN; |
| damageX1000 if target is an |
| Immortal. (*1) |
| After EQUIPPING, load with |
| ammunition and fire (EQUIP type). |
O-----O-----O-----O-----O
| [GUN DEL SOL, the Solar Gun] |
| The gun possessed by the Solar Boy, |

```

| Composed of Sol, Gladiator, |
| Rising Sun, and Quint. |
| *1:No Immortals appear in the game. |

o-----o

O=====O

| NO. | NAME | Cost | CTGR | PACK |

O=====O

| 031 | Vz61 Scorpion | 7 | WPN | MGS3 |

o-----o

| Submachine Gun:EQUIP type |

| ATK:100 HIT:90% |

| Ammo:7.65mmX2 REA:30% |

| HIT % decrease at: 3 blocks |

| Notes: Area attack. |

| After EQUIPPING, load with |

o-----o

| ammunition and fire (EQUIP type). |

o-----o

| [Attack Area] |

| O O O O O |

| O O O O O |

| O O X O O |

| O X X X O |

| O O V O O |

o-----o

| Official name: "VZ61." A submachine |

| gun developed in the former |

| Czechoslovakia. |

| Small and easy to control, it was |

| widely used among army special |

| forces and security personnel in |

o-----o

| socialist countries. |

o-----o

O=====O

| NO. | NAME | Cost | CTGR | PACK |

O=====O

| 032 | AKM | 8 | WPN | MGS3 |

o-----o

| Machine Gun: Anti-armor, EQUIP type |

| ATK:60 HIT:50% |

| Ammo:7.62mmX3 REA:40% |

| HIT % decrease at: 4 blocks |

| Notes: Area attack; ATK + 10% for |

| every card in hand when firing |

o-----o

| After EQUIPPING, load with |

| ammunition and fire (EQUIP type). |

o-----o

| An assault rifle adopted in 1959 as |

| the successor to the AK-47. Fitted |

| with a small muzzle attachment that |

| control the kickback of the muzzle |

| during repeat firing. |

o-----o

O=====O

| NO. | NAME | Cost | CTGR | PACK |

```

O=====O=====O=====O=====O
| 033 | Punch (CQC) | 4 | WPN | MGS3 |
O-----O-----O-----O-----O
| Attack vs. forward adjacent block: |
| EQUIP type |
| Used in combination with EQUIPPED |
| CQC card. |
| REA:80% |
| Must be adjacent to target to use. |
O-----O-----O-----O-----O
| Technique used depends on which |
| CQC card is combined with the |
| EQUIPPED CQC card. |
O-----O-----O-----O-----O

```

```

O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O
| 034 | Kick (CQC) | 5 | WPN | MGS3 |
O-----O-----O-----O-----O
| Attack vs. forward adjacent block: |
| EQUIP type |
| Used in combination with EQUIPPED |
| CQC card. |
| REA:80% |
| Must be adjacent to target to use. |
O-----O-----O-----O-----O
| Technique used depends on which |
| CQC card is combined with the |
| EQUIPPED CQC card. |
O-----O-----O-----O-----O

```

```

O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O
| 035 | Throw (CQC) | 6 | WPN | MGS3 |
O-----O-----O-----O-----O
| Attack vs. forward adjacent block: |
| EQUIP type |
| Used in combination with EQUIPPED |
| CQC card. |
| Must be adjacent to target to use. |
| Technique used depends on which |
O-----O-----O-----O-----O
| CQC card is combined with the |
| EQUIPPED CQC card. |
O-----O-----O-----O-----O

```

```

O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O
| 036 | Rush (CQC) | 7 | WPN | MGS3 |
O-----O-----O-----O-----O
| Attack vs. forward adjacent block: |
| EQUIP type |
| Used in combination with EQUIPPED |
| CQC card. |
| Must be adjacent to target to use. |
| Technique used depends on which |
O-----O-----O-----O-----O

```

| CQC card is combined with the |
| EQUIPPED CQC card. |

o-----o

o=====o=====

| NO. | NAME | Cost | CTGR | PACK |

o=====o=====

| 037 | Stoner M63 | 10 | WPN | MGS3 |

o-----o-----

| Variable Rifle:EQUIP type |

| ATK:40 HIT:70% |

| Ammo:5.56mmX5 REA:40% |

| HIT % decrease at: 4 blocks |

| Notes: Hit blocks target's |

| counterattack. |

o-----o

| After EQUIPPING, load with |

| ammunition and fire (EQUIP type). |

o-----o

| A system weapon. |

| The barrel, feeder mechanism, |

| percussion mechanism, and other |

| parts can be mixed and matched as |

| units to create a wide variety of |

| firearms, |

o-----o

| including a rifle, a carbine, an LMG, |

| an MMG, and a vehicle-mounted MG. |

o-----o

o=====o=====

| NO. | NAME | Cost | CTGR | PACK |

o=====o=====

| 038 | M37 | 4 | WPN | MGS3 |

o-----o-----

| Shotgun:EQUIP type |

| ATK:80 HIT:90% |

| Ammo:12GA.X3 REA:40% |

| HIT % decrease at: 3 blocks |

| Notes: Area attack; |

| Knocks target down. |

o-----o

| After EQUIPPING, load with |

| ammunition and fire (EQUIP type). |

o-----o

| [Attack Area] |

| O O O O O |

| O X X X O |

| O X X X O |

| O X X X O |

| O O V O O |

o-----o

| A masterpiece of a shotgun, created |

| by a shotgun maker in Ithaca, N.Y. |

| It is extremely light for a shotgun, |

| earning it the nickname |

| Featherlight. |

o-----o

o=====o=====

NO.	NAME	Cost	CTGR	PACK
039	SVD Dragunov	10	WPN	MGS3
Effective against armor:EQUIP type				
ATK:70 HIT:70%				
Ammo:7.62mmX3 REA:0%				
HIT % decrease at: 8 blocks				
Notes: Free attack; Critical hit knocks target down. After EQUIPPING, load with ammunition, select location, and fire (EQUIP type).				
A semiautomatic sniper rifle developed by the Soviet Union in the 1960s. Although used for sniping, it can also be fitted with a bayonet for close combat.				

NO.	NAME	Cost	CTGR	PACK
040	XM16E	9	WPN	MGS3
Assault Rifle:EQUIP type				
ATK:40 HIT:50%				
Ammo:5.56mmX5 REA:20%				
HIT % decrease at: 4 blocks				
Notes: Critical hit destroys target's EQUIPMENT.				
After EQUIPPING, load with ammunition and fire (EQUIP type).				
Adopted by the U.S. Air Force in 1960, this small, lightweight assault rifle uses small-calibur, high-velocity ammo. It was used by American forces in Vietnam.				

NO.	NAME	Cost	CTGR	PACK
041	Mosin Nagant	8	WPN	MGS3
Sniper Rifle:Anti-armor, EQUIP type				
ATK:250 HIT:60%				
Ammo:7.62mmX1 REA:0%				
HIT % decrease at: 9 blocks				
Notes: Effective against armor; holds 1 bullet				
at a time regardless of ammo stock Critical hit adds 5 COST to target. After EQUIPPING, load with				

| ammunition and fire (EQUIP type). |
 O-----O
 | This rifle was carried by soldiers of |
 | the Red Army when war broke out |
 | with Germany in 1941. |
 | After the war, it was used as a |
 | sniper rifle. |
 O-----O

O=====O=====O=====O=====O

NO.	NAME	Cost	CTGR	PACK
042	C3	6	WPN	MGS3

| Bomb:Anti-armor; USE type |
 | ATK:250 |
 | Triggered by detonator, timer, or hit |
 | by gunshot |
 | Area of effect: 3X3 |
 O-----O

| [Attack Area] |
 | O O O O O |
 | O X X X O |
 | O X * X O |
 | O X X X O |
 | O O O O O |
 O-----O

| Plastic explosive. Wax and resin is |
 | added to high-grade explosive to |
 | create a stable, solid material. |
 | Explodes when subjected to an |
 | external stress, such as FIRE or a |
 | gunshot. |
 O-----O

O=====O=====O=====O=====O

NO.	NAME	Cost	CTGR	PACK
043	M15 Grenade	8	WPN	MGS3

| Hand Grenade:Anti-armor, USE type |
 | ATK:160 |
 | Detonates 8 COST after use. |
 | Area of effect: 3X3 |
 | Triggered by hit from gunshot. |
 | Notes: Sets target on BURN. |
 O-----O

| [Attack Area] |
 | O O O O O |
 | O X X X O |
 | O X * X O |
 | O X X X O |
 | O O O O O |
 O-----O

| Upon detonation, scatters fragments |
 | over a 17-meter radius. Filled with |
 | white phosphorus, which heats up and |
 | burns at a temperature of 5,000 |
 | degrees Celsius. |
 | This burning heat creates an instant |

-----o
| smoke screen. |
-----o

o=====o
| NO. | NAME | Cost | CTGR | PACK |
o=====o
| 044 | RPG7 | 8 | WPN | MGS3 |
o-----o-----o-----o
| Anti-Tank Rocket: USE type |
| ATK:170 |
| Anti-armor |
| Select target and fire. |
o-----o

| A single-person portable anti-armor |
| weapon developed by the Soviets in |
| the 1960s. |
| RPGis short for |
| Rocket-Propelled Grenade. |
o-----o

o=====o
| NO. | NAME | Cost | CTGR | PACK |
o=====o
| 045 | Quick Draw | 4 | ACT | MGS1 |
o-----o-----o-----o
| Attaches to WEAPON |
| (EQUIP type only) |
| ATK:-5 HIT:-20% |
| Sets COST to 0 |
| Effect lasts until EQUIPPED WEAPON |
| is used 1 times or until next turn. |
o-----o

o=====o
| NO. | NAME | Cost | CTGR | PACK |
o=====o
| 046 | Strand | 5 | ACT | MGS1 |
o-----o-----o-----o
| Attaches to WEAPON |
| (EQUIP type only) |
| Adds 1 COST to target for every HIT |
| Effect lasts until EQUIPPED WEAPON |
| is used once or until next turn. |
o-----o

o=====o
| NO. | NAME | Cost | CTGR | PACK |
o=====o
| 047 | Concentrate | 4 | ACT | MGS1 |
o-----o-----o-----o
| Attaches to WEAPON |
| (EQUIP type only) |
| HIT+40% |
| COST at time of use + 4 |
| Effect lasts until EQUIPPED WEAPON |
| is used once or until next turn. |
o-----o

o=====o

NO.	NAME	Cost	CTGR	PACK
048	Equipment LV.2	7	ACT	MGS1
Upgrades EQUIPMENT from LV.1 to LV.2				

NO.	NAME	Cost	CTGR	PACK
049	Action +	6	ACT	MGS1
Increases number of ACTIONS per turn by 1 (max 4). Effect lasts for 10 turn. Can be stacked. Snake only.				

NO.	NAME	(OB0) Cost	CTGR	PACK
050	Marines	4	CHR	MGS2
Movement card Can move 4 blocks.				
[MARINES] The United States Marine Corps (USMC). They specialize in amphibious landing operations. In MGS2, more than half of the Marine crew of a secret training tanker was lost at sea when mercenaries led by Gurlukovich and Revolver Ocelot raided the ship. "AUUUUUUGH!"				

NO.	NAME	Cost	CTGR	PACK
051	Navy SEALs	4	CHR	MGS2
Movement Card Can move 4 blocks.				
[Navy SEALs] U.S. Navy Special Forces/ The name is derived from "Sea, Air, and Land". They are used to infiltrate enemy territory in all parts of the world. The bar for acceptance into the unit is set high, and you can only take the test once. In MGS2, they launched an assault on				

| the Big Shell, which was occupied by |
 | Dead Cell, but were annihilated |
 o-----o
 | instead. |
 | "This is impossible! Nothing will hit |
 | her!" |
 o-----o

o=====o
 | NO. | NAME | Cost | CTGR | PACK |
 o=====o
 | 052 | Aim | 4 | ACT | MGS2 |
 o-----o
 | Attaches to WEAPON |
 | (EQUIP type only) |
 | HIT+20% |
 | Effect lasts until EQUIPPED WEAPON |
 | is used once or until next turn. |
 o-----o

o=====o
 | NO. | NAME | Cost | CTGR | PACK |
 o=====o
 | 053 | Body Shot | 12 | ACT | MGS2 |
 o-----o
 | Attaches to WEAPON |
 | (EQUIP type only) |
 | Hit reduces target's LIFE by 1/2 |
 | Holds 1 shot. |
 | Effect lasts until EQUIPPED WEAPON |
 | is used once or until next turn. |
 o-----o

o=====o
 | NO. | NAME | Cost | CTGR | PACK |
 o=====o
 | 054 | Critical Shot | 8 | ACT | MGS2 |
 o-----o
 | Attaches to WEAPON |
 | (EQUIP type only) |
 | Adds 2 COST to target for each HIT. |
 | Effect lasts until EQUIPPED WEAPON |
 | is used once or until next turn. |
 o-----o

o=====o
 | NO. | NAME | Cost | CTGR | PACK |
 o=====o
 | 055 | Double Shot | 12 | ACT | MGS2 |
 o-----o
 | Attaches to WEAPON |
 | (EQUIP type only) |
 | Doubles the number of shots fired by |
 | EQUIPPED WEAPON. |
 | Effect lasts until EQUIPPED WEAPON |
 | is used once or until next turn. |
 o-----o

o=====o
 | NO. | NAME | Cost | CTGR | PACK |

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O=====O=====O=====O=====O=====O
| 056 | Counter Block          | 4   | ACT | MGS2 |
O-----O-----O-----O-----O-----O
| Attaches to WEAPON          |
| (EQUIP type only)          |
| Blocks REA of EQUIPPED WEAPON. |
| Effect lasts until EQUIPPED WEAPON |
| is used once of until next turn. |
O-----O-----O-----O-----O-----O

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O=====O=====O=====O=====O=====O
| NO. | NAME                    | Cost | CTGR | PACK |
O=====O=====O=====O=====O=====O
| 057 | Spin Kick              | 7   | ACT | MGS2 |
O-----O-----O-----O-----O-----O
| ATK:60                      |
| Must be adjacent to target to use. |
| Knocks target down.        |
O-----O-----O-----O-----O-----O
| [Attack Area]              |
| O O O O O                  |
| O O O O O                  |
| O O X O O                  |
| O X V X O                  |
| O O X O O                  |
O-----O-----O-----O-----O-----O

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O=====O=====O=====O=====O=====O
| NO. | NAME                    | Cost | CTGR | PACK |
O=====O=====O=====O=====O=====O
| 058 | H.F. Blade            | 5   | WPN | MGS2 |
O-----O-----O-----O-----O-----O
| Close-Quarters WEAPON:USE type |
| ATK:100                    |
| Must be adjacent to target to use. |
| Ineffective against machines. |
O-----O-----O-----O-----O-----O
| [Attack Area]              |
| O O O O O                  |
| O O O O O                  |
| O O O O O                  |
| O O X O O                  |
| O O V O O                  |
O-----O-----O-----O-----O-----O
| [High-Frequency Blade]     |
| High-frequency vibrations in the |
| blade give this sword a devastating |
| cutting edge. In the hands of a |
| master,                    |
| it can even deflect bullets. |
O-----O-----O-----O-----O-----O

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O=====O=====O=====O=====O=====O
| NO. | NAME                    | Cost | CTGR | PACK |
O=====O=====O=====O=====O=====O
| 059 | Dual Blades           | 6   | WPN | MGS2 |
O-----O-----O-----O-----O-----O
| Close-Quarters WEAPON:USE type |
| ATK:90                     |
| Must be adjacent to target to use. |
O-----O-----O-----O-----O-----O

```

| Critical hit destroys target's
| EQUIPMENT and
| makes target BLEED.

| Ineffective against machines

| [Attack Area]
| O O O O O
| O O O O O
| O O O O O
| O O X O O
| O O V O O

| [Minshu/Kyowa Blades]
| The blades held by Solidus Snake.

=====O

NO.	NAME	Cost	CTGR	PACK
060	Briefing	5	ACT	MGS2

| Make ally discard all cards in hand
| and draw 6 new ones.

=====O

NO.	NAME	Cost	CTGR	PACK
061	Equipment LV.3	15	ACT	MGS2

| Upgrades EQUIPMENT
| from LV.2 to LV.3
| *Cannot be used at
| EQUIPMENT LV.1

=====O

NO.	NAME	Cost	CTGR	PACK
062	Action ++	15	ACT	MGS2

| Increases ACTION by 2
| (max. 4).
| Effect lasts for 10 cost.
| Snake only.

=====O

NO.	NAME	Cost	CTGR	PACK
063	Add Fall	5	ACT	MGS2

| Attaches to WEAPON
| (EQUIP type only)
| Adds FALL effect to critical
| hits.
| Effect lasts until EQUIPPED WEAPON
| is used once or until next turn.

-----O

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O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O
| 064 | Head Shot | 8 | ACT | MGS2 |
O-----O-----O-----O-----O
| Attaches to WEAPON |
| (EQUIP type only) |
| Adds quick death effect to critical |
| hits. |
| Effect lasts until EQUIPPED WEAPON |
| is used once or until next turn. |
O-----O-----O-----O-----O
| HIT-30% |
O-----O-----O-----O-----O

```

```

O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O
| 065 | Hold Up | 6 | ACT | MGS2 |
O-----O-----O-----O-----O
| Must be 1 block behind target to use. |
| Reduces EQUIPMENT LV. by 1. |
| Effective against living targets |
| only. |
O-----O-----O-----O-----O

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O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O
| 066 | Double Action:Cost+ | 5 | ACT | MGS2 |
O-----O-----O-----O-----O
| Doubles user's REST; |
| also doubles card use COST. |
| Effect lasts until next turn. |
O-----O-----O-----O-----O

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O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O
| 067 | Funds | 4 | ACT | MGS2 |
O-----O-----O-----O-----O
| Makes ally draw 1 card. |
O-----O-----O-----O-----O

```

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O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O
| 068 | Double Action | 12 | ACT | MGS3 |
O-----O-----O-----O-----O
| Doubles current REST. |
O-----O-----O-----O-----O

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O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O
| 069 | Survival Knife | 4 | WPN | MGS2 |
O-----O-----O-----O-----O
| Close-Quarters WEAPON:USE type |
| ATK:60 |
O-----O-----O-----O-----O

```

| Must be adjacent to target to use. |
| Critical hit makes target BLEED. |
| Ineffective against machines. |

o-----o
| A generic knife used for survival. |
| There are also combat knives |
| designed specifically for fighting. |
o-----o

o=====o=====o=====o=====o

NO.	NAME	Cost	CTGR	PACK
070	Choke	4	ACT	MGS2

o-----o-----o-----o-----o
| Must be 1 block behind target to use. |
| Adds FAINT. |
o-----o

o=====o=====o=====o=====o

NO.	NAME	Cost	CTGR	PACK
071	Attack 1 Enemy	7	ACT	MGS3

o-----o-----o-----o-----o
| Attaches to WEAPON |
| (EQUIP type only) |
| Turns area attacks into single attacks. |
| Effect lasts until EQUIPPED WEAPON |
| is used once or until next turn. |
o-----o

o=====o=====o=====o=====o

NO.	NAME	Cost	CTGR	PACK
072	Hip Shot	4	ACT	MGS3

o-----o-----o-----o-----o
| Attaches to WEAPON |
| (EQUIP type only) |
| Reduces EQUIPPED WEAPON's HIT |
| by -20%, and COST by -5 |
| Effect lasts until EQUIPPED WEAPON |
| is used once or until next turn. |
o-----o

o=====o=====o=====o=====o

NO.	NAME	Cost	CTGR	PACK
073	Extra Turn	12	ACT	MGS3

o-----o-----o-----o-----o
| After current turn ends, |
| immediately becomes user's turn. |
| COST is added to current value. |
o-----o

o=====o=====o=====o=====o

NO.	NAME	Cost	CTGR	PACK
074	Scope	5	ITM	MGS1

o-----o-----o-----o-----o
| EQUIP to use. |
| Increases EQUIPPED WEAPON's HIT |

| by 30% |
| at ranges of 3 blocks or greater. |
| Disappears after 30 COST. |

o-----o

o=====o=====o=====o=====o

| NO. | NAME | Cost | CTGR | PACK |

o=====o=====o=====o=====o

| 075 | Body Armor | 5 | ITM | MGS1 |

o-----o-----o-----o-----o

| Reduces total damage by 50. |

| REA:50% |

o-----o

| A lightweight body armor |

| made of bulletproof fibers. |

o-----o

o=====o=====o=====o=====o

| NO. | NAME | Cost | CTGR | PACK |

o=====o=====o=====o=====o

| 076 | Card LV.1 | 4 | ITM | MGS1 |

o-----o-----o-----o-----o

| EQUIP to use. |

| Opens doors of security LV.1. |

o-----o

o=====o=====o=====o=====o

| NO. | NAME | Cost | CTGR | PACK |

o=====o=====o=====o=====o

| 077 | Box A | 4 | ITM | MGS1 |

o-----o-----o-----o-----o

| EQUIP to use. |

| Made of cardboard. |

o-----o

| HELIPORT is written on the side. |

o-----o

o=====o=====o=====o=====o

| NO. | NAME | Cost | CTGR | PACK |

o=====o=====o=====o=====o

| 078 | Mine D. | 4 | ITM | MGS1 |

o-----o-----o-----o-----o

| EQUIP to use. |

| Displays location of mines. |

| Disappears after 99 COST. |

| Note: Mines can be picked up |

| by crawling over them. |

o-----o

o=====o=====o=====o=====o

| NO. | NAME | Cost | CTGR | PACK |

o=====o=====o=====o=====o

| 079 | Ration | 4 | ITM | MGS1 |

o-----o-----o-----o-----o

| User's LIFE+150 |

o-----o

| A canned military food ration. Some |

| modern rations feature dessert and |

| are quite tasty, |

| but this is not one of them. |

```

O-----O
O=====O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O=====O
| 080 | Handy Survival Kit | 4 | ACT | MGS3 |
O-----O-----O-----O-----O-----O
| Ally's LIFE+100. |
O-----O

```

```

O=====O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O=====O
| 081 | Stealth | 4 | ITM | MGS2 |
O-----O-----O-----O-----O-----O
| EQUIP to use. |
| Enemy no longer sees user. |
| Disappears after 20 COST |
| or when attacked. |
O-----O-----O-----O-----O-----O
| Uses optical processing to match |
| user's appearance to his surroundings |
| in real time, making him invisible to |
| the enemy. |
O-----O

```

```

O=====O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O=====O
| 082 | Uniform-R | 4 | ITM | MGS2 |
O-----O-----O-----O-----O-----O
| EQUIP to use. |
| Cannot be used with "Uniform-B" or |
| "Uniform-G". |
| Damage from front-50 |
| Damage from rear-80 |
| REA:50% |
O-----O

```

```

O=====O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O=====O
| 083 | Uniform-B | 4 | ITM | MGS2 |
O-----O-----O-----O-----O-----O
| EQUIP to use. |
| Cannot be used with "Uniform-R" or |
| "Uniform-G". |
| Damage from front-80 |
| REA:50% |
O-----O

```

```

O=====O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O=====O
| 084 | Uniform-G | 4 | ITM | MGS2 |
O-----O-----O-----O-----O-----O
| EQUIP to use. |
| Cannot be used with "Uniform-R" or |
| "Uniform-B". |
| Damage from rear-100 |
O-----O

```

| REA:50% |

o-----o

o=====o=====o=====o=====o

| NO. | NAME | Cost | CTGR | PACK |

o=====o=====o=====o=====o

| 085 | Card LV.2 | 4 | ITM | MGS2 |

o-----o-----o-----o-----o

| EQUIP to use. |

| Opens doors of security LV.2. |

o-----o

o=====o=====o=====o=====o

| NO. | NAME | Cost | CTGR | PACK |

o=====o=====o=====o=====o

| 086 | Box B | 4 | ITM | MGS2 |

o-----o-----o-----o-----o

| EQUIP to use. |

| Made of cardboard. |

o-----o

| Used to transport perishable goods. |

o-----o

o=====o=====o=====o=====o

| NO. | NAME | Cost | CTGR | PACK |

o=====o=====o=====o=====o

| 087 | Bomb Switch | 5 | ITM | MGS2 |

o-----o-----o-----o-----o

| Detonates all planted bombs. |

o-----o

| "Shows's over! If you wish to live, |

| I suggest you run now!" |

o-----o

o=====o=====o=====o=====o

| NO. | NAME | Cost | CTGR | PACK |

o=====o=====o=====o=====o

| 088 | Styptic | 4 | ITM | MGS2 |

o-----o-----o-----o-----o

| Stops user's BLEEDING. |

o-----o

| Product name: "BANDAGE" |

o-----o

o=====o=====o=====o=====o

| NO. | NAME | Cost | CTGR | PACK |

o=====o=====o=====o=====o

| 089 | Handy Medical Kit | 6 | ITM | MGS2 |

o-----o-----o-----o-----o

| Revives fallen ally with |

| 10 LIFE. |

o-----o

o=====o=====o=====o=====o

| NO. | NAME | Cost | CTGR | PACK |

o=====o=====o=====o=====o

| 090 | Survival Kit | 9 | ITM | MGS2 |

o-----o-----o-----o-----o

| Ally's LIFE+200 |

o-----o

```
O=====O
| NO. | NAME | Cost | CTGR | PACK |
O-----O
| 091 | Medical Kit | 9 | ITM | MGS2 |
O-----O
| Revives fallen ally with full LIFE. |
O-----O
```

```
O=====O
| NO. | NAME | Cost | CTGR | PACK |
O-----O
| 092 | Book | 5 | ITM | MGS2 |
O-----O
| Stopes movement of enemy who |
| spotted user. |
O-----O
| A book for adults only. |
O-----O
```

```
O=====O
| NO. | NAME | Cost | CTGR | PACK |
O-----O
| 093 | Cool Book | 5 | ITM | MGS2 |
O-----O
| Stopes movement of enemy who |
| spotted user. |
O-----O
| Magazine with adult content. |
O-----O
```

```
O=====O
| NO. | NAME | Cost | CTGR | PACK |
O-----O
| 094 | Phase Down | 5 | ITM | MGS2 |
O-----O
| Lowers alert phase by 1 level. |
| Cannot be used when the |
| player is within sight of the enemy. |
| *Cannot be used in |
| LINK bATTLE mode |
O-----O
```

```
O=====O
| NO. | NAME | Cost | CTGR | PACK |
O-----O
| 095 | Timer | 4 | ITM | MGS2 |
O-----O
| When attached to bomb, causes |
| bomb to detonate after 10 COST. |
O-----O
```

```
O=====O
| NO. | NAME | Cost | CTGR | PACK |
O-----O
| 096 | Therm. G. | 4 | ITM | CHRN |
O-----O
| EQUIP to use. |
| In search mode, displays enemies |
| within 3 blocks. |
```

| Can also detect infrared sensors. |
| Disappears after 40 COST. |
| User incurs + 2 COST per turn. |

o-----o
| Converts infrared rays emanating from |
| target into visible light. |
o-----o

o=====o=====o=====o=====o

NO.	NAME	Cost	CTGR	PACK
097	Box C	4	ITM	CHRN

o-----o-----o-----o-----o
| EQUIP to use. |

o-----o
| "A cardboard box, similar to those |
| found in moving vans everywhere. |
| The label says it's bound for |
| Zanzibar Land. What it's used for |
| remains a mystery." |
o-----o

o=====o=====o=====o=====o

NO.	NAME	Cost	CTGR	PACK
098	Ceramic Armor	6	ITM	CHRN

o-----o-----o-----o-----o
| Reduces total damage by 80. |
| REA:80% |

o-----o
| Body armor strengthened with |
| ceramic plates. |
o-----o

o=====o=====o=====o=====o

NO.	NAME	Cost	CTGR	PACK
099	Bomb Blast Suit	8	ITM	CHRN

o-----o-----o-----o-----o
| Reduces total damage by 100. |
| REA:100% |
| Protects wearer against BURN. |

o-----o
| Body armor strengthened with ceramic |
| plates. |
o-----o

o=====o=====o=====o=====o

NO.	NAME	(OC0) Cost	CTGR	PACK
100	Ration B1 Unit	4	ITM	CHRN

o-----o-----o-----o-----o
| User's LIFE+200 |

o-----o
| "Restores LIFE when used with a |
| SHOT KEY. Contains beef, pork, |
| ham & eggs, |
| tuna fish, and crackers." |
| *Text from METAL GEAR: SOLID |
o-----o

| SNAKE. The is no SHOT KEY in this |
| game. |
o-----o

o=====o=====

NO.	NAME	Cost	CTGR	PACK
-----	------	------	------	------

o=====o=====

101	Ration B2 Unit	5	ITM	CHRN
-----	----------------	---	-----	------

o-----o-----

| User's LIFE+250 |

o-----o

| "Restores LIFE when used with a |
| SHOT KEY. Contains beans & |
| meatballs in tomato sauce, beans |
| & franks, and |
| boiled beef & potatoes." |

o-----o

| *Text from METAL GEAR 2: SOLID |

| SNAKE. There is no SHOT KEY in this |

| game. |

o-----o

o=====o=====

NO.	NAME	Cost	CTGR	PACK
-----	------	------	------	------

o=====o=====

102	Ration B3 Unit	6	ITM	CHRN
-----	----------------	---	-----	------

o-----o-----

| User's LIFE+300 |

o-----o

| "Restores LIFE when used with a |
| SHOT KEY. Contains sliced ham, |
| chicken, |
| turkey, spaghetti, cheese, and |
| cofee." |

o-----o

| *Text from METAL GEAR 2: SOLID |

| SNAKE. There is no SHOT KEY in this |

| game. |

o-----o

o=====o=====

NO.	NAME	Cost	CTGR	PACK
-----	------	------	------	------

o=====o=====

103	Builder Bed	8	ITM	CHRN
-----	-------------	---	-----	------

o-----o-----

| When EQUIPPED, automatically |

| restores 50 LIFE from out of action. |

o-----o

| One of the main products of J.E. |
| Corporation, an evil organization |
| that sells inferior goods to line |
| its own pockets under the cover of |
| peace. The product's tag line is, |
| Builder Bed--makes you |

o-----o

| feel like a new person! |

| Get that action-star body you always |

| wanted--while you sleep! |

| In reality, it's nothing more than |

| legs and a frame, and the user must |

| support his own body with his head |
o-----o
| and heels. |
o-----o

O=====O=====O=====O=====O

| NO. | NAME | Cost | CTGR | PACK |

O=====O=====O=====O=====O

| 104 | Gijin-san | 12 | ITM | CHRN |

o-----o-----o-----o-----o

| Increases all allies' ATK by 30 for |

| duration of mission. |

| Points are halved on |

| MISSION COMPLETE screen. |

| Cannot be used with "Big Boss". |

| Does not affect explosives and |

o-----o-----o-----o-----o

| universal attacks. |

| Snake Only |

o-----o-----o-----o-----o

| A simple, affordable household |

| android secretly developed by the |

| evil J.E. Corporation; |

| which aims to fill its coffers by |

| making a profit on shoddy products. |

o-----o-----o-----o-----o

O=====O=====O=====O=====O

| NO. | NAME | Cost | CTGR | PACK |

O=====O=====O=====O=====O

| 105 | Dark Loans | 11 | ITM | CHRN |

o-----o-----o-----o-----o

| Sets all damage inflicted to user to 0. |

| After 3 turns, |

| sets user's LIFE to 1. |

o-----o-----o-----o-----o

| A private, for-profit group that |

| lends out SOL. |

| Their astronomical interest rates are |

| a major source of grief for their |

| borrowers. |

| Those who cannot repay their debts |

o-----o-----o-----o-----o

| are taken away, only to return later, |

| exhausted. However, none are willing |

| to speak about what happened. |

| Their mascot character is named |

| "Doomy". |

o-----o-----o-----o-----o

O=====O=====O=====O=====O

| NO. | NAME | Cost | CTGR | PACK |

O=====O=====O=====O=====O

| 106 | Solar Bank | 11 | ITM | CHRN |

o-----o-----o-----o-----o

| Sets all damage inflicted to user |

| to 10. |

| Restores user's LIFE to maximum |

| after 3 turns. |

o-----o-----o-----o-----o

| A bank for SOL. |
| The interest they pay on deposits is |
| miniscule. |
| Not many people know it, but the |
| Dark Loans company |
| is a big source of funds for the |

o-----o
| Solar Bank. |
| Their mascot character is named |
| "Luxana". |
o-----o

o=====o=====o=====o=====o
| NO. | NAME | Cost | CTGR | PACK |
o=====o=====o=====o=====o
| 107 | Box D | 4 | ITM | MGS3 |
o-----o-----o-----o-----o
| EQUIP to use. |
| Made of cardboard. |
o-----o
| The letters on the side have faded to |
| illegibility. |
o-----o

o=====o=====o=====o=====o
| NO. | NAME | Cost | CTGR | PACK |
o=====o=====o=====o=====o
| 108 | Bandage | 12 | ITM | MGS3 |
o-----o-----o-----o-----o
| User's LIFE+400 |
o-----o

o=====o=====o=====o=====o
| NO. | NAME | Cost | CTGR | PACK |
o=====o=====o=====o=====o
| 109 | Styptic + | 6 | ITM | MGS3 |
o-----o-----o-----o-----o
| Stops BLEEDING. |
| User's LIFE+100. |
o-----o
| Product name: "BANDAGE DX." |
o-----o

o=====o=====o=====o=====o
| NO. | NAME | Cost | CTGR | PACK |
o=====o=====o=====o=====o
| 110 | Front Evade LV.1 | 4 | SPT | CHRN |
o-----o-----o-----o-----o
| EQUIP to use. |
| EVADE attacks from the front. |
| REA:50% |
o-----o

o=====o=====o=====o=====o
| NO. | NAME | Cost | CTGR | PACK |
o=====o=====o=====o=====o
| 111 | Rear Evade LV.1 | 4 | SPT | MGS1 |
o-----o-----o-----o-----o
| Equip to use. |
| EVADE attacks from the rear. |

| REA:50% |

o-----o

O=====O

NO.	NAME	Cost	CTGR	PACK
112	Evade LV.1	10	SPT	MGS1

o-----o

| EQUIP to use. |

| EVADE attacks from all directions. |

| REA:50% |

o-----o

O=====O

NO.	NAME	Cost	CTGR	PACK
113	Endure	7	SPT	MGS1

o-----o

| EQUIP to use. |

| Reduces damage to user from single |

| attacks by 5. |

| REA:60% |

o-----o

O=====O

NO.	NAME	Cost	CTGR	PACK
114	Hang	4	SPT	MGS1

o-----o

| EQUIP to use. |

| Enables HANGING. |

| Disappears after 30 COST. |

o-----o

O=====O

NO.	NAME	Cost	CTGR	PACK
115	Handy 1st Aid Kit	4	SPT	MGS1

o-----o

| Increases adjacent ally's |

| LIFE by 200. |

o-----o

O=====O

NO.	NAME	Cost	CTGR	PACK
116	Cost -4	0	SPT	MGS1

o-----o

| Reduces user's current |

| COST by 4. |

| Cannot be applied to movement. |

o-----o

O=====O

NO.	NAME	Cost	CTGR	PACK
117	Ally Cost -4	4	SPT	MGS1

o-----o

| Reduces ally's current COST usage |

| by 4. |

```

O-----O
O=====O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O=====O
| 118 | Front Evade LV.2 | 5 | SPT | MGS2 |
O-----O-----O-----O-----O-----O
| EQUIP to use. |
| EVADE attacks from the front. |
| REA:75% |
O-----O

```

```

O=====O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O=====O
| 119 | Rear Evade LV.2 | 5 | SPT | MGS2 |
O-----O-----O-----O-----O-----O
| EQUIP to use. |
| EVADE attacks from the rear. |
| REA:75% |
O-----O

```

```

O=====O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O=====O
| 120 | Evade LV.2 | 12 | SPT | MGS2 |
O-----O-----O-----O-----O-----O
| EQUIP to use. |
| EVADE attacks from all directions. |
| REA:75% |
O-----O

```

```

O=====O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O=====O
| 121 | Climb | 4 | SPT | MGS2 |
O-----O-----O-----O-----O-----O
| EQUIP to use. |
| Allows user to climb up/down walls of |
| 1 block in height. |
| Disappears after 40 COST. |
O-----O

```

```

O=====O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O=====O
| 122 | Sacrifice | 6 | SPT | MGS2 |
O-----O-----O-----O-----O-----O
| User's LIFE-50, |
| ally's LIFE+100. |
| Cannot be used if user's LIFE is less |
| than 50. |
O-----O

```

```

O=====O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O=====O
| 123 | Transfuse Blood | 8 | SPT | MGS2 |
O-----O-----O-----O-----O-----O
| User's LIFE+100, |

```

| ally's LIFE-50. |
| Cannot be used if ally's LIFE is less |
| than 50. |
o-----o

O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O
| 124 | 1st Aid Kit | 6 | SPT | MGS2 |
o-----o
| LIFE+300 to adjacent ally. |
o-----o

O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O
| 125 | Cost -8 | 0 | SPT | MGS2 |
o-----o
| Reduces user's current COST usage |
| by 8. |
| Cannot be applied to movement. |
| *Cannot be used in |
| LINK BATTLE mode |
o-----o

O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O
| 126 | Ally Cost -8 | 8 | SPT | MGS2 |
o-----o
| Reduces ally's current COST usage |
| by 8. |
o-----o

O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O
| 127 | Mute | 5 | SPT | MGS2 |
o-----o
| EQUIP to use. |
| Eliminates all noise. |
| Disappears after 30 COST. |
o-----o

O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O
| 128 | Hand Grip | 4 | SPT | MGS2 |
o-----o
| Increases COST of remaining |
| HANGING. |
o-----o

O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O
| 129 | Reaction Block | 7 | SPT | MGS3 |
o-----o
| EQUIP to use. |
| Blocks REA. |

| Disappears after 20 COST. |
 o-----o
 O=====O
 | NO. | NAME | Cost | CTGR | PACK |
 O=====O
 | 130 | Front Evade LV.3 | 6 | SPT | MGS3 |
 o-----o
 | EQUIP to use. |
 | EVADE attacks from the front. |
 | REA:100% |
 o-----o

O=====O
 | NO. | NAME | Cost | CTGR | PACK |
 O=====O
 | 131 | Rear Evade LV.3 | 6 | SPT | MGS3 |
 o-----o
 | EQUIP to use. |
 | EVADE attacks from the rear. |
 | REA:100% |
 o-----o

O=====O
 | NO. | NAME | Cost | CTGR | PACK |
 O=====O
 | 132 | Evade LV.3 | 4 | SPT | MGS3 |
 o-----o
 | EQUIP to use. |
 | EVADE attacks from all directions. |
 | REA:100% |
 o-----o

O=====O
 | NO. | NAME | Cost | CTGR | PACK |
 O=====O
 | 133 | Cost -12 | 0 | SPT | MGS3 |
 o-----o
 | Reduces user's current |
 | COST by 12. |
 | Cannot be applied to movement. |
 | *Cannot be used in |
 | LINK BATTLE mode |
 o-----o

O=====O
 | NO. | NAME | Cost | CTGR | PACK |
 O=====O
 | 134 | Ally Cost -12 | 4 | SPT | MGS3 |
 o-----o
 | Reduces ally's current COST usage |
 | by 12. |
 o-----o

O=====O
 | NO. | NAME | Cost | CTGR | PACK |
 O=====O
 | 135 | Genome Soldier | 4 | CHR | MGS1 |
 o-----o
 | Movement card. |

| Can move 4 blocks. |
 o-----o
 | [Genome Soldier] |
 | The next generation of FOXHOUND |
 | soldiers. They've undergone gene |
 | therapy and VR training, but have |
 | little or no actual combat |
 | experience. They come in 4 types: |
 o-----o
 | lightly armed, heavily armed, |
 | arctic, and gas mask. |
 | "Yeah, and they say he's using |
 | stealth too." |
 o-----o

o=====o
 | NO. | NAME | Cost | CTGR | PACK |
 o=====o
 | 136 | Liquid Snake | 4 | CHR | MGS1 |
 o-----o
 | "FOX DIE" |
 | Raises stats of user when EQUIPPED. |
 | ATK + 40 |
 | HIT + 40% |
 | REA + 40% |
 | User collapses after 20 COST. |
 o-----o

| Does not affect explosives and |
 | universal attacks. |
 o-----o
 | [Liquid Snake] |
 | The leader of the high-tech |
 | unconventional warfare unit |
 | FOXHOUND, and the mastermind |
 | behind the Shadow Moses incident. |
 | Like Solid Snake, he carries the |
 o-----o
 | genes of Big Boss. |
 | "Not yet, Snake!!! |
 | It's not over yet!!" |
 o-----o

o=====o
 | NO. | NAME | Cost | CTGR | PACK |
 o=====o
 | 137 | Roy Campbell | 5 | CHR | MGS1 |
 o-----o
 | "Air Strike" |
 | ATK:150 to a 5X5 area |
 | Activates 1- COST after use. |
 o-----o

| [Attack Area] |
 | X X X X X |
 | X X X X X |
 | X X V X X |
 | X X X X X |
 | X X X X X |
 o-----o
 | [Roy Campbell] |
 | The former commander of |

| FOXHOUND. |
| He provided support to Solid Snake |
| from an Ohio-class nuclear submarine |
| during the Shadow Moses incident. |

-----o
| Meryl Silverburgh is his niece. |
| "I won't make any excuses..." |

o=====o=====

NO.	NAME	Cost	CTGR	PACK
138	Otacon	6	CHR	MGS1

-----o
| "Scientist" |
| Attaches to WEAPON |
| (EQUIP type only) |
| Adds anti-armor effect. |
| ATK + 10 |
| HIT + 10% |

-----o
| Effect lasts until EQUIPPED WEAPON |
| is used once or until next turn. |

-----o
| [Hal Emmerich] |
| The chief developer of ArmsTech |
| Corp.'s Metal Gear project. |
| Loves Japanimation; nicknamed |
| Otacon. |
| After the Shadow Moses incident, |

-----o
| he joined the anti-Metal Gear Group |
| Philanthropy. |
| "Alone? Are you an Otaku too?" |

o=====o=====

NO.	NAME	Cost	CTGR	PACK
139	Sniper Wolf	4	CHR	MGS1

-----o
| "Sniper" |
| Attaches to WEAPON |
| (EQUIP type only) |
| HIT + 50% |
| Effect lasts until EQUIPPED WEAPON |
| is used once or until next turn. |

-----o
| [Sniper Wolf] |
| A member of the newly reformed |
| FOXHOUND, and a natural-born |
| sniper. |
| She has developed her natural female |
| patience to its fullest extent, and |

-----o
| can maintain a sniping position for |
| a week without eating or drinking. |
| "Until I kill you, you're all I'll |
| think about." |

o=====o=====

```

O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O-----O-----O-----O-----O
| 140 | Vulcan Raven | 8 | CHR | MGS1 |
O-----O-----O-----O-----O
| "Bullet Spray" |
| Attaches to WEAPON |
| (EQUIP type only) |
| Turns single attacks into area |
| attacks (3X3). |
O-----O-----O-----O-----O
| [Attack Area] |
| O O O O O |
| O X X X O |
| O X X X O |
| O X X X O |
| O O V O O |
O-----O-----O-----O-----O
| [Vulcan Raven] |
| A member of the newly reformed |
| FOXHOUND. |
| A giant of a man who carries a |
| fighter jet's vulcan cannon on his |
| back. |
O-----O-----O-----O-----O
| Of mixed Alaskan, Native American |
| and Inuit ancestry, he was raised |
| as a shaman. |
| "The ravens say you are a true |
| warrior." |
O-----O-----O-----O-----O

```

```

O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O-----O-----O-----O-----O
| 141 | Metal Gear REX | 30 | CHR | MGS1 |
O-----O-----O-----O-----O
| "Trample" |
| ATK:200 to a 5X5 area. |
| Cannot be applied to movement. |
O-----O-----O-----O-----O
| X X X X X |
| X X X X X |
| X X X X X |
| X X X X X |
| X X X X X |
| O O V O O |
O-----O-----O-----O-----O
| [Metal Gear REX] |
| A nuclear-capable bipedal walking |
| tank. |
| Equipped with an electromagnetic rail |
| gun nuclear warhead launch module |
| on its right arm. |
O-----O-----O-----O-----O
| Can launch a stealth nuclear warhead |
| undetectable by radar from any point |
| on the globe. |
| Shadow Moses Island was the site of |
O-----O-----O-----O-----O

```

| its nuclear warhead launch tests. |

o-----o

o=====o=====o=====o=====o=====o=====o

| NO. | NAME | Cost | CTGR | PACK |

o=====o=====o=====o=====o=====o=====o

| 142 | Cyborg Ninja | 6 | CHR | MGS1 |

o-----o-----o-----o-----o-----o-----o

| "H.F. Blade" |

| ATK:50 to target of choice. |

o-----o-----o-----o-----o-----o-----o

| [Cyborg Ninja] |

| His identity and motives are unknown. |

| Equipped with stealth camouflage and |

| a reinforced exoskeleton. |

| The high-frequency blade he wields |

| can cut through a steel beam. |

o-----o-----o-----o-----o-----o-----o

| "I will kill you or you will kill |

| me...It makes no difference." |

o-----o-----o-----o-----o-----o-----o

o=====o=====o=====o=====o=====o=====o

| NO. | NAME | Cost | CTGR | PACK |

o=====o=====o=====o=====o=====o=====o

| 143 | Psycho Mantis | 8 | CHR | MGS1 |

o-----o-----o-----o-----o-----o-----o

| "Hypnosis" |

| CONFUSES target of choice. |

o-----o-----o-----o-----o-----o-----o

| [Psycho Mantis] |

| A member of FOXHOUND, |

| formerly with the KGB's ESP |

| intelligence unit. |

| Has mind-reading and psychokinetic |

| powers. |

o-----o-----o-----o-----o-----o-----o

| "Now let me read you mind. |

| No...perhaps I should say your |

| past." |

o-----o-----o-----o-----o-----o-----o

o=====o=====o=====o=====o=====o=====o

| NO. | NAME | Cost | CTGR | PACK |

o=====o=====o=====o=====o=====o=====o

| 144 | Mei Ling | 10 | CHR | MGS1 |

o-----o-----o-----o-----o-----o-----o

| "Soliton Radar" |

| Doubles all allies' INTERFERENCE |

| effects. |

| Effect lasts for 30 COST. |

o-----o-----o-----o-----o-----o-----o

| [Mei Ling] |

| Provided technical backup to Solid |

| Snake during the Shadow Moses |

| incident while still a student at |

| MIT. The Soliton Radar, the |

| internal communication system that |

o-----o-----o-----o-----o-----o-----o

| Snake uses, is her brainchild. |

| Well versed in Chinese proverbs. |
| "There's a Chinese proverb. |
| 'The mind cannot be in two places |
| at once.' |

o-----o
| Make sure that you're not thinking of |
| something else during the mission, |
| OK?" |
o-----o

o=====o=====o=====o=====o
| NO. | NAME | Cost | CTGR | PACK |

o=====o=====o=====o=====o
| 145 | Genola | 10 | CHR | MGS1 |
o-----o-----o-----o-----o

| "Roar" |
| Knocks out all enemies |
| (living creatures). |

o-----o
| [Genola] |
| A mysterious genetic monstrosity. |
o-----o

o=====o=====o=====o=====o
| NO. | NAME | Cost | CTGR | PACK |

o=====o=====o=====o=====o
| 146 | Solid Snake (MGS1) | 6 | CHR | MGS1 |
o-----o-----o-----o-----o

| "Survival" |
| User's LIFE+500 |

o-----o
| [Solid Snake] |
| A former member of the high-tech |
| unconventional warfare unit |
| FOXHOUND. |
| Has an I.Q. of 180. Fluent in |
| 6 languages. An expert in parachute |

o-----o
| jumping, scuba diving, and free |
| climbing. |
| Has completed countless dangerous |
| missions, earning him the title |
| Legendary Hero. |
| In the Shadow Moses incident, he was |

o-----o
| pressed by his former commander, |
| Roy Campbell, into going into battle |
| one last time. |
| "What's a Russian gunship doing |
| here?" |
o-----o

o=====o=====o=====o=====o
| NO. | NAME | Cost | CTGR | PACK |

o=====o=====o=====o=====o
| 147 | Naomi Hunter | 5 | CHR | MGS1 |
o-----o-----o-----o-----o

| "Healing" |
| After use, heals 10 LIFE every 5 COST, |
| up to a maximum of 200. |

| [Naomi Hunter] |
| A member of FOXHOUND's medical |
| staff, on loan from ATGC. |
| Oversees the gene therapy and |
enhancement of FOXHOUND soldiers.

| "Well, if you make it back in one |
| piece, maybe I'll let you do a |
strip search on me."

=====O=====O=====O=====O=====O

NO.	NAME	Cost	CTGR	PACK
148	Meryl Silverburgh	4	CHR	MGS1

| "Break" |
| Halves user's COST. |
Cannot be applied to movement.

| [Meryl Silverburgh] |
| Roy Campbell's niece. Campbell took |
| care of her after her father died in |
| combat in the Gulf War. |
| On the day of the Shadow Moses |
| incident, she was deployed to |

| FOXHOUND as an emergency |
| replacement and ended up getting |
caught in the fray.

| "Just what I'd expect from the |
| legendary Solid Snake. You trying to |
sweep me off my feet?"

=====O=====O=====O=====O=====O

NO.	NAME	Cost	CTGR	PACK
149	Gurlukovich Sol.	4	CHR	MGS2

| Movement card. |
Can move 5 blocks.

| [Gurlukovich Soldier] |
| A band of Russian mercenaries led by |
| Sergei Gurlukovich. |
| Armed with AKS74u's and night vision |
| goggles, they raided a Marine vessel |
| on the Hudson River. |

| "No sign of the AWOL man. Nothing |
| out of the ordinary found. I need |
need someone to fill this position."

=====O=====O=====O=====O=====O

NO.	NAME	(0D0)	Cost	CTGR	PACK
-----	------	-------	------	------	------

```
| 150 | Revolver Ocelot          | 4    | CHR | MGS2 |
O-----O-----O-----O-----O-----O-----O
| "Gunplay"
| Sets COST for all gun attacks by user
| to 2.
| While in effect, user cannot execute
| CQC attacks.
| Effect lasts for 20 COST.
O-----O-----O-----O-----O-----O-----O

| [Revolver Ocelot]
| A member of the newly reformed
| FOXHOUND.
| A former Spetsnaz commando, his
| weapon of choice is a Single Action
| Army. Also a specialist in torture.
O-----O-----O-----O-----O-----O-----O

| "Six bullets. More than enough to
| kill anything that moves."
O-----O-----O-----O-----O-----O-----O
```

```
O=====O=====O=====O=====O=====O=====O
| NO. | NAME                       | Cost | CTGR | PACK |
O=====O=====O=====O=====O=====O=====O
| 151 | Emma Emmerich              | 8    | CHR | MGS2 |
O-----O-----O-----O-----O-----O-----O
| "Weak Knees"
| EQUIP to use
| EVADE all attacks.
| All EQUIPMENT destroyed at time of
| use.
| Effect lasts until next turn.
O-----O-----O-----O-----O-----O-----O

| [Emma Emmerich]
| Stepsister of Otacon (Hal Emmerich).
| Nicknamed E.E.
| A specialist in computers, she
| designed the system architecture of
| the Big Shell.
O-----O-----O-----O-----O-----O-----O

| Afraid of water due to a traumatic
| childhood experience.
| "No, it's not like that. I like
| glasses. And... there's this guy I
| liked who used to wear them..."
O-----O-----O-----O-----O-----O-----O
```

```
O=====O=====O=====O=====O=====O=====O
| NO. | NAME                       | Cost | CTGR | PACK |
O=====O=====O=====O=====O=====O=====O
| 152 | Fortune                    | 10   | CHR | MGS2 |
O-----O-----O-----O-----O-----O-----O
| "E.M. Device"
| EQUIP to use.
| Allows user to dodge 20 bullets,
| then disappears.
O-----O-----O-----O-----O-----O-----O

| [Fortune]
| A former member of Dead Cell, the
| Navy SEALs' counterterrorism training
| unit. Now part of the terrorist group
|
```

```

| Sons of Liberty. |
| She longs for death, but bullets and |
o-----o
| grenades can't even touch her. |
| Her name is derived from her uncanny |
| luck in battle. |
| "Since no one can kill me, I may as |
| well kill everyone I can." |
o-----o

```

```

O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O
| 153 | Vamp | 6 | CHR | MGS2 |
o-----o-----o-----o-----o

```

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| "Bloodsucker" |
| Takes half of damage dealt |
| and adds it to user's LIFE. |
| Does not affect explosives and |
| universal attacks. |
o-----o

```

```

| [Vamp] |
| A former member of Dead Cell, the |
| Navy SEALs' counterterrorism training |
| unit. Now part of the terrorist group |
| Sons of Liberty. |
| With his superhuman strength and |
o-----o

```

```

| agility, he can dodge bullets and |
| slice through legions of enemies with |
| his knife. |
| "Unfortunately, hell has no |
| vacancies..." |
o-----o

```

```

O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O
| 154 | Solid Snake (MGS2) | 4 | CHR | MGS2 |
o-----o-----o-----o-----o

```

```

| "HANG" |
| EQUIP to use. |
| Disappears after 90 COST. |
o-----o

```

```

| [Solid Snake] |
| After the Shadow Moses incident, |
| Snake formed the anti-Metal Gear |
| organization "Philanthropy" along |
| with Otacon. |
| Since then, he has participated in a |
o-----o

```

```

| number of extralegal extremist |
| activities against the many |
| Metal Gear variations being developed |
| worldwide, including data collection |
| and sabotage missions. |
o-----o

```

```

| "We're not tools of the government or |
| anyone else. Fighting was the only |
| thing I was good at, but... At least |

```

| I always fought for that I believed |
| in..." |

o-----o

o=====o=====o=====o=====o

| NO. | NAME | Cost | CTGR | PACK |

o=====o=====o=====o=====o

| 155 | Iroquois Plisken | 4 | CHR | MGS2 |

o-----o-----o-----o-----o

| "Cigarettes" |

| EQUIP to use. |

| Makes infrared sensors visible. |

| While EQUIPPED, LIFE decreases -1 |

| per COST. |

o-----o

| [Iroquois Plisken] |

| Identifies himself as a member of |

| the SEAL 10 team sent into the Big |

| Shell to rescue the kidnapped |

| President. Supports Raiden alongside |

| Otacon. |

o-----o

| "Don't go pointing that thing |

| everywhere, kid." |

o-----o

o=====o=====o=====o=====o

| NO. | NAME | Cost | CTGR | PACK |

o=====o=====o=====o=====o

| 156 | Solidus Snake | 4 | CHR | MGS2 |

o-----o-----o-----o-----o

| "Dual Blades" |

| Must be adjacent to target to use. |

| ATK:50X4 |

| Ineffective against machines. |

o-----o

| [Attack Area] |

| O O O O O |

| O O O O O |

| O O O O O |

| O O X O O |

| O O V O O |

o-----o

| [Solidus Snake] |

| The perfect Snake, balanced in every |

| way, neither solid nor liquid. Also |

| known as George Sears, 43rd |

| President of the United States of |

| America. |

o-----o

| Leads the armed group Sons of |

| Liberty. |

| "But now, you should die as the |

| little Jackie boy I once knew." |

o-----o

o=====o=====o=====o=====o

| NO. | NAME | Cost | CTGR | PACK |

o=====o=====o=====o=====o

| 157 | Metal Gear RAY | 30 | CHR | MGS2 |

o-----o-----o-----o-----o-----o-----o
| "Hydraulic Cutter" |
| ATK:250 to a 1x5 area. |
| Cannot be applied to movement. |
o-----o-----o-----o-----o-----o-----o

| O O X O O |
| O O X O O |
| O O X O O |
| O O X O O |
| O O X O O |
| O O V O O |
o-----o-----o-----o-----o-----o-----o

| [Metal Gear RAY] |
| An amphibious anti-Metal Gear |
| weapon developed in secret by the |
| U.S. Marines. |
| Later developed by the Army for mass |
| production. |
o-----o-----o-----o-----o-----o-----o

| Equipped with missiles and vulcan |
| cannons. Its mouth is armed with a |
| hydraulic cannon. |
o-----o-----o-----o-----o-----o-----o

O=====O=====O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O=====O=====O
| 158 | Jennifer | 5 | CHR | MGS2 |
o-----o-----o-----o-----o-----o-----o

| "Suffering" |
| Converts each added COST to user |
| from attacks into 10 damage. |
| Effect lasts until next turn. |
o-----o-----o-----o-----o-----o-----o

| [Jennifer] |
| One of the hostages being held on B1 |
| of the core of Shell 1 of the Big |
| Shell. |
| For some reason, the plate attached |
| to the desk she's leaning against |
o-----o-----o-----o-----o-----o-----o

| reads, "86 58 88." |
| Put her to SLEEP with the |
| tranquilizer gun and... |
| "My name is Jennifer!!" |
o-----o-----o-----o-----o-----o-----o

O=====O=====O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O=====O=====O
| 159 | Olga Gurlukovich | 4 | CHR | MGS2 |
o-----o-----o-----o-----o-----o-----o

| "Reload" |
| Users draws 3 new cards. |
o-----o-----o-----o-----o-----o-----o

| [Olga Gurlukovich] |
| The daughter of ex-GRU colonel |
| Sergei Gurlukovich, she is also a |
| soldier in his army. |
| She took part in the raid on the |
o-----o-----o-----o-----o-----o-----o

| tanker on the Hudson River to steal |
o-----o
| Metal Gear RAY. |
| "Where it isn't due? When you |
| watched my father die and did |
| nothing?" |
o-----o

o=====o=====o=====o=====o
| NO. | NAME | Cost | CTGR | PACK |
o=====o=====o=====o=====o
| 160 | Johnny Sasaki | 5 | CHR | MGS2 |
o-----o-----o-----o-----o
| "Diarrhea" |
| Destroys all cards in hand and draws |
| 6 new ones. |
o-----o

| [Johnny Sasaki] |
| One of the Genome Soldiers assigned |
| to Shadow Moses Island. He had his |
| uniform stolen by a female prisoner. |
| Since then, it's been one misfortune |
| after another, from getting the runs |
o-----o
| to letting the intruder escape on his |
| watch. |
| "Boy oh boy. That woman is built, all |
| right." |
o-----o

o=====o=====o=====o=====o
| NO. | NAME | Cost | CTGR | PACK |
o=====o=====o=====o=====o
| 161 | Raiden | 4 | CHR | MGS2 |
o-----o-----o-----o-----o
| "Rolling" |
| Move 3 blocks forward. |
| Pass over any gaps in floor in |
| between. |
| Falls down all living targets in the |
| way. |
o-----o

| [Raiden] |
| A soldier and member of FOXHOUND, |
| trained in VR simulations. Under the |
| command of the "Colonel," he |
| infiltrates the Big Shell. His real |
| name is Jack. |
o-----o
| "This is Snake. I am now inside |
| Strut A of Shell 1." |
o-----o

o=====o=====o=====o=====o
| NO. | NAME | Cost | CTGR | PACK |
o=====o=====o=====o=====o
| 162 | Gurlugon | 10 | CHR | MGS2 |
o-----o-----o-----o-----o
| "Monster Beam" |
| COST + 15 to all enemies |
|

| (living creatures) except user. |
 O-----O
 | [Gurlugon] |
 | A monster from another dimension |
 | that appeared without warning at |
 | the Big Shell. Using the |
 | Koppelthron engine, |
 | the VR system is somehow able to |
 O-----O
 | transcend ordinary space and "peek" |
 | into a parallel universe that matches |
 | the parameters it is given. |
 | Since this data is fed to the VR |
 | system in the form of virtual space, |
 | its observations and interference |
 O-----O
 | allow the gurlugon to exist as a |
 | singularity in the virtual |
 | environment. |
 | Getting hit by the Gurlugon's Monster |
 | Beam renders the victim unable to |
 | move for a short time. |
 O-----O

NO.	NAME	Cost	CTGR	PACK
163	Gray Fox	5	CHR	CHRN

O-----O
 | "Close COMbat" |
 | EQUIP to use. |
 | While EQUIPPED, CQC |
 | ATK + 20 |
 | HIT + 5% |
 | Effect lasts until end of next turn. |
 O-----O

| [Gray Fox] |
 | The holder of FOXHOUND's most |
 | prestigious code name, "FOX." |
 | His real name is Frank Jaeger. He |
 | helps Snake in Outer Heaven. Later, |
 | the two engage in a hand-to-hand |
 O-----O
 | fight to the death, |
 | "The perfect ring for our final |
 | battle, eh, Snake?" |
 O-----O

NO.	NAME	Cost	CTGR	PACK
164	Solid Snake (MG)	6	CHR	CHRN

O-----O
 | "Infinity Bandana" |
 | Used WEAPONS return to user's hand. |
 | Disappears after 30 COST. |
 O-----O
 | [Solid Snake] |
 | A new recruit in FOXHOUND, sent to |


```

| infiltrate the fortress nation |
| Outer Heaven and destroy |
| Metal Gear, |
| a nuclear-armed bipedal walking tank |
O-----O
| being deployed there. |
| The code name for the Outer Heaven |
| mission is |
| OPERATION INTRUDE N313. |
O-----O
| "This is Solid Snake. Respond, |
| please..." |
O-----O

```

```

O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O
| 165 | Big Boss | 5 | CHR | CHRN |
O-----O-----O-----O-----O
| "Victory" |
| Doubles PTS. |
| Sets all allies' ATK to -40. |
| Cannot be used in combination with |
| "Gijin-san". |
| Does not affect explosives and |
O-----O
| universal attacks. |
| Snake Only |
O-----O
| [Big Boss] |
| The greatest mercenary of the 20th |
| century. His exploits are the stuff |
| of legend. He was the supreme |
| commander of FOXHOUND, and also |
| the leader of Outer Heaven. |
O-----O
| After the fall of Outer Heaven, he |
| masterminded the Zanzibar Land |
| uprising. |
O-----O
| "You and I are indispensable on the |
| battlefield. But when we return home, |
| we're of no use to anyone." |
O-----O

```

```

O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O
| 166 | Machinegun Kid | 4 | CHR | CHRN |
O-----O-----O-----O-----O
| "Gun Belt" |
| Makes all assault rifle and |
| submachine gun bullets usable. |
O-----O

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O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O
| 167 | Fire Trooper | 6 | CHR | CHRN |
O-----O-----O-----O-----O

```

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| "Flamethrower":Anti-armor, USE type |
| ATK:100 |
| HIT:90% |
| Notes:Area attack; sets target on |
| BURN. |

```

```

O-----O
| [Attack Area] |
| O O O O O |
| O O O O O |
| O O X O O |
| O X X X O |
| O O V O O |
O-----O

```

```

O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O
| 168 | Metal Gear | 20 | CHR | CHRN |
O-----O-----O-----O-----O
| "Vulcan Strafe" |
| ATK:30 to all targets |
| Makes target BLEED. |
| Cannot be applied to movement. |
O-----O-----O-----O-----O

```

```

| [Metal Gear] |
| A doomsday weapon being developed |
| in secret in the fortress nation |
| Outer Heaven. Its design is |
| shrouded in mystery. |
O-----O-----O-----O-----O

```

```

O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O
| 169 | Running Man | 4 | CHR | CHRN |
O-----O-----O-----O-----O
| "Out of Breath" |
| Movement card. |
| Can move 8 blocks. |
O-----O-----O-----O-----O

```

```

| [Running Man] |
| The swiftest mercenary in the world. |
| He floods the room with nerve gas |
| and attacks. |
O-----O-----O-----O-----O

```

```

| "...pant...pant...How's that? |
| Pretty fast, aren't I?" |
O-----O-----O-----O-----O

```

```

O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O
| 170 | Solid Snake (MG2) | 4 | CHR | CHRN |
O-----O-----O-----O-----O
| "Legendary Hero" |
| EQUIP to use. |
| Increases user's maximum LIFE |
| by 100. |
O-----O-----O-----O-----O

```

```

| [Solid Snake] |

```

| In the late '90s, Zanzibar Land, a
| small country on the edge of the
| Middle East, is taken over in a
| military coup. At the same time,
| Dr. Kio Marv,

| a Czech biologist and the inventor of
| OILIX, a microbe capable of refining
| high-grade petroleum, is kidnapped by
| agents of Zanzibar Land.
| Solid Snake is dispatched to
| single-handedly infiltrate Zanzibar

| Land and rescue the kidnapped
| scientist.
| The mission's code name is
| OPERATION INTRUDE F014.

| "This is Snake... I've reached the
| infiltration point."

| NO. | NAME | Cost | CTGR | PACK |

| 171 | Chris Jenner | 5 | CHR | CHRN |

| "Still Standing"
| EQUIP to use.
| Prevents user from knocking down at a
| cost of 20 damage.

| [Chris Jenner]
| A member of Delta Force with the
| rank of sergeant. Her unit is sent to
| capture the fortress of Galuade but
| all except Chris are slain, and she
| teams up with Solid Snake.

| Chris appears to have a top-secret
| mission of her own.
| "Right!"

| NO. | NAME | Cost | CTGR | PACK |

| 172 | Mariotette Owl | 4 | CHR | CHRN |

| "Night Eyes"
| EQUIP to use.
| Visual rangeX2 in search mode.
| Disappears after 40 COST.

| [Marionette Owl]
| A member of the mercenary group
| Black Chamber. He is a nocturnal
| combat specialist, able to see in
| the dark like an owl. His unusual
| body chemistry makes his eyes shine

| [Pyro Bison] |
| A member of the mercenary group |
| Black Chamber. With his giant size |
| he can easily handle a flamethrower. |
| The fuel it uses is a special mixture |
| prepared by Bison himself. On |

o-----o
| occasion, he can even fly. |
| "Every human being burns differently, |
| did you know that?" |

o=====o=====o=====o=====o

NO.	NAME	Cost	CTGR	PACK
175	Metal Gear GANDER	30	CHR	CHRN

o-----o-----o-----o-----o
| "Guided Missile" |
| Fires 5 shots against random targets |
| with ATK:100 |
| Cannot be applied to movement. |

o-----o-----o-----o-----o
| [Metal Gear GANDER] |
| Developed by the United States, but |
| seized by the Gindra Liberation Front |
| and transported to the fortress of |
| Galuade. |
| Armed with a rail run, 2 vulcan |

o-----o-----o-----o-----o
| cannons, and 6 guided missile pods. |
| It also carries 2 flying pods that |
| attack independently. |
| In addition, it is equipped with a |
| satellite datalink-based nuclear |
| missile launch system. |

o=====o=====o=====o=====o

NO.	NAME	Cost	CTGR	PACK
176	IdeaSpy 2.5	7	CHR	CHRN

o-----o-----o-----o-----o
| "Inexplicable" |
| Usage COST of all user's cards is |
| halved for 5 turns after use. |
| However, after 5 turns, half of the |
| overall COST of the cards used is |
| added to the user. |

o-----o-----o-----o-----o
| [IdeaSpy 2.5] |
| The ace of IdeaSpy, a top-secret |
| team assembled by the FBI. |
| Uses his arsenal of mail-order Idea |
| gadgets, such as "Warming Shoes" |
| and "color contact lens-type |

o-----o-----o-----o-----o
| micro-miniature bombs" |
| to get out of one tight spot after |
| another. |
| He has a long history with his |

| colleague 714. Also a bit of a |
| coward. |

o-----o

| To the left of the photo is his |
| special friend, Call Now. |

o-----o

| "One day, the people of this city |
| won't need us anymore. They'll be |
| able to walk on their own feet. |
| That's what I tell myself." |

o-----o

o=====o=====o=====o=====o

NO.	NAME	Cost	CTGR	PACK
-----	------	------	------	------

o=====o=====o=====o=====o

177	Gillian Seed	6	CHR	CHRN
-----	--------------	---	-----	------

o-----o-----o-----o-----o

| "Shot Trainer" |
| Attaches to WEAPON |
| (EQUIP type only) |
| HIT:100% |
| Firing COST + 10 |
| Effect lasts until EQUIPPED WEAPON |

o-----o

| is used once or until next turn. |

o-----o

| [Gillian Seed] |
| Lost his memory three years ago. |
| His past is shrouded deep in mystery. |
| Separated for the past two years from |
| his wife, Jamie Seed. After |
| undergoing special training in the |

o-----o

| army, he is assigned to Neo Kobe City |
| as a Runner for JUNKER. |
| "Metal Gear, huh? That's a weird |
| name." |

o-----o

o=====o=====o=====o=====o

NO.	NAME	Cost	CTGR	PACK
-----	------	------	------	------

o=====o=====o=====o=====o

178	Mika Slayton	5	CHR	CHRN
-----	--------------	---	-----	------

o-----o-----o-----o-----o

| "Support" |
| User discards 2 cards from hand, |
| ally draws 3 cards. |

o-----o

| [Mika Slayton] |
| Receptionist and operator for |
| JUNKER. |
| Part Japanese and part Jewish, she |
| holds a degree in criminal psychology |
| and municipal data management from |

o-----o

| Kobe City University. After |
| graduation, she worked in the Kobe |
| Crime Research Lab prior to joining |
| the JUNKER Agency. |
| "Mr.Gillian Seed? Forgive me." |

-----o

o=====o=====o=====o=====o=====o

NO.	NAME	Cost	CTGR	PACK
-----	------	------	------	------

o=====o=====o=====o=====o=====o

179	Metal Gear MK-II	4	CHR	CHRN
-----	------------------	---	-----	------

o-----o-----o-----o-----o-----o

| "Data Processing" |

| Sorts cards in hand by type. |

| From left to right: SUPPORT, ACTION, |

| ITEM, CHARACTER, WEAPON. |

o-----o-----o-----o-----o-----o

| [Metal Gear MK-II] |

| Gillian Seed's personal navigator. |

| Navigators are designed to facilitate |

| JUNKER's investigative activities. |

| Their primary functions include |

| control analysis, memory, and |

o-----o-----o-----o-----o-----o

| communication. |

| Height: 980mm |

| Length: 310mm |

| Width: 30mm (including monitor) |

| Weight: 50kg |

o-----o-----o-----o-----o-----o

| Monitor: 10 inch |

| Storage capacity: 40 liters |

| Designer: Harry Benson |

o-----o-----o-----o-----o-----o

| "My name is Metal Gear Mk-II, |

| and I will be your support for the |

| mission." |

o-----o-----o-----o-----o-----o

o=====o=====o=====o=====o=====o

NO.	NAME	Cost	CTGR	PACK
-----	------	------	------	------

o=====o=====o=====o=====o=====o

180	Jonathan Ingram	0	CHR	CHRN
-----	-----------------	---	-----	------

o-----o-----o-----o-----o-----o

| "Solution" |

| Reduces user's current COST usage |

| by 20. |

| Cannot be applied to movement. |

| *Cannot be used in |

| LINK BATTLE mode |

o-----o-----o-----o-----o-----o

| [Jonathan Ingram] |

| Age 30 (birth record lists as 55). |

| A former Policenaut with the LAPD. |

| Set adrift in space for 25 years as |

| a result of an accident with the |

| experimental EMPS Yuri; as a result, |

o-----o-----o-----o-----o-----o

| he is afflicted by cosmophobia. |

| Now working as a kind of negotiator |

| in OLA. |

| His favorite pistol is a Baretta 92F. |

o-----o-----o-----o-----o-----o

| "Yeah, the best friend a guy could |

| have!" |

```

|
O-----O
O=====O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O=====O
| 181 | Tony Redwood | 10 | CHR | CHRN |
O-----O-----O-----O-----O-----O
| "Mr. Goddard" |
| Sets hit rate of all players on stage |
| to 100%. |
| Effect lasts 3 turns. |
O-----O-----O-----O-----O-----O
| [Tony Redwood] |
| A member of BCP's Advanced Police |
| unit. His nickname, "Mr. Goddard," |
| derives from his unparalleled prowess |
| inside an EMPS, He is a Frozener, |
| born by incubating a cryogenically- |
O-----O-----O-----O-----O-----O
| frozen fertilized egg. |
| "It might not make sense to the folks |
| back home, but for me, the Beyond is |
| home." |
O-----O-----O-----O-----O-----O

```

```

O=====O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O=====O
| 182 | Karen Hojo | 5 | CHR | CHRN |
O-----O-----O-----O-----O-----O
| "Blood Transfusion" |
| Ally discards 2 cards from hand, |
| user draws 3 cards. |
O-----O-----O-----O-----O-----O
| [Karen hojo] |
| Jonathan's ex-wife, and the daughter |
| of Lorraine Hojo. A popular |
| newscaster for the BBC. She suffers |
| from aplactic anemia, and is waiting |
| for a bone marrow donor. |
O-----O-----O-----O-----O-----O
| "Your daughter, Karen." |
O-----O-----O-----O-----O-----O

```

```

O=====O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O=====O
| 183 | Ed Brown | 15 | CHR | CHRN |
O-----O-----O-----O-----O-----O
| "Gun-Shy" |
| Blocks REA of all players on stage. |
| Effeccet lasts for 5 turns. |
O-----O-----O-----O-----O-----O
| [Ed Brown] |
| A former policenaut, and a |
| dyed-in-the-wool cop. Like Jonathan, |
| he was with the LAPD. Now occupies |
| a corner office at BCP as head of |
| the Vice Squad. |

```

| "The Ed you know is 30 years |
younger."

=====O=====O=====O=====O=====O

NO.	NAME	Cost	CTGR	PACK
184	Jehuty	8	CHR	CHRN

| "Burst Shot" |
| Returns all players' EQUIPMENT to its |
original settings.

| [Jehuty] |
| An orbital frame designed as part of |
| the Martian anti-Earth movement's |
| Auman Project. It employs metatron, |
| a multipurpose ore found on the |
Jovian moon of Callisto, as its main

| power source. Its right arm is |
| normally equipped with a blade or a |
| shot. |
| Jehuty is also furnished with ADA, |
| an independent combat support unit |
that customizes and enhances the

| frame according to the Runner's |
| personal traits and combat |
experience.

=====O=====O=====O=====O=====O

NO.	NAME	Cost	CTGR	PACK
185	ADA	8	CHR	CHRN

| "Battle A.I." |
| User's movement COST is set to 1. |
Effect lasts for 3 turns.

| [ADA] |
| An independent combat support unit |
| that provides voice-based assistance |
| to Runners. Its a thinking machine |
| whose abilities are a cut above other |
battle computers.

| ADA takes into account such factors |
| as the Runner's personality, |
| environmental conditions, and the |
| number and type of enemies |
| to formulate the optimum battle plan |
for each situation.

| "It is hopeless, but you have |
no other choice."

```

O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O
| 186 | GRU Sld. | 5 | CHR | MGS3 |
O-----O-----O-----O-----O
| Movement card. |
| Can move 5 blocks. |
O-----O-----O-----O-----O
| [GRU Soldier] |
| GRU is the intelligence wing of the |
| Soviet General Staff. |
O-----O-----O-----O-----O

```

```

O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O
| 187 | Ocelot Unit | 4 | CHR | MGS3 |
O-----O-----O-----O-----O
| Movement card. |
| Can move 6 blocks. |
O-----O-----O-----O-----O
| [Ocelot Unit] |
| An elite GRU unit headed by Ocelot |
| under the command of Colonel Volgin. |
| "Move, move, move!" |
O-----O-----O-----O-----O

```

```

O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O
| 188 | Major Zero | 15 | CHR | MGS3 |
O-----O-----O-----O-----O
| "Active Sonar" |
| In search mode, makes all enemies |
| appear on display. |
| Effect lasts for 1 turns. |
O-----O-----O-----O-----O
| [Major Zero] |
| The commander of FOX, a covert unit |
| in the CIA's planning division. Assigns |
| himself the call sign "Major Tom" |
| during the Virtuous Mission. He is |
| the one who conceived and founded |
O-----O-----O-----O-----O
| FOX. |
| "Is that clear? This kind of sneaking |
| around is the FOX unit's specialty." |
O-----O-----O-----O-----O

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O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O
| 189 | E.B. Volgin | 7 | CHR | MGS3 |
O-----O-----O-----O-----O
| "Bullet Punch" |
| Attaches to WEAPON |
| (EQUIP type only) |
| Critical hit destroys 1 handgun in |
| target's EQUIPMENT. |
| Effect lasts until EQUIPPED WEAPON |
O-----O-----O-----O-----O

```

is used once or until next turn.

| [Yevgeny Borisovitch Volgin] |
| A KGB colonel, his code name in the |
| West is "Thunderbolt." His body |
| carries a constant electric charge, |
| which causes nearby firearms to |
explode.

| He can fire a bullet simply by |
| holding it between his fingers. |
"Kuwabara... Kuwabara..."

=====O=====O=====O=====O=====O

| NO. | NAME | Cost | CTGR | PACK |

=====O=====O=====O=====O=====O

| 190 | N.S. Sokolov | 7 | CHR | MGS3 |

-----O-----O-----O-----O-----O

| "Power of Science" |
| Attaches to WEAPON |
| (EQUIP type only) |
| ATK + 10 vs. armor |
| Effect lasts until EQUIPPED WEAPON |
is used once or until next turn.

| [Nikolai Stepanovitch Sokolov] |
| The director of research bureau |
| OKB-754. He became fearful of his |
| own creation, the Shagohod, and |
| fled the Soviet Union, but was sent |
back as part of a deal to end the

| Cuban Missile Crisis. |
| "And then the age of fear will |
truly begin..."

=====O=====O=====O=====O=====O

| NO. | NAME | Cost | CTGR | PACK |

=====O=====O=====O=====O=====O

| 191 | Naked Snake | 13 | CHR | MGS3 |

-----O-----O-----O-----O-----O

| "John Doe" |
| Attack vs. forward adjacent block |
| Executes random technique. |
| Used in combination with EQUIPPED |
| CQC card. |
Must be adjacent to target to use.

| [Naked Snake] |
| Naked Snake is the code name of the |
| protagonist of Operation Snake Eater. |
| Trained in the art of combat by The |
| Boss, he is assigned to the covert |
FOX unit.

"A real one-man army."

```

O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O-----O-----O-----O-----O
| 192 | The Boss | 18 | CHR | MGS3 |
O-----O-----O-----O-----O
| "Special Force" |
| Attack vs. forward adjacent block |
| Executes random technique. |
| Used in combination with EQUIPPED |
| CQC card. |
| Must be adjacent to target to use. |
O-----O-----O-----O-----O
| [The Boss] |
| Snake's mentor, known as the |
| mother of Special Forces. |
| Leads the Cobra Unit. |
O-----O-----O-----O-----O
| "Drift away. |
| My place is with them now." |
O-----O-----O-----O-----O

```

```

O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O-----O-----O-----O-----O
| 193 | The Fury | 9 | CHR | MGS3 |
O-----O-----O-----O-----O
| "Flamethrower":Anti-armor, USE type |
| ATK:140 |
| HIT:80% |
| Notes: Area attack; sets target on |
| BURN. |
O-----O-----O-----O-----O
| [Attack Area] |
| O O O O O |
| O O X O O |
| O X X X O |
| O X X X O |
| O O V O O |
O-----O-----O-----O-----O
| [The Fury] |
| A surviving member of the Cobra Unit. |
| Wields a flamethrower. He went into |
| space as an astronaut, but was |
| engulfed in flames during reentry and |
| received severe burns over his entire |
O-----O-----O-----O-----O
| body. He no longer feels any pain. |
| "Fury. A great and terrible fury at |
| being alive." |
O-----O-----O-----O-----O

```

```

O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O-----O-----O-----O-----O
| 194 | Shagohod | 20 | CHR | MGS3 |
O-----O-----O-----O-----O
| "Vulcan Strafe" |
| ATK:120 |
| to a 9X9 area. |
O-----O-----O-----O-----O

```

| Cannot be applied to movement. |

o-----o

| [Shagohad] |

| A mobile nuclear launch platform. |

| Developed by Dr. Nikolai Sokolov. |

o-----o

o=====o

| NO. | NAME | Cost | CTGR | PACK |

o=====o

| 195 | Ocelot | 8 | CHR | MGS3 |

o-----o

| "Showdown" |

| Prevents target of choice from |

| firing. |

| Effect lasts for 30 COST. |

o-----o

| [Ocelot] |

| The teenage leader of the Ocelot |

| Unit. He once favored a Makarov in |

| combat, but has now switch to a |

| revolver. |

o-----o

| "Ocelots are proud creatures. |

| They prefer to hunt alone." |

o-----o

o=====o

| NO. | NAME | Cost | CTGR | PACK |

o=====o

| 196 | EVA | 6 | CHR | MGS3 |

o-----o

| "Temptation" |

| Keeps living creatures within |

| 3 block at bat for 30 COST. |

o-----o

| [EVA] |

| A female spy that Snake encounters |

| during Operation Snake Eater. She |

| rides a motorcycle and wields a |

| Mauser Military. |

o-----o

| "Snake, huh? Well, I'm EVA...are you |

| here to tempt me?" |

o-----o

o=====o

| NO. | NAME | Cost | CTGR | PACK |

o=====o

| 197 | A.L. Granin | 0 | CHR | MGS3 |

o-----o

| "Order of Lenin" |

| Sets user's current COST to 15. |

| Cannot be applied to movement. |

o-----o

| [Alexandr Leonovitch Granin] |

| The director of OKB-44, known as the |

| Granin bureau. Overseeing the |

| development of a bipedal walking |

| tank. |

| "You mean you've never heard of me? |
And you call yourself an agent."

=====O
| NO. | NAME | Cost | CTGR | PACK |
=====O
| 198 | Sneaking Suit | 8 | ITM | MGS1 |
-----O-----O-----O-----O
| Reduces single-attack damage by 5 |
| REA:100% |
| Snake only. |
-----O
| A special suit worn by Solid Snake. |
-----O

=====O
| NO. | NAME | Cost | CTGR | PACK |
=====O
| 199 | XM8 | 8 | WPN | MGS3 |
-----O-----O-----O-----O
| Assault Rifle: Anti-armor |
| ATK:50 HIT:60% |
| Ammo:5.56mmX6 REA:70% |
| HIT % decrease at: 4 blocks |
| Notes: Can move 6 BLK with MOVE; |
| Hit causes random status effect; |
-----O
| BLEEDING, FALL, BURN, |
| or SLEEP. |
| After EQUIPPING, load with |
| ammunition and fire (EQUIP type). |
-----O
| A next-generation battle rifle. |
| By mixing and matching various |
| barrels, aiming systems, stocks, and |
| the like, the weapon can be converted |
| into a rifle, a machine gun, a squad |
| support weapon, and other firearms. |
-----O

=====O
| NO. | NAME | Cost | CTGR | PACK |
=====O
| 200 | ???? | ???? | ???? | ???? |
-----O-----O-----O-----O

=====O
| NO. | NAME | Cost | CTGR | PACK |
=====O
| 201 | ???? | ???? | ???? | ???? |
-----O-----O-----O-----O

=====O
| NO. | NAME | Cost | CTGR | PACK |
=====O
| 202 | ???? | ???? | ???? | ???? |
-----O-----O-----O-----O

```

O=====O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O=====O
| 203 | ???? | ???? | ???? | ???? |
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O=====O=====O=====O=====O=====O
| NO. | NAME | Cost | CTGR | PACK |
O=====O=====O=====O=====O=====O
| 204 | Stinger (MGS2) | 10 | WPN | MGS2 |
O-----O-----O-----O-----O-----O
| Missile: Anti-armor, USE type |
| ATK:180 |
| Locks on to machines only. |
O-----O-----O-----O-----O-----O
| A low-altitude surface-to-air missile |
| that can be carried and fired by a |
| single person. Equipped with a device |
| that distinguishes between friend and |
| foe. The infrared seeker on the tip |
| of the missile allows it to attack |
O-----O-----O-----O-----O-----O
| its target from any direction. |
O-----O-----O-----O-----O-----O

```

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O=====O=====O=====O=====O=====O
| Version History (300) |
O=====O=====O=====O=====O=====O

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Version 0.00 - (April 22nd, 2005) - Began the FAQ
Version 1.00 - (April 27th, 2005) - Completed the FAQ

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O=====O=====O=====O=====O=====O
| Legal (301) |
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I am no longer active writing guides for video games, and thus I will no longer any questions or update with any corrections sent through email. It is likely that after this point this guide will never be updated again. I am aware that there are errors occasionally and I apologize for those. Please do not email me any corrections, or ask me for any help with this particular game, as I will not respond.

It is also not necessary to send any email to thank me for the work, I will say right now that you are very welcome.

Furthermore, please do not contact me about hosting this guide on your website, I will not grant permisson. I am still willing to take action if I find this guide being hosted anywhere other than GameFAQs.com, IGN.com, or a very small number of other select sites.

Finally, if you need to contact me for some reason that is not covered above, then you can reach me at StarOceanDC(a.t)gmail(d.o.t)com.

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O=====O=====O=====O=====O=====O
| Credits (302) |
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O=====O

ASCII title is care of: http://www.rootsecure.net/?p=ascii_generator

Thanks to CJayC for continuing to keep GameFAQs running smoothly, and the same to Sailor Bacon. Thanks to Sean, Mark and Jeremy here at the University of Guelph, thanks to everyone in the GameFAQs FAQ contributor community for being great people, and thanks to everyone who takes the time to send feedback.

Thank you very much finally, to anyone and everyone reading this walkthrough.

O=====O

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