

Armored Core FAQ/Walkthrough

by Shotgunnova

Updated on Sep 30, 2020

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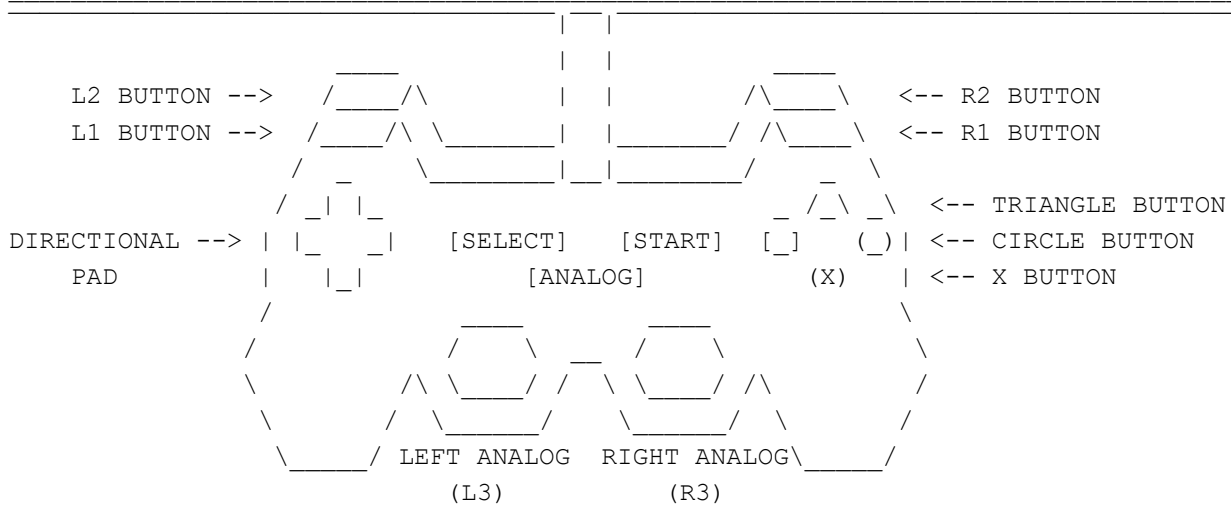
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I. CONTROLS

[CNTR]



Armored Core does not use the analog functions.

BUTTON	FUNCTIONS
Start	Un/pause game
Select	Bring up/close the 'Leave Mission' menu
Analog	---
Up/Down	Controls movement
L/Right	Turn in that direction

Circle	'Inspect' button / use laserblade	
Select	---	
Square	Fire currently equipped weapon	
Triangle	Cycle through currently equipped weapons	
X Button	Ignite booster	
L1 Button	Strafe left	
L2 Button	Strafe left	
L. Analog	---	
R. Analog	---	
R1 Button	Look up/aim reticle up	
R2 Button	Look down/aim reticle down	
----- -----		

This game often requires pressing three or four buttons at once to control the camera, maneuvering, boosting, the reticle... If you have trouble getting the control scheme down or just want to change to something better, go under the 'Options' tab on the 'System' icon and change the Control Config to suit yer needs better. I know I had trouble 'til I inversed the camera/movement buttons.

II. TH' BASICS

[THBS]

MENU

[THMN]

The menu has six options in it:

GARAGE	Customize the AC with bought & optional parts, create emblems	
RANKING	Observe other Ravens' positions and find pecking order info	
MAIL	View new and previous e-mails as they come	
SYSTEM	Save/load games or emblems, customize game specs & configs	
MISSION	View missions currently available and choose some to take	
SHOP	Inspect AC parts available for purchase or sell owned parts!	
----- -----		

One thing to note about the Shop: any parts you buy can be sold back for the exact same price; no depreciation! This is handy in the early-to-mid stages where money can be tight and parts may have to be resold to contour to some mission's specifics.

BUILDING AN AC

[BLDG]

An AC is composed of many parts, all of which must be able to work as one machine. It's possible to play without learning the finer points, but it's still helpful to know. Most parts contribute armor values (which translates to overall health, mind you) so I'll skim over that. :p

HEAD	The headpiece is meant to control the radar functions of the	
	AC. It's possible to equip radar as a 'back weapon' also; do	
	not do this unless tight on money. It's here for a reason!	

	Head parts attach to the Core.
CORE	The Core is the central unit of the AC which joins together the following: Head, generator, FCS, back weapons, arms, and booster. All of the weight of these listed items combined must not exceed the legpiece's max weight or else it can't move. Also, the Core has 'extensions' to which the optional parts are stuck. These are practically weightless, luckily.
ARMS	The arms hold weapons or can be the weapons -- the player'll have to pick one. It's recommended that arms hold weapons in 99% of the cases as they expend ammo twice as fast! These'll connect to the Core.
LEGS	The leg parts give stability and mobility to the AC, as well as carrying everything above the torso. This means that the player has to pick legs with a good max weight or run the risk of it being too heavy to move. Legs attach to the Core and come in different types of movement. Find one that suits you!
GENERATOR	The generator moves the vehicle and is housed inside of the Core. A 'Not Enough Energy' message may play if y' try and make a generator move too heavy an AC, which means that one has to jettison some parts or find a generator with a higher energy output.
ARM WEAPONS	These weapons are held by the arms. At maximum, there can be one gun and one laserblade. In the late-game, weight often does not allow this, though. These attach to the arms which in turn attach to the Core.
FCS	These practically weightless objects control lock-ons, being the identification systems for the weapons. They're found in the Core.
BOOSTER	Attaches to the back of the Core, and aids in vertical and lateral movements when a quick...err, boost is needed. They don't weigh that much.
BACK WEAPON	These attach to the core and only two can be carried at all times. Weapons canbe of any sort (missile, chaingun, etc.) as well as radar. Since they connect to the Core and are the pieces that way a lot most often, the legs have to support them.

TRICKS OF THE TRADE [TOTT]

So, y'want some help getting through the game, huh? Sure!

- Out of all the legpieces, the absolute best is the 4-Legs type. They can carry loads of weight (5000 at max) and are highly maneuverable, as well as being decently speedy. The alternative for a full arsenal is using those dumb ol' caterpillar legs (tank treads) which can't even jump without the aid of a booster. Definitely shell out the cash to get one of these and y'

won't regret it a lick.

- For missions, the best budget weapon is the WC-CN35 chaingun. It has a very fast firing rate and carries 250 bullets, making it extremely deadly to just about anything once the lock-on sets in. The decent range means it can take out armored mechs and smaller security MTs without batting an eye. Plus, y' can have two of them as a back weapon if needed. Definitely recommended.
- Make sure you look at the 'Secret Parts' section before continuing with the walkthrough. They tell the locations of all unique parts. Until the last storyline mission is completed, all others only appear once and missing a few of these boons (the generator, rocket launcher, etc.) is depriving the player of a HUGE help from the get-go.
- Energy weapons don't have ammunition costs, so if you find a powerful one like a pulse rifle or the AW-XC65 (the latter of which can OHKO just about any normal enemy once amplified) can mop up the enemies and pay for their usage without much difficulty.

00) AC RAVEN TEST

[WLKT] [WK00]

"This is the only test that we give to people who want to become a Raven. You must battle against the opponent AC and survive. If you survive, you will be considered a Raven. That's all. Good luck."

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-GRY-NX	Has no optional equipment	14700	-----
CORE	XCA-00	Standard core unit	61500	-----
ARMS	AN-201	Low energy consumption...	15300	-----
LEGS	LN-1001-PX-0	Balanced, all-terrain legs	25000	-----
GENERATOR	GPS-VVA	4728 Output/28000 MaxCharge	19500	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	WM-S40/1	Fires single missiles	18700	830/40
B. WEAPON R	RXA-01WE	Old-style radar antenna	12100	-----
A. WEAPON L	LS-2001	Standard portable rifle	11400	218/200
A. WEAPON R	WG-RF35	Infinite-use laserblade	11500	738/---

Note that the player can't change what's equipped now, so it's irrelevant for the most part. Everything is low-budget and standard for the most part, so it ain't going to work great on enemies that well. We'll want to ditch some of this stuff [radar?] as soon as possible.

There's really no advice to give here. This battle takes place before any of the controls can be changed, which puts any new player at a disadvantage. Use the L1/R1 buttons to strafe, and L2/R2 buttons to move the camera up & down. Shoot missiles if at long-range, and use the laserblade close-up (with O) to inflict major damage. There are two enemies here and they'll simply use lowly rifle shots, dragging this battle out for a long time.

No reward either, but the player can now take real missions.

up another missile launcher to replace that antenna; if not, oh well.

The insert into this level takes place behind a large seawall, protecting the player's AC from the emplacements' bombshells. This is helpful, as the two nearest the drop point can be taken out by jumping, a missile lock-on, then falling back into the safety zone. A few flying enemies are around as well, but those can be taken out in the same fashion [with rifle, preferably]. In fact, you can jump onto the sea barricade and strafe so missiles don't fly into the obstruction.

The last two guns can be destroyed by boost-/strafing near them. They have no lock-on technology, so it's pretty standard evasion tactics. Use the rifle to cut ammo costs, too, 'cause the player ALWAYS loses some amount of money... Also, with the basic un-upgraded AC stuff [default], equipping the new legs is impossible...

03) RESCUE SURVEY TEAM

[WK03]

EMPLOYR: Earth Environment Reclamation Committee
ADVANCE: 0c
PAYMENT: 25000c
SPECIAL: 7600 [+100 per security MT destroyed]
ENVIRON: Old Military Facility
ENEMIES: Security MTs [x76]
MISSION: Rescue the survey team
OVERALL: +2%

"We want you to break into an old military facility remaining above-ground to the southwest of Isaac City. This facility has been completely abandoned, but we have reason to believe it has been used as a testing ground for prototype weapons prior to the Great Destruction. If any of the Companies get wind of this, a fight for this facility is inevitable. We immediately sent a survey team to find out the truth, but they ran into trouble. A gate within the facility suddenly closed and scrapped security MTs began operating. After barely making it back to the 1st floor, the team is stranded behind the locked gate. The security MTs have been repulsed for now, but we don't know how this will last. We want you to rescue the team ASAP."

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-GRY-NX	Has no optional equipment	14700	-----
CORE	XCA-00	Standard core unit	61500	-----
ARMS	AN-201	Low energy consumption...	15300	-----
LEGS	LN-1001-PX-0	Balanced, all-terrain legs	25000	-----
GENERATOR	GBG-10000	9988 Max Energy Output	43500	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	-----	-----	-----	-----
B. WEAPON R	WC-CN35	Chain gun; fast reloading	32750	338/250
A. WEAPON L	WG-MG500	Machinegun; fast fire rate	28400	135/500
A. WEAPON R	-----	-----	-----	-----
OPTN. PARTS	SP-M/AUTO	Upon lock-on, fires missile	12900	-----

"Just now, several MTs, thought to be terrorists, appeared in an urban district. Indiscriminately, they attacked the surrounding buildings and fled. Guards rushing to the scene cornered one terrorist in a nearby parking garage, but the garage has only one large entrance, so it is not easy to get to him. The rest of the gang is still fleeing and we cannot spare any more men. Go to the scene ASAP and cooperate in destroying the terrorist. Several civilian vehicles remain in teh garage. Damages to teh vehicles will be deducted from your pay. Sorry, but we've got budget problems too. Good luck."

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-ONE	Head with all the functions	68100	-----
CORE	XCL-01	Best core unit; 16 slots	88000	-----
ARMS	AW-XC65	Energy-run twin lasercannon	98500	2322/40
LEGS	LFH-X5X	4-legs type; maneuverable!	82000	-----
GENERATOR	GBG-XR	Custom pulse generator ^__^	56000	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	WC-CN35	Rapidfire chaingun. Nice!	32750	338/250
B. WEAPON R	WR-L24	Large rocket launcher.	29460	3980/24
A. WEAPON L	-----	-----	-----	-----
A. WEAPON R	-----	-----	-----	-----
OPTN. PARTS	SP-S/SCR	Decreases projectile damage	33000	-----
OPTN. PARTS	SP-AXL	Accelerates lock-on time	24000	-----
OPTN. PARTS	SP-E/SCR	Decreases energy damage	38500	-----
OPTN. PARTS	SP-JAM	Missile lock-on jammer	26000	-----
OPTN. PARTS	SP-E+	Amplifies energy wpn power	45000	-----
OPTN. PARTS	SP-ABS	Reduces shell hit recoil	29600	-----
OPTN. PARTS	SP-M/AUTO	Fires missile on full lock	12900	-----
OPTN. PARTS	SP-CND-K	Amplifies energy output	21000	-----

This mission is rather simple, if not frustrating. It's also missable in the sense that you may have to wait until finishing "Destroy Floating Mines" to play it again. I'm decked out for this level because it's my 35th mission, even though it can probably be fought around 10-15. Thus, it's not necessary to have my setup. Firepower needed: the WC-CN35 chain gun, a SP-S/SCR for decreasing projectile damage, and maybe a pulse rifle as an arm weapon. It's dependant on what can be afforded.

Operating under a simple premise, you just have to hunt down one MT. He'll continue to wreak havoc on the floors of the parking garage and flees after being damaged a certain amount. Under normal circumstances, he's practically invincible, what with the quick speed and leaving after a certain amount of damage. When 4 floors down, the radio will tell that the bottom level is for Chrome-only use -- the final confrontation takes place in the downward ramp leading to there. It is possible to defeat him before then, but not likely if early in the game.

ENVIRON: Isaac City Power Plant No. 7
 ENEMIES: 12 Worker Robots
 MISSION: Destroy all Worker Robots
 OVERALL: +1%

"A problem occurred in the No. 7 power plant of Isaac City. Due to security system trouble, the worker robots are out of control. Most of the robots have already been captured or destroyed, but some of them have entered the grounds of the power plant. Luckily, no major accident has occurred so far, but we cannot leave the situation as is. Because of the location, ordinary measures are useless. This is where we need your help. We want you to destroy all of the robots within the power plant, but do not damage the generators or you risk causing a major explosion. If you destroy a generator, we will deduct compensation for the damages from your pay. The worker robots have no attack capability at all, but you must move cautiously."

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-GRY-NX	Has no optional equipment	14700	-----
CORE	XCA-00	Standard core unit	61500	-----
ARMS	AN-201	Low energy consumption...	15300	-----
LEGS	LN-1001-PX-0	Balanced, all-terrain legs	25000	-----
GENERATOR	GPS-VVA	4728 Output/28000 MaxCharge	19500	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	WM-S40/1	Fires single missiles	18700	830/40
B. WEAPON R	RXA-01WE	Old-style radar antenna	12100	-----
A. WEAPON L	LS-2001	Standard portable rifle	11400	218/200
A. WEAPON R	WG-RF35	Infinite-use laserblade	11500	738/---
OPTN. PARTS	SP-M/AUTO	Upon lock-on, fires missile	12900	-----

NOTE: Take off the automatic missile launcher part which can accidentally make this mission go 'boom' in the literal sense.

The only weapon that is needed here is a laserblade, which ensures that this mission can go off PERFECTLY -- as in no deductions whatsoever. The worker robots have no attack functions, as mentioned, meaning no ammo has to be wasted. In fact, it's recommended that only laserblading is used because any stray shot that hits a generator BLOWS THE ENTIRE PLACE UP and severely damages the player's mech. Why take any chances? That's why this mission gets such a bad rap...because of the potential. Play it safe and it's absolutely the easiest one in the game.

Twelve robots in all...pretty simple. The laserblade CANNOT damage any of the generators, so be as liberal with the cuttin' as need be. The only thing to pay attention to is that the robots' explosions can destroy the generator in the room, which can do approximately 8000 damage! Restart if this happens, naturally -- accept nothing less than a 17000c total reward.

HINT: The worker robots move around, so if you find one standing next to a pipe or something, make sure they're a ways away before detonating. One room in particular has a robot walking along a conduit, and it needs to remove itself first!

EMPLOYR: Murakumo Millenium
 ADVANCE: 0c
 PAYMENT: 32000c
 SPECIAL: 800c [per enemy destroyed]
 ENVIRON: Whiteland Area Snowy Region
 ENEMIES: MTs
 MISSION: Find entrance, destroy lock.
 OVERALL: +3%

"Our intelligence has determined that Chrome has an underground factory in the snowy region of Whiteland. We plan to send our Special Forces to destroy the factory. We are looking for someone to scout out the entrance to the factory in advance of the attack. Your mission is to find the point of entry and destroy the door lock system. There is no particular need to engage the enemy, but we will pay an 800 C bonus per enemy MT destroyed. The main force will attack 6 minutes after you start, so your executing the mision within the time limit is absolutely necessary for the surprise attack to succeed. Due to its nature, this mission will be a night maneuver."

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-ONE	Head with all the functions	68100	-----
CORE	XCL-01	Best core unit; 16 slots	88000	-----
ARMS	AW-XC65	Energy-run twin lasercannon	98500	2322/40
LEGS	LFH-X5X	4-legs type; maneuverable!	82000	-----
GENERATOR	GBG-XR	Custom pulse generator ^__^	56000	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	WC-CN35	Rapidfire chaingun. Nice!	32750	338/250
B. WEAPON R	WR-L24	Large rocket launcher.	29460	3980/24
A. WEAPON L	-----	-----	-----	-----
A. WEAPON R	-----	-----	-----	-----
OPTN. PARTS	SP-S/SCR	Decreases projectile damage	33000	-----
OPTN. PARTS	SP-AXL	Accelerates lock-on time	24000	-----
OPTN. PARTS	SP-E/SCR	Decreases energy damage	38500	-----
OPTN. PARTS	SP-JAM	Missile lock-on jammer	26000	-----
OPTN. PARTS	SP-E+	Amplifies energy wpn power	45000	-----
OPTN. PARTS	SP-ABS	Reduces shell hit recoil	29600	-----
OPTN. PARTS	SP-M/AUTO	Fires missile on full lock	12900	-----
OPTN. PARTS	SP-CND-K	Amplifies energy output	21000	-----

YOU DO NOT NEED IDENTICAL SETUP AS ABOVE, because I did this later. For the appropriate setup, but a chaingun and missiles will help.

Anywho, there's a 6:00 timer right at the start.

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| SECRET PART: WM-S60/4 [Small Missile Launcher]
|
| In the very SW corner of the map, past a gun battery, is a box containing
| the part. Be careful not to stray into the out-of-mission area!!!
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Anyway, the target factory doors are located in the north/northeast area of the map, across the river where the insert takes place. Upon getting closer to it, the 'target' icon appears. Shoot the door lock system on the outside portion and the mission ends successfully. Getting 28000c+ is a cinch on

this mission, especially with the bonus (use missiles!).

07) EXTERMINATE ORGANISMS [I]

[WK07]

EMPLOYR: Gal City Guard
ADVANCE: 0c
PAYMENT: 30000c
ENVIRON: Gal City Office District
ENEMIES: Giant Organisms [infinite, technically]
MISSION: Find and destroy the "queen".
OVERALL: +2%?

"This is the Gal City Guard. Our city is now occupied by unknown giant organisms. I don't even know if "organism" is right, but I've never seen anything like 'em before. The things are extremely fierce and attack anything that moves. Our citizen have suffered many casualties from the animal horde. We have no way of fighting back. A biological analysis of their behavior patterns shows a social structure much like that of ants or bees. There must be a "queen" somewhere that directs the swarm. Investigators found an unfamiliar hole in a wall in the office district, so this might be the beasts' nest. Your mission is to find and destroy the "queen". If you can take out the leader, the swarm will become disorganized and we can take it from there. We are counting on you."

Table with 5 columns: Item Name, Recommended, Function, Price, and Power/Amm. Rows include HEAD, CORE, ARMS, LEGS, GENERATOR, FCS, BOOSTER, B. WEAPON L, B. WEAPON R, A. WEAPON L, A. WEAPON R, and various OPTN. PARTS.

Amplified energy rounds work well on these suckers, but chaingun rounds do as well. Don't pack too heavy, because there's no use killing the smallfry if we don't have to. [NOTE: Setup does not have to be identical; I just chose to do this one late in the game!!!]

Now, I'm going to give directions to the queen. It's better than making a map because this dang place twirls in and out of itself a lot. Here's how we're gonna do it:

- 01) Follow passage south as it turns
- 02) Take first passage on the left wall, going downward. Ignore 1st offshoot.
- 03) At bifurcation, take left (SE) path downward still.
- 04) Continue downward and turn north into new passage when possible
- 05) Go west down the enemy-filled passage, ignoring antechambers

At this point, you should be in a dirt tunnel and see an elbow pipe sticking out from the ceiling. On the right track! At the end of the tunnel is the queen's room.

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| SECRET PART: QX-AF [FCS]                               |
|                                                         |
| In one of the corners of the room (SE), the part is lying on the floor... |
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08) GUARD FREIGHT TRAIN

[WK08]

EMPLOYR: Murakumo Millenium
 ADVANCE: 12000c
 PAYMENT: 20000c
 ENVIRON: Heavensrock Supply Depot No. 6
 ENEMIES: Flying MTs [x4], Red AC
 MISSION: Defend lead car within region
 OVERALL: +3%

"We have an emergency! We have been informd of a plan to attack our long-haul freight train "Boulder". We are unsure of the enemy's exact target, but it is likely that they are after the confidential cargo in the lead car. The train's next stop, Heavensrock's supply depot, has very little cover. We feel that this would be an opportune time for the enemy to attack. Go ahead of the train ASAP and head for the supply depot. Give highest priority to ensuring the safety of at least the lead car. The cars further back are not particularly important at this time, but we will up your pay by 10000c if all cars are safe. We're counting on you, Raven."

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| RECOMMENDED | FUNCTION | PRICE | POWR/AMM |
-----+-----+-----+-----+
| HEAD | HD-X1487 | Has N. Canceler/Bio Sensor | 19000 | ----- |
| CORE | XCA-00 | Standard core unit | 61500 | ----- |
| ARMS | AN-201 | Low energy consumption... | 15300 | ----- |
| LEGS | LFH-X5X | 4-legs type; maneuverable! | 82000 | ----- |
| GENERATOR | GBG-10000 | 9988 Max Energy Output | 43500 | ----- |
| FCS | COMDEX-C7 | Maximum of 4 lock-ons | 11000 | ----- |
| BOOSTER | B-P320 | Low-priced and underpowered | 10800 | ----- |
| B. WEAPON L | WR-L24 | Large rocket; no lock-on f. | 29460 | 3980/24 |
| B. WEAPON R | WC-CN35 | Rapidfire chaingun. Nice! | 32750 | 338/250 |
| A. WEAPON L | WG-XP2000 | Energy-run pulse rifle | 61500 | 435/200 |
| A. WEAPON R | ----- | ----- | ----- | ----- |
| OPTN. PARTS | ----- | ----- | ----- | ----- |
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This mission can be utterly annoying since the flying types are much more maneuverable than your AC can ever hope to be (they're 100% airborne), so to even the odds, any rapidfire weapon or missile will be great. I had a lot of

trouble doing this the first time, but with a "spider" legpiece and chaingun, it was a lot easier. More on this in a sec. If you need to sell something, any upclose-and-personal weapon like a laserblade or small arms fire can get the boot.

This outdoors area leading up to the depot has a few mesas around. At the very beginning, one of the airborne enemies will approach the player's AC head-on, which is a good time to gun it down. The others will constantly circle the player and get in potshots that play off poor camera angles, so jump onto one of the mesas nearby and use that as a vantage point. THIS IS A GREAT HELP; DO NOT LET THEM GET THE UPPER HAND FROM THE GROUND!

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-----  
| SECRET PART: HD-X1487 [Head Unit] |  
| | |  
| One of the silver freight crates at the depot station contains a headpart |  
| for a mech. Not that great, but comes with Noise Canceler/Bio Sensor... |  
'-----'
```

When three enemies have been destroyed, the radio calls in to say the train's almost near. Another message tells of another mech approaching from the south and intent on damaging the train. If you manage to get down there and time for combat, you can distract it and hopefully save the train from being bent out of shape in any way. Since a bonus is up for grabs, using those powerful WR-L24 rockets can really cut this fruitcake down to size -- 3 should do it.

Mission over when the train successfully refuels and leaves.

Now, getting the bonus is incredibly hard if not downright impossible should the 4th flying enemy still be living. If you're having a hard time defeating all four before the mech approaches, well...nothing to do about that except try to get all of them from a mesa-top. Luck plays a part in it also, so do not give up!

09) DESTROY FUEL DEPOT

[WK09]

EMPLOYR: Murakumo Millenium
ADVANCE: 0c
PAYMENT: 21000c
ENVIRON: Chemical-Dyne Lab Fuel Depot
ENEMIES: Gun emplacements, Blue MTs [x5]
MISSION: Destroy all tanks and escape
OVERALL: +3%

"We want you to perform a secret survey of Chemical-Dyne Co. research lab in the East region. We have heard many troubling rumors about a certain company's research. From the information that we've gathered so far, this seems to be Chrome's doing. Your mission is a diversionary action in support of the survey team entering the lab. Attack the fuel depot adjacent to the lab and blow up all of the fuel tanks inside. The survey team plans to enter the lab during the commotion. You must escape from the depot after blowing up all the tanks. If discovered by the guards, you'll have trouble. There is probably a large number of tanks in the fuel depot. Be careful to avoid

damage from explosions."

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-GRY-NX	Has no optional equipment	14700	-----
CORE	XCA-00	Standard core unit	61500	-----
ARMS	AN-201	Low energy consumption...	15300	-----
LEGS	LFH-X5X	4-legs type; maneuverable!	82000	-----
GENERATOR	GBG-10000	9988 Max Energy Output	43500	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	WR-L24	Large rocket; no lock-on f.	29460	-----
B. WEAPON R	-----	-----	-----	-----
A. WEAPON L	WG-XC4	Energy-type pulse rifle	51000	-----
A. WEAPON R	LS-2001	Infinite-use laserblade	11500	-----
OPTN. PARTS	SP-M/AUTO	Upon lock-on, fires missile	12900	-----

Having just bought the best legs in the game (IMO), I had to scrounge up some extra credits by selling some basic items (default rifle, etc.). Since they can all be sold for the same price they're bought at, this is really a non-issue completion-wise. Anyway, I hate using rockets but they were the only thing available that I couldn't sell. For those who don't care about getting the 4-legs type, you can save some \$\$ and use a Chain Gun/solid ammo combo to get through this level.

Anyway, this level is basically a long, straightforward bunch of rooms that are connected. It's really a no-brainer as far as strategies come: destroy the emplacements mounted on the ceiling with your normal weapons and detonate the fuel tanks from afar to evade damage. Some floating enemies around the first depot room will prevent lock ons [until destroyed], but if you shoot from the doorway, that effect doesn't take place. Don't walk out into an ambush, now! This same scenario's repeated a few times until the very last room.

```
-----
| SECRET PART: WG-1-KARASAWA [Laser Rifle] |
|                                           |
| In the very last (2nd) room, boost up into a small cramped ledge area w/ |
| some explosive tanks. Blow them up and search the premises for the weapon |
| lying on the ground. This is a great weapon but can't be used with 4-legs |
| type models, unfortunately. Only 50 shots for an arm weapon? Eh..... |
'-----'
```

The radio will notify the player that enemy reinforcements are inbound when s/he reaches the 2nd room. The five enemies are spread out through the two rooms, and are just slightly-upgraded versions of the lame worker MTs that have been scrapped numerous times up 'til now. Pretty easy stuff.

When all target tanks are destroyed [radio confirms this], simply head back to the starting point and end this. If you're missing tanks somehow, remember the 2nd room has wall niches that have two tanks apiece!

Reward-wise, getting around 20000c should be quite easy with any sort of energy weapon (I got 19108 m'self). Get in the ballpark at least.

EMPLOYR: Chrome
 ADVANCE: 0c
 PAYMENT: 28000c
 ENVIRON: Chrome Weapons Lab
 ENEMIES: CHAOS 0.8
 MISSION: Destroy "CHAOS 0.8"
 OVERALL: +2%

"Come participate in a combat test against a new weapon currently under development. Anyone is OK, as long as they can fight. We want combat data for the current prototype. Your opponent, "CHAOS" is a completely automated robot and the location is inside our lab. No need to be timid. Give it all you've got. However, you get paid only if you win. No slacking off. This may not be much of a challenge to you Ravens, but you can make a fast buck. Think of it as an easy job."

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-X1487	Has N. Canceler/Bio Sensor	19000	-----
CORE	XCA-00	Standard core unit	61500	-----
ARMS	AN-201	Low energy consumption...	15300	-----
LEGS	LFH-X5X	4-legs type; maneuverable!	82000	-----
GENERATOR	GBG-10000	9988 Max Energy Output	43500	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	WR-L24	Large rocket; no lock-on f.	29460	3980/24
B. WEAPON R	WC-CN35	Rapidfire chaingun. Nice!	32750	338/250
A. WEAPON L	WG-XP2000	Energy-run pulse rifle	61500	435/200
A. WEAPON R	-----	-----	-----	-----
OPTN. PARTS	-----	-----	-----	-----

Scrounged up yet again and got the following stuff. Powerful, but lacks a laserblade and optional parts. Not that important since this mission is an easy payout.

Speaking of which, CHAOS 0.8 isn't that good. Use an energy weapon and strafe for easy shots, while simultaneously evading his laser projectiles. Energy weapons are alright, but you can spam a chaingun and achieve an excellent & very fast kill up-close. Either way, the target goal is to maintain at least a 20000c+ reward. Heck, you can probably make it 25000c+ if you retry it a bit -- damage costs are always more than ammo.

EMPLOYR: Murakumo Millenium
 ADVANCE: 0c
 PAYMENT: 34000c
 ENVIRON: Kuwote Plateau Airport
 ENEMIES: MTs [x10-11]

MISSION: Airplane takes off safely

OVERALL: +1%

"We want you to guard Dr. M. Okamura, an authority on genetic engineering. One of his experiments was grossly misunderstood and he has received many death threats in the past. A terrorist group has also threatened to attack him during his next visit to Isaac City. Dr. Okamura is now at our lab, but he will leave for Isaac City in a couple of days. He plans to travel by airplane. We want you to serve as a guard at the time of takeoff."

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-ONE	Head with all the functions	68100	-----
CORE	XCL-01	Best core unit; 16 slots	88000	-----
ARMS	AN-201	Low energy consumption...	15300	-----
LEGS	LFH-X5X	4-legs type; maneuverable!	82000	-----
GENERATOR	GBG-XR	Custom pulse generator ^__^	56000	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	WC-CN35	Rapidfire chaingun. Nice!	32750	338/250
B. WEAPON R	WM-MVG404	Single-fire missile launchr	31000	1560/24
A. WEAPON L	WG-XP2000	Energy-run pulse rifle	61500	435/200
A. WEAPON R	-----	-----	-----	-----
OPTN. PARTS	SP-S/SCR	Decreases projectile damage	33000	-----
OPTN. PARTS	SP-AXL	Accelerates lock-on time	24000	-----
OPTN. PARTS	SP-E+	Amplifies energy-type damg	45000	-----

Chaingun cleans up.

At the start, get onto the runway and heed the radio's warning about three crafts coming down toward the plane. Obviously, since this is flatland, try to get the jump chaingun-wise (great range) before switching to missiles. In fact, if you have the 4-legs type like I suggest, you don't need missiles a bit. Intercept the enemy far down the runway and lead them off the pavement a li'l, destroy. Most are horrible and there's only one large type along for the ride.

Reinforcements arrive but it's likely that the doctor will have left safely anyway. They'll blow up the plane for some reason (!?) and the explosion's very large -- so fly high above it as far away as you can to evade any extra damage. Ugh, what a stupid tactic! Should be very easy to get 20000c+ on this level.

12) STOP GAS EXPOSURE

[WK12]

EMPLOYR: Ravens' Nest

ADVANCE: 20000c

PAYMENT: 25000c

SPECIAL: 650c per security MT not counting gun emplacements [max: 19500c]

ENVIRON: Old Chemical Weapons Factory

ENEMIES: Security MTs [x30]

MISSION: Plant all detonation devices [x5]

OVERALL: +3%

"This mission is extremely dangerous. A problem has occurred at one of the ruins of the Old Generation. Namely, a military facility. This facility was used to develop chemical weapons, and it seems that someone has secretly entered and tampered with the control panels. It is now full of some kind of gas. The gas corrodes metal, so naturally your AC will take damage. Unluckily, all of the equipment within the base is resistant to the gas, so the defense mechanisms are operating. Of the five control panels, only one appears to be working. Even so, just destroy all of them. We will provide the detonation devices. Just plant them on all five panels. When you are finished, get out of the base immediately. If you dawdle within the facility, your AC will suffer a dangerous level of damage. Be careful!"

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-ONE	Head with all the functions	68100	-----
CORE	XCL-01	Best core unit; 16 slots	88000	-----
ARMS	AN-201	Low energy consumption...	15300	-----
LEGS	LFH-X5X	4-legs type; maneuverable!	82000	-----
GENERATOR	GBG-XR	Custom pulse generator ^__^	56000	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	WC-CN35	Rapidfire chaingun. Nice!	32750	338/250
B. WEAPON R	WC-CN35	Rapidfire chaingun. Nice!	32750	338/250
A. WEAPON L	WG-XP2000	Energy-run pulse rifle	61500	435/200
A. WEAPON R	-----	-----	-----	-----
OPTN. PARTS	SP-S/SCR	Decreases projectile damage	33000	-----
OPTN. PARTS	SP-AXL	Accelerates lock-on time	24000	-----
OPTN. PARTS	SP-E/SCR	Decreases energy damage	38500	-----

This mission is probably the 2nd-most annoying in the game, so bring lots of powerful solid-type weapons. The enemies inside are resistant to corrosion, so penetrating the armor has to be done that way. The first time I did this was with two mounted chainguns and 4-legs type armor -- highly recommended!!

Anyway, I made a map for this place which should help since it's essentially a three-subfloor area. Quite easy to follow if I do say so myself -- there's a secret passage that can be used to escape once the 4th and 5th panels are found, although without a good map sensor, you're liable to not find it on your own (it's rather inconspicuous).

Okay, the map locations are:

-

- <http://www.geocities.com/shotgunnova/Stop.PNG>

The only other tip for this is that, when inside a control panel room, move to the side with the 'target' icon and press the O-button to set the bomb. When all are set, return to the surface through use of one of the two exits (secret passage should be used -- just blow a hole in the wall) and mission's complete.

EMPLOYR: Chrome
 ADVANCE: 0c
 PAYMENT: AC parts [SP-SAP]
 ENVIRON: Test Track No. 6
 ENEMIES: CHAOS 0.9 [x2]
 MISSION: Destroy "CHAOS 0.9"
 OVERALL: +1%

"We want to run tests on a new weapon. As in the last mission, we want you to fight a new weapon model "CHAOS" weapon. That is all. This time, we envision a street battle, fought at Test Track No. 6. We have made improvements to this advanced MT based on the previous data. It might be a bit stronger. If you are defeated by the MT, you have no right to be called a Raven. This time we have prepared some special parts as your pay. They are new products not yet out on the market. However, to make sure you give it your all, you get paid only if you win the fight. Good luck."

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-ONE	Head with all the functions	68100	-----
CORE	XCL-01	Best core unit; 16 slots	88000	-----
ARMS	AN-201	Low energy consumption...	15300	-----
LEGS	LFH-X5X	4-legs type; maneuverable!	82000	-----
GENERATOR	GBG-XR	Custom pulse generator ^__^	56000	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	WC-CN35	Rapidfire chaingun. Nice!	32750	338/250
B. WEAPON R	WR-L24	Powerful rocket launcher	29460	3980/24
A. WEAPON L	WG-XP2000	Energy-run pulse rifle	61500	435/200
A. WEAPON R	-----	-----	-----	-----
OPTN. PARTS	SP-S/SCR	Decreases projectile damage	33000	-----
OPTN. PARTS	SP-AXL	Accelerates lock-on time	24000	-----
OPTN. PARTS	SP-E+	Amplifies energy-type damg	45000	-----

Any hard-hitting firepower will do well here. Recommended are the WR-L24 rocket launcher, the AW-XC65 laserbeam arms, and WC-GN230 grenade launcher. Not all are needed but either can help, especially with amplifiers that can boost energy-type damage. Also, the missile jammer may help some if you have purchased it. <shrug>

This area is a replica of a forgotten town and there is another mech to take out. This one utilizes erratic movement so any weapon that gets a lock-on from mid-range is appropriate, since it fires dual missiles a lot and one'll need time to take evasive maneuvers. When the first is destroyed, the testers send ANOTHER of the same type out. This is exactly the same as the previous incarnation of CHAOS, except it fires triple missiles!

Either way, there's going to be money lost here, especially if you can't quite hit the mark. Try not to redline too much, now... The part obtained for a win is the "SP-SAP" which decreases recoil from cannons. Whee?

EMPLOYR: Murakumo Millenium
 ADVANCE: 0c
 PAYMENT: 32000c
 ENVIRON: Murakumo Transport Blimp
 ENEMIES: Flying MTs [10+]
 MISSION: Destroy all enemy forces
 OVERALL: +1%

"Recently, our transport blimps have been attacked one after another. We don't know what they want, but the blimp is always shot down so the target is probably not the payload. Perhaps they are simply intending to interrupt our operations at someone's instigation. We could provide full-scale escorts, but this risks marring our reputation. These incidents have not gotten out to the public, so we want you to ride secretly in the blimp and repulse the attacking group. Note that we expect the battle to be fought on the blimp, so be careful not to fall."

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-X1487	Has N. Canceler/Bio Sensor	19000	-----
CORE	XCL-01	Best core unit; 16 slots	88000	-----
ARMS	AN-201	Low energy consumption...	15300	-----
LEGS	LFH-X5X	4-legs type; maneuverable!	82000	-----
GENERATOR	GBG-XR	Custom pulse generator ^__^	56000	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	WC-CN35	Rapidfire chaingun. Nice!	32750	338/250
B. WEAPON R	WM-MVG404	Single-fire missile launchr	31000	1560/24
A. WEAPON L	WG-XP2000	Energy-run pulse rifle	61500	435/200
A. WEAPON R	-----	-----	-----	-----
OPTN. PARTS	SP-S/SCR	Decreases projectile damage	33000	-----
OPTN. PARTS	SP-AXL	Accelerates lock-on time	24000	-----
OPTN. PARTS	SP-E+	Amplifies energy-type damg	45000	-----

I've tried this mission many times with chaingun, the priciest beam arms, and other weapon types but the best time was when I simply brought missiles. All enemies here are flying types, and you'll want these suckers as a fallback.

Here's how the mission will go. Your AC will defend the flying blimp's upper exterior side. There are a few gun turrets that help out as well, but they'll eventually be destroyed -- without fail. The radio will then talk about how the aft bridge has been hit and such. No parts of the ship will be damaged before the turrets are destroyed, however, so that's the best time to be on the ball.

It doesn't take a genius to realize that the upper deck is the best place to patrol, even though the starting place has access to the underside. Shooting down at a lateral-moving target is stupid, especially for missiles -- avoid. One thing that helps IMMENSELY here is radar that senses moving targets. If you can't see where the enemies are, then you're going to have 360 degrees of pain to watch out for!

As before, if you fall, instant fail! Enemy gunfire can push the AC off the top as well, which can make this battle a gigantic annoyance! Not much else to say except the enemies appear from the north often, so keep an eye peeled

there.

After so many enemies have been repulsed in 'x' amount of time (I believe), the mission ends automatically. Ending up with 25000c+ credits is the goal, and a realistic one at that.

15) EXTERMINATE ORGANISMS [II]

[WK15]

EMPLOYR: Chemical-Dyne
ADVANCE: 0c
PAYMENT: 40000c
SPECIAL: 14700 [this is my figure; not sure how calculated]
ENVIRON: Chemical-Dyne Lab No. 4
ENEMIES: Biological Weapons [x??], Queen Organism [x4]
MISSION: Destroy all the queen organisms
OVERALL: +2%

"Someone has entered our lab and destroyed a test vat. The lab is now overflowing with biological weapons. The worst problem is the queen organisms are able to reproduce. Upon leaving the test vat, the cell tissue becomes activated and begins reproducing in no time. If it has already begun reproducing, there may be an overwhelming number of them. If so, they are certain to try to break open the outside wall sooner or later and escape to the outside. We can deal with the small types later, so your target is only the four queen organisms. Be sure to bring down all of the beasts."

Table with columns: RECOMMENDED, FUNCTION, PRICE, POWR/AMM. Rows include items like HEAD (HD-ONE), CORE (XCL-01), ARMS (AN-201), LEGS (LFH-X5X), GENERATOR (GBG-XR), FCS (COMDEX-C7), BOOSTER (B-P320), WEAPON L/R (WC-CN35), WEAPON L/R (WG-XP2000), and various OPTN. PARTS (SP-S/SCR, SP-AXL, SP-E/SCR, SP-JAM, SP-E+).

Chainguns and pulse rifles (amplified with an SP-E+) work well here, cutting both ammo costs and...well, being downright fit for this mission. No missiles for indoor things, remember.

Diagrammatic text:
|_| |_|
|_#2_|
|_| |_| Going Further
|###| _/ Irrelevant
|_|#|_|

FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----	
BOOSTER	B-P320	Low-priced and underpowered	10800	-----	
B. WEAPON L	WC-CN35	Rapidfire chaingun. Nice!	32750	338/250	
B. WEAPON R	WM-MVG404	Single-fire missile launchr	31000	1560/24	
A. WEAPON L	WG-XP2000	Energy-run pulse rifle	61500	435/200	
A. WEAPON R	-----	-----	-----	-----	
OPTN. PARTS	SP-S/SCR	Decreases projectile damage	33000	-----	
OPTN. PARTS	SP-AXL	Accelerates lock-on time	24000	-----	
OPTN. PARTS	SP-E+	Amplifies energy-type damg	45000	-----	
'-----'					

Any type of powerweapon or missile will do fine, as there is a combination of flying & humanoid types to destroy. Chaingun, as usual, works well with the 4-legs model.

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| SECRET PART: RZT-333 [Radar]
|
| The radar is in the warehouse just behind where the AC starts. Shoot down
| the door and steal it. Breach of contract and the mission ends promptly,
| but to get 100% overall percentage, it _must_ be taken at some point...
'-----

```

The enemies are fairly standard, and all approach from the south toward the warehouse. If they breach the doorway [destroy it], the mission's over. Good thing the flying types are incredibly weak and any missile (small or other) or chaingun projectile can practically OHKO.

Past the first wave, the 2nd and 3rd ones are much the same, except there's a combination of mech types from a wider, more scattershot area (sometimes starting in a pincer formation). All of the third wave's enemies are found behind the target warehouse, and since there ain't a backdoor, it's luck o' the automoton!

17) REMOVE BASE OCCUPANTS

[WK17]

```

EMPLOYR: Boss Savage
ADVANCE: 35000c
PAYMENT: 0c
ENVIRON: Undersea Base Off Agrea Island
ENEMIES: Auto Guard MTs [x47]
MISSION: Destroy all enemy forces.
OVERALL: +1%

```

"Wadja say youse helps me out wid a li'l job I'd taken. I tink I'm over my head on dis one. Ya see, it's at the bottom a' da sea. Yeah, an abandoned undersea base northeast a' Agrea. I wuz supposed ta get rid a' all a' the guys who'd moved in. Dey sez it wuz an easy job, so I takes it, but deez guys are weird. Ya take 'em down but dey keep comin' back. Nuttin' to do but get outa dere, but I can't just leave it. Pay ya 35000 C for da job. Can't tell ya who I'm really workin' for. Look, I'm givin' ya all I should a' been paid. All in advance. Dist time its not just fer da money. I gots me a reputation to keep. Anyone who can fight'll do. I'll be waitin'."

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.-----
| RECOMMENDED | FUNCTION | PRICE | POWR/AMM |
'-----'

```


EMPLOYR: Chrome
 ADVANCE: 0c
 PAYMENT: 35000c
 SPECIAL: ???c [depending on enemies/emplacements destroyed?]
 ENVIRON: Space Station Kaede
 ENEMIES: MTs
 MISSION: Destroy the catapult facility
 OVERALL: +2%

"We want you to break into the Space Station "Kaede" owned by Murakumo. Your goal is to destroy their new catapult. This space station has been unmanned since the Great Destruction and was left in orbit, but Murakumo has made secret modifications, turning it into a space base. We discovered that Murakumo has sent large amounts of materiel to the space station and the catapult appears to be used to send the materiel elsewhere. We still don't know what they are up to. But still, it is in space. It may be too late if we wait until the full story is known. Your space shuttle is ready. Go to the space station ASAP. We are counting on you."

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-ONE	Head with all the functions	68100	-----
CORE	XCL-01	Best core unit; 16 slots	88000	-----
ARMS	AW-XC65	Energy-run twin lasercannon	98500	2322/40
LEGS	LFH-X5X	4-legs type; maneuverable!	82000	-----
GENERATOR	GBG-XR	Custom pulse generator ^__^	56000	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	WC-CN35	Rapidfire chaingun. Nice!	32750	338/250
B. WEAPON R	WR-L24	Large rocket launcher.	29460	3980/24
A. WEAPON L	-----	-----	-----	-----
A. WEAPON R	-----	-----	-----	-----
OPTN. PARTS	SP-S/SCR	Decreases projectile damage	33000	-----
OPTN. PARTS	SP-AXL	Accelerates lock-on time	24000	-----
OPTN. PARTS	SP-E/SCR	Decreases energy damage	38500	-----
OPTN. PARTS	SP-JAM	Missile lock-on jammer	26000	-----
OPTN. PARTS	SP-E+	Amplifies energy wpn power	45000	-----
OPTN. PARTS	SP-ABS	Reduces shell hit recoil	29600	-----
OPTN. PARTS	SP-M/AUTO	Fires missile on full lock	12900	-----
OPTN. PARTS	SP-CND-K	Amplifies energy output	21000	-----

THE ABOVE SETUP IS FOR LATE-GAME PLAYERS ONLY. Those in the early game, if at all possible, would be smart to take a chaingun and, say, a laser cannon. Nothing else is necessary weapon-wise, although any optional parts that will reduce damage are recommended.

The player should be aware that the CATAPULT CANNOT BE DESTROYED, so there's no real reason to map this silly place. In the beginning room, take the leftmost door on the southernmost wall. Use the small "alley" doors to get to a parallel hallway in the east, and continue south through the double doors.

Once again, use the small "alley" doors to go west where two large ramps're located. An emergency call will come in at this time, saying to evacuate the premises rather than find the catapult (which can't be found anyway). Don't

go up the ramps -- instead cut across west into the large white passageway.

There is 3:00 to evacuate, so let's get outta here quickly! Go north through the double doors, using the first "alley" doors to go east. In this corridor, continue north and get into the startup area that had two enemies inside. Go to the insert point to finish the mission.

The bonus you receive should cover all costs, and allow you to get more than the reward states. Keyword: SHOULD. After all levels become accessible, many people use this 'easy' level to stockpile lots of credits. Good idea...

19) DESTROY BASE GENERATOR

[WK19]

EMPLOYR: Chrome
ADVANCE: 20000c
PAYMENT: 28000c
SPECIAL: 6000c [finish bonus or MT-destruction bonus?]
ENVIRON: Lunar Base Roa
ENEMIES: MTs, Gun emplacements
MISSION: Destroy base generator
OVERALL: +1%

"Head for lunar base "Roa". Roa has been unmanned and abandoned for a long time, but Murakumo has already dispatched forces intending to revive the base facilities. There are now no other usable lunar bases, so Roa is effectively in control of the entire Moon. But a full frontal attack would deal a severe blow to the base itself. So this is our request. We want you to infiltrate the base alone and destroy the generator. Our main force will then retake the base in the confusion. Do not bother unnecessarily with enemies, but remaining ACs will be troublesome in the future, so try to destroy them all on sight. We will reward you for each additional kill. The

Murakumo are scheming to use the moon as a base for a terrible plot. The full story is unclear, but desperate men will stop at nothing. This is a very dangerous job, but we have faith that you can do it. We are counting on you, Raven."

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-ONE	Head with all the functions	68100	-----
CORE	XCL-01	Best core unit; 16 slots	88000	-----
ARMS	AW-XC65	Energy-run twin lasercannon	98500	2322/40
LEGS	LFH-X5X	4-legs type; maneuverable!	82000	-----
GENERATOR	GBG-XR	Custom pulse generator ^__^	56000	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	WC-CN35	Rapidfire chaingun. Nice!	32750	338/250
B. WEAPON R	WR-L24	Large rocket launcher.	29460	3980/24
A. WEAPON L	-----	-----	-----	-----
A. WEAPON R	-----	-----	-----	-----
OPTN. PARTS	SP-S/SCR	Decreases projectile damage	33000	-----
OPTN. PARTS	SP-AXL	Accelerates lock-on time	24000	-----
OPTN. PARTS	SP-E/SCR	Decreases energy damage	38500	-----
OPTN. PARTS	SP-JAM	Missile lock-on jammer	26000	-----

OPTN. PARTS	SP-E+	Amplifies energy wpn power	45000	-----	
OPTN. PARTS	SP-ABS	Reduces shell hit recoil	29600	-----	
OPTN. PARTS	SP-M/AUTO	Fires missile on full lock	12900	-----	
OPTN. PARTS	SP-CND-K	Amplifies energy output	21000	-----	
'-----'	'-----'	'-----'	'-----'	'-----'	'-----'

I'm not actually sure whether or not this mission's available in the early going, but it's never happened to me. Either way, pack some heat (chaingun, rocket/grenade launcher, AW-XC65...) for this'un. Also, equip the AC with something other than "tank legs" -- they'll fail you time and time again on the second stretch of this mission.

Take the elevator down to where it opens into a large room with overarching enclosed skybridges. Some blue MTs here will cause trouble if you don't take them out quickly, so do so. Enter the only door on the western side of this room and use that elevator to get up to a skybridge's interior, leading east into a new part of the base.

Go north (ignore east offshoot) to find a bridge spanning over the top of a huge reactor. There are five emplacements here that can shoot you off, which means you land at the bottom where another blue MT awaits. Snipe these 5 from the doorway, out of harm's way. They'll be a nuisance later, so get all of them. Continue across the span, take an elevator upwards.

There is an armored blue MT here that must be defeated, and it's quite an annoying game of cat 'n' mouse. It starts in the south, ready to attack as one arrives at the top, so if you brought a laser cannon arm set, it takes about three shots to do 'im in. Use the adjacent door which leads down to the generator room. Destroy all four generators...

...and then there's a 2:00 timer to escape back to the starting point! It's not that hard if you cleared all emplacements and mandatory mechs along the way, even with a 4-legs type bottom piece. This is the reason why y'didn't bring "tank legs" as it's WAY too slow to do the mission satisfactorily.

Aim to get 20000c+ on this one.

NOTE: A 4-legs type vehicle can have trouble getting through doors without jumping. Do a little hop for good measure to avoid being brushed aside and wasting time on the return!

20) MOP UP CHROME REMNANTS [I]

[WK20]

EMPLOYR: Murakumo Millenium
 ADVANCE: 0c
 PAYMENT: 50000c
 ENVIRON: Avalon Valley Military Base
 ENEMIES: MTs [x16]
 MISSION: Mop up any remaining units
 OVERALL: +1%

"Special report for all Ravens! It has been decided to disband the Chrome group that planned a military coup d'etat using new robotic weapons. Murakumo

Millenium will control and inspect the remaining assets of Chrome, so that they can be reused appropriately later. Now that the confrontation is over, there may be less and less for you Ravens to do. Hopefully this is a sign that mankind is moving toward a peaceful future. It's not over yet. We have a job for you. We need you to survey a Chrome military base. Some remnants of the group may still resist, but their strength is inconsequential. We want you to check out the situation in the interior of the base and mop up any resistance you find there. Your pay should be adequate."

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-ONE	Head with all the functions	68100	-----
CORE	XCL-01	Best core unit; 16 slots	88000	-----
ARMS	AW-XC65	Energy-run twin lasercannon	98500	2322/40
LEGS	LFH-X5X	4-legs type; maneuverable!	82000	-----
GENERATOR	GBG-XR	Custom pulse generator ^__^	56000	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	WX-S800-GF	Twin missile launchers	90900	1120/60
B. WEAPON R	-----	-----	-----	-----
A. WEAPON L	-----	-----	-----	-----
A. WEAPON R	-----	-----	-----	-----
OPTN. PARTS	SP-S/SCR	Decreases projectile damage	33000	-----
OPTN. PARTS	SP-AXL	Accelerates lock-on time	24000	-----
OPTN. PARTS	SP-E/SCR	Decreases energy damage	38500	-----
OPTN. PARTS	SP-JAM	Missile lock-on jammer	26000	-----
OPTN. PARTS	SP-E+	Amplifies energy wpn power	45000	-----
OPTN. PARTS	SP-ABS	Reduces shell hit recoil	29600	-----
OPTN. PARTS	SP-M/AUTO	Fires missile on full lock	12900	-----

I don't want to ruin the surprise, so bring in something powerful as well as missiles & a lock-on function. The AW-XC65 arms are optional, although they still work like a charm within this realm...

So, what's in store for this mission? Not a lot...at the beginning. This place is HUGE, but incredibly straightforward nonetheless. Follow the ramps up, try to get a few shots if any MTs crest the place, search for a lock-on before cresting yourself, destroy. This is repeated a few times. Be careful not to be caught in any explosions -- some propane-lookin' tanks can be detonated for area damage.

After clearing the sixteen (16) wimpy MTs, the granddaddy of all robots is here to meet 'n' greet in the fresh air.

REINFORCEMENT: Giant MT

This sucker is nasty, but he's not THAT great defense-wise. It takes about 16 large missiles to bring him down, and if you're packing any dual or warheads that 'splinter' into smaller ones, this guy can be a joke. He'll shoot large energy projectiles which can be dodged if you boost-strafe and keep him guessing. After he boosts towards you, there seems to be a period where he has to gain his bearings, and may have his back to you. Strange, I know -- capitalize and regulate. Getting 25000c+ on this shouldn't be that hard, but anything above 20000c+ is worth the pain.

Enjoy the small cutscene afterwards... Lord knows how rare they are!

EMPLOYR: Chrome
 ADVANCE: 0c
 PAYMENT: 50000c
 ENVIRON: Giant Gun "Justice"
 ENEMIES: Small MTs
 MISSION: Destroy the firing system
 OVERALL: +2%

"Terrible news just came in. Murakumo has gotten hold of the most terrible fruit of mankind's madness still in space. The giant gun "Justice" is now under the control of Murakumo. The weapon which drove all of humanity underground at the time of the Great Destruction, is certain to seal the fate of the world if it is fired at our planet now. This is no longer just between us and Murakumo. The weapon's only weakness is the enormous amount of time and energy it takes to charge up. We may still be in time. The only way to stop it is to destroy the firing system itself. Your best bet is to destroy the peripheral energy charges to delay firing, and then blast through the multiple force fields to get close enough to destroy the firing system. The best space shuttle we have is ready and waiting. Go into space ASAP. We are counting on you."

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-ONE	Head with all the functions	68100	-----
CORE	XCL-01	Best core unit; 16 slots	88000	-----
ARMS	AW-XC65	Energy-run twin lasercannon	98500	2322/40
LEGS	LFH-X5X	4-legs type; maneuverable!	82000	-----
GENERATOR	GBG-XR	Custom pulse generator ^__^	56000	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	WC-CN35	Rapidfire chaingun. Nice!	32750	338/250
B. WEAPON R	WR-L24	Large rocket launcher.	29460	3980/24
A. WEAPON L	-----	-----	-----	-----
A. WEAPON R	-----	-----	-----	-----
OPTN. PARTS	SP-S/SCR	Decreases projectile damage	33000	-----
OPTN. PARTS	SP-AXL	Accelerates lock-on time	24000	-----
OPTN. PARTS	SP-E/SCR	Decreases energy damage	38500	-----
OPTN. PARTS	SP-JAM	Missile lock-on jammer	26000	-----
OPTN. PARTS	SP-E+	Amplifies energy wpn power	45000	-----
OPTN. PARTS	SP-ABS	Reduces shell hit recoil	29600	-----
OPTN. PARTS	SP-M/AUTO	Fires missile on full lock	12900	-----
OPTN. PARTS	SP-CND-K	Amplifies energy output	21000	-----

If you don't like using the AW-XC65, bring a chaingun and missiles. As is the case, any damage-decreasing optional parts help a lot.

There are two ways to proceed here:

01) Simply destroy all barriers ASAP, avoiding contact with the enemies and auxiliary power-gatherers in the corridors. There will be so many foes

that slowdown/lag is expected, although this is the quickest way to get through the mission. The 3:00 timer is nothing, and it's possible for a good reward to come out of it (~30000c+) if you're a crack shot.

02) Destroy a barrier, kill the enemies around, and use the passages either on the left, right, or ceiling to get access to an auxiliary generator. Blowing one of these up adds 1:00 to the clock, delaying the countdown. This is the slower route, definitely. It's hard to get into the ceiling panel as well.

Pick the one you're best at. It's recommended to bring a 4-legs type vehicle into this mission, because it can fire back weapons in midair (such as the rocket launcher to break the blue 'glass panes') and is rather maneuverable.

22) CHROME UPRISING

[WK22]

EMPLOYR: Murakumo Millenium
 ADVANCE: 20000c
 PAYMENT: 28000c
 ENVIRON: Camp Murakumo, Zahm Desert
 ENEMIES: 3 Chrome MTs
 MISSION: Destroy entire enemy detachment
 OVERALL: +2%

"The Chrome have finally started an armed uprising. Socially, they have been in a cornered position, but it seems that they have finally made their move. We wish no unnecessary fighting, but their mere presence is a danger to all humanity. If we don't crush the bad seeds, the roots will again begin to spread. Justice is ours. Our elite troops have come under attack in various regions. The war situation is going just as we had expected. However, we miscalculated. We had to fight pitched battles against Chrome detachments appearing above-ground. Several military bases were attacked and suffered crippling blows. According to reports, the enemy is a small detachment of 5-6 MTs, but their capabilities cannot be taken lightly. They are probably Chrome's latest models. From the enemy's attack vectors, their next target is probably a military base in the Zahm Desert. We want you to head to the base ASAP and engage the enemy detachment."

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-ONE	Head with all the functions	68100	-----
CORE	XCL-01	Best core unit; 16 slots	88000	-----
ARMS	AW-XC65	Energy-run twin lasercannon	98500	2322/40
LEGS	LFH-X5X	4-legs type; maneuverable!	82000	-----
GENERATOR	GBG-XR	Custom pulse generator ^__^	56000	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	WC-CN35	Rapidfire chaingun. Nice!	32750	338/250
B. WEAPON R	WC-CN35	Rapidfire chaingun. Nice!	32750	338/250
A. WEAPON L	-----	-----	-----	-----
A. WEAPON R	-----	-----	-----	-----
OPTN. PARTS	SP-S/SCR	Decreases projectile damage	33000	-----
OPTN. PARTS	SP-AXL	Accelerates lock-on time	24000	-----
OPTN. PARTS	SP-E/SCR	Decreases energy damage	38500	-----
OPTN. PARTS	SP-JAM	Missile lock-on jammer	26000	-----
OPTN. PARTS	SP-E+	Amplifies energy wpn power	45000	-----

Dunno 'bout you, but this mission can go south pretty quickly if y'don't take the big guns along for the ride...which is why bringing the biggest one of all -- the AW-XC65 -- is a great weapon. It has lock-on capabilities, runs on energy alone, has 40 shots, and can be amplified with an SP-E+! I use it all the time -- it practically OHKO's goofy enemies. Great, great alternative to the grenade launcher or rockets, both of which are rather imprecise...good but imprecise. By now [probably about 30 missions in] it's affordable, so at least it's useful for this mission if y'don't like being cheapo.

With an AW-XC65 and SP-E+ amplifier, all three mechs (which appear en masse) can go down in a few (~3) well-timed shots. Look familiar? They're basically upgraded versions of CHAOS which you may or may not have tested twice by now. They have pulse rifles (energy damage) and missiles (solid damage) to contend with. This military base gives great cover on the ground, but anyone jumps... not a lot do besides that. The missile jammer helps a bit.

To the player's aid, at least there aren't 5-6 as the estimate says! Try and aim for ~15000c+ reward, although above 10000 is good as well.

23) DESTROY PLUS ESCAPEE

[WK23]

EMPLOYR: Murakumo Millenium
ADVANCE: 0c
PAYMENT: 5000c
ENVIRON: Old Jiriera City Building
ENEMIES: 1 AC
MISSION: Destroy the AC
OVERALL: +4% [if GBG-XR obtained]

"A subject from the 'Plus' next-generation experiments has escaped from the lab. We cannot divulge any details, but a certain experiment seems to have adversely affected the mind of the subject. An eye witness said that the subject is completely deranged. An ex-Raven, he ran amuck with his AC in the city, mowed down a Guard detachment and ran away above ground. We found him in an abandoned skyscraper in the old city. If we leave the situation as is, we don't know when he will start running amuck again. Go to the skyscraper now and destroy him and his AC. We regret having to resort to such measures, but there is nothing else we can do. The footing is very poor at the site, so if you enter into combat, be very careful not to fall. When he escaped, he took a prototype AC part with him. You don't have to return the AC part. If you find it, it's yours. We are counting on you."

Although this is the lowest-paying mission in the game (credits-wise), TAKE IT IMMEDIATELY. There is a free generator to find in this level and that'll open up a huge cashflow with the one already bought...hopefully.

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-X1487	Has N. Canceler/Bio Sensor	19000	-----
CORE	XCA-00	Standard core unit	61500	-----
ARMS	AN-201	Low energy consumption...	15300	-----
LEGS	LFH-X5X	4-legs type; maneuverable!	82000	-----

GENERATOR	GBG-10000	9988 Max Energy Output	43500	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	WR-L24	Large rocket; no lock-on f.	29460	3980/24
B. WEAPON R	WM-MVG404	Single-fire missile launchr	31000	1560/24
A. WEAPON L	WG-XP2000	Energy-run pulse rifle	61500	435/200
A. WEAPON R	-----	-----	-----	-----
OPTN. PARTS	SP-S/SCR	Decreases projectile damage	33000	-----

Bring a good booster and firepower, such as the WR-L24 large rocket slinger, or the Chain Gun when you get a lock on. Missiles are alright, but in such a tight area with lots of pillars and such, they may not be as good. But, who knows?

I shouldn't have to remind the player that falling off the skyscraper into the bottomless darkness is instant failure, but I will anyway. And...that wraps it up!

SECRET PART: GBG-XR [Generator]

As you start the level, simply strafe (east) off the platform and onto a broken walkway on the building anterior. The lowest catwalk contains the gold-color generator, which is on the south side of this initial 'scrapers

The silvery mech flies around the tops of the three skyscrapers. The highest vantage point should help locating him. Nothing besides that; his firepower's definitely not high-quality. Either way, it's completely plausible that doing this mission flawlessly and leaving with a 5000c reward happens, but it's not that relevant -- sell your old generator and use the new one!

24) DESTROY INTRUDERS

[WK24]

EMPLOYR: Earth Environment Reclamation Committee
ADVANCE: 12000c
PAYMENT: 30000c
ENVIRON: Reclamation Plant Blast Furnace
ENEMIES: 6 Battle MTs
MISSION: Destroy all intruders
OVERALL: +3%

"Several armed MTs have broken into a resource reclamation plant owned by the Committee. They are probably terrorists employed by those who want to distort our activities. We have taken out several MTs but with heavy damage. So we are asking the Ravens for help. We have closed the gates within the plant to push them gradually into a large blast furnace in the center. We want you to pound them there. Naturally, the blast furnace is very hot. If you fall, your AC cannot survive. Making good use of the geography will be the key to the battle. Good luck."

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-ONE	Head with all the functions	68100	-----
CORE	XCL-01	Best core unit; 16 slots	88000	-----

ARMS	AN-201	Low energy consumption...	15300	-----	
LEGS	LFH-X5X	4-legs type; maneuverable!	82000	-----	
GENERATOR	GBG-XR	Custom pulse generator ^__^	56000	-----	
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----	
BOOSTER	B-P320	Low-priced and underpowered	10800	-----	
B. WEAPON L	WC-CN35	Rapidfire chaingun. Nice!	32750	338/250	
B. WEAPON R	WC-CN35	Rapidfire chaingun. Nice!	32750	338/250	
A. WEAPON L	WG-XP2000	Energy-run pulse rifle	61500	435/200	
A. WEAPON R	-----	-----	-----	-----	
OPTN. PARTS	SP-S/SCR	Decreases projectile damage	33000	-----	
OPTN. PARTS	SP-AXL	Accelerates lock-on time	24000	-----	
OPTN. PARTS	SP-E/SCR	Decreases energy damage	38500	-----	

This mission is completely isolated in a huge cylinder, with the bottom being the gigantic blast furnace. Falling down there is not an automatic game over, but there is lots of damage incurred. Thus, make sure y'pack a good booster, and powerful weapons of any ammunition type.

| SECRET PART: WG-FG99 [Flamethrower Arm Weapon]

|
| From the starting catwalk, jump down two tiers. Under the middle (2nd)
| spanning walkway, there is a niche right underneath the western part that
| contains the flamethrower. Make sure to do this first thing because it's
| not fun to climb all the way back up to get it.
|

As for taking these losers out, what's there to say? The chaingun, grenade launcher, powered-up laser rifles...anything is fair game. Since the ACs are basically suspended on a small catwalk above a fiery deathpit, taking refuge in the catwalk doorways or wall niches helps a lot (particularly the latter) where getting a line of sight is concerned.

Walking out with 30000+ total credits from this mission should be very easy, if your weaponry is top-notch.

25) DESTROY PLANE COMPUTER

[WK25]

EMPLOYR: Chrome
ADVANCE: 15000c
PAYMENT: 25000c
ENVIRON: Giant Crater "Big Hit"
ENEMIES: MTs [x8-10?], Kamui mk. 17
MISSION: Destroy nose and all MTs
OVERALL: +4%

"The other day, one of our special transports crashed while flying over the Naglarder area. Satellite images show the wreck near the center of a giant crater called "Big Hit". We are not worried about the cargo, but the problem is records of our transactions are stored in the transport's computer. They are encrypted but not absolutely safe. Unconfirmed reports put a Murakumo detachment in the area. You must completely destroy the nose section holding the recorder. Destroy all Murakumo on sight. If you let even one of them escape, your mission will fail. Be sure to shoot them all down. That is all."

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-ONE	Head with all the functions	68100	-----
CORE	XCL-01	Best core unit; 16 slots	88000	-----
ARMS	AN-201	Low energy consumption...	15300	-----
LEGS	LFH-X5X	4-legs type; maneuverable!	82000	-----
GENERATOR	GBG-XR	Custom pulse generator ^__^	56000	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	WC-CN35	Rapidfire chaingun. Nice!	32750	338/250
B. WEAPON R	WM-MVG404	Single-fire missile launchr	31000	1560/24
A. WEAPON L	WG-XP2000	Energy-run pulse rifle	61500	435/200
A. WEAPON R	-----	-----	-----	-----
OPTN. PARTS	SP-S/SCR	Decreases projectile damage	33000	-----
OPTN. PARTS	SP-AXL	Accelerates lock-on time	24000	-----
OPTN. PARTS	SP-E+	Amplifies energy-type damg	45000	-----

A large outdoor area crawling with enemies? Sounds like a job for missile launchers and chainguns (the latter works best with 4-legs type so movement can be done, of course). They'll certainly be slinging a huge number of those projectiles, so hedge yer bets by equipping optional parts that decrease the damage from solid & energy rounds.

This area can be incredibly annoying outside of the 'destroy plane nose' objective, because many enemies stand near the perimeter and get in potshots while others chase the player's AC around in the flatlands. Definitely take out those goofballs with the best shots before tangoing with the others. This can be done easier from the upper lip of the caldera-shaped crater. Most have both rockets and slug-gun type attacks, so this is a safe vantage point also.

REINFORCEMENT: Mizuho Kamui [Kamui mk. 17]

The fellow Raven that shows up is the one with a large armored tank. It's got the firepower but has, err, "tank legs," which make its movement more of an up-and-down thing than an all-around thing, y'dig? Strafe or boost-strafe from mid- to long-range for best effect, slinging missiles and whatever else you have in the arsenal. Lock-on types preferred. So what exactly is in this guy's arsenal? Multiple 'splintering' warheads that are the equivalent of a long-range shotgun with lock-on functions, and large energy-type projectiles that hurt if they land. There's not much to do besides shaking up your evasion tactics with jumping or going UBER long-range with sniper rifles or something. Make no mistake, this fight can be rather hard indeed.

Oh well, just another Raven down on the way to the top!

26) AC BATTLE [I]

[WK26]

EMPLOYR: Ravens' Nest
 ADVANCE: 0c
 PAYMENT: 42000c
 ENVIRON: Ravens' Nest AC Training Ground
 ENEMIES: Armored MT, Fefnir
 MISSION: Win the battle
 OVERALL: +3%

"Come participate in an AC battle that the Nest will be holding over the next few days. This invitational event pits ace pilots in AC-to-AC battles where the winner takes all. Naturally, there are benefits to entering. The winner of each battle will be presented with prize money in an amount equivalent to the pay for a normal mission. We will decide the opponents for the battles. You are free to choose any weapons or equipment. We look forward to your active participation."

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-ONE	Head with all the functions	68100	-----
CORE	XCL-01	Best core unit; 16 slots	88000	-----
ARMS	AN-201	Low energy consumption...	15300	-----
LEGS	LFH-X5X	4-legs type; maneuverable!	82000	-----
GENERATOR	GBG-XR	Custom pulse generator ^__^	56000	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	WC-GN230	Grenade launcher. Huzzah!	75200	3520/15
B. WEAPON R	WM-MVG404	Single-fire missile launchr	31000	1560/24
A. WEAPON L	-----	-----	-----	-----
A. WEAPON R	-----	-----	-----	-----
OPTN. PARTS	SP-S/SCR	Decreases projectile damage	33000	-----
OPTN. PARTS	SP-AXL	Accelerates lock-on time	24000	-----
OPTN. PARTS	SP-E/SCR	Decreases energy damage	38500	-----

What can I say? Any powerful weapons will do here, since it's a one-on-one battle. Use anything and everything at your disposal, although if I had to make one specific suggestion: AW-XC65 arms and the SP-E+ optional part. It's pricy, sure, but it's the only way I know of to make quick work here 'sides the grenade launcher. Use that (launcher) or the rocket launcher obtained earlier to cut a few corners.

OPPONENT: Barutazaru [Fefnir]

Fefnir decides to tag team the player 'cause he needs the help [haha!], and with two heavily armored 4-legs types, you know there's much damage and ammo to be used. My advice is to come into battle with both solid/energy-reducing optional parts if possible, and lay into the enemies with the grenade and/or rocket launcher. Remember that there is a 2nd-floor to the arena that gives a bit of cover from shots; missiles can be launched downwards from here without obstructing anything. Again, fighting two on one that are about the same skill level as Kamui mk. 17 is __DIFFICULT__ -- be as cheap as you need to be to get some benjamins, bro.

If you think this AC Battle was hard, the next one will be 10 times easier. In fact, it's the best one to get a FLAWLESS victory on. Shouldn't be too difficult (with the grenade launcher at least) to take home 20000c+ of the original 42000 reward. Not great, but it could certainly be worse.

27) ATTACK URBAN CENTER

[WK27]

EMPLOYR: Chrome

ADVANCE: 0c

PAYMENT: Depends on if Valkyrie's defeated [+6500]

SPECIAL: Depends on carnage wrecked
 ENVIRON: Gal City Office District
 ENEMIES: Unknown
 MISSION: 3 minutes of destruction
 OVERALL: +3% [Only if Valkyrie defeated]

"We want you to wreak havoc on Gal City. The job is simple. Just attack the urban area and fire at will at any attractive target. If one finds oneself in danger, one who does not have the power to resist must depend on someone else. If you have the power, come to us at Chrome. You have 3 minutes for tactical operations. Staying any longer is useless. If you stay too long, we don't know what will happen. Your pay will be determined based on the results. Simply put, the more you destroy the higher your pay. Good luck."

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-X1487	Has N. Canceler/Bio Sensor	19000	-----
CORE	XCA-00	Standard core unit	61500	-----
ARMS	AN-201	Low energy consumption...	15300	-----
LEGS	LFH-X5X	4-legs type; maneuverable!	82000	-----
GENERATOR	GBG-10000	9988 Max Energy Output	43500	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	WR-L24	Large rocket; no lock-on f.	29460	3980/24
B. WEAPON R	WC-CN35	Rapidfire chaingun. Nice!	32750	338/250
A. WEAPON L	WG-XP2000	Energy-run pulse rifle	61500	435/200
A. WEAPON R	-----	-----	-----	-----
OPTN. PARTS	SP-S/SCR	Decreases projectile damage	33000	-----

For Mission #14 (by my playthrough), I just bought an SP-S/SCR which lowers damage from projectile rounds. Nothing special, although make sure to pack some heat for later on in the mission...you'll see why.

This mission is fairly simple: destroy everything you can within 3:00. The reward depends on how much is crunched and blown up. At around 2:00, blue foe MTs appear; at around 1:00...

REINFORCEMENT: Lousvaise [Valkyrie]

Valkyrie is entirely optional, but fighting the #2-ranked mech is still hard for someone whose resources probably barely put his/her mech in the top 10! Still, it's not impossible to destroy Valkyrie; it's just hard to do without incurring a huge flurry of rapidfire enemy rounds, which can 'juggle' the AC if caught in the air -- no escapin' from that. Those large rockets can still wreck the mech if a few are caught, but it's hard to get a lock-on when its moving like a white blur. It may take some luck early on, although if left for later, Valkyrie can be scrapped with high-powered energy rounds. IF THIS MECH IS NOT DEFEATED, YOU CANNOT ATTAIN 100% OVERALL COMPLETION. This doesn't mean it can't be left for later when all missions can be replayed, but it's something to think about.

My favorite way to destroy Valkyrie is to make her come to /me/, especially in the small tunnel the monorail enters. You may notice that the enemy AI's got some trouble getting up there; they also have trouble getting out. Pop a few large rockets [or similar] and destroy that sucker before it escapes. It really is a great strategy that keeps y'away from other diversions.

Also, you must defeat Valkyrie to get payment filed under 'Reward'; all the

rest is 'Special Additions'. This is the following: cars, blue MTs, exploding canisters on top of skyscrapers, the monorail, the explosive lamps on the ceiling.

When the timer bottoms out, the mission's over.

28) ELIMINATE SQUATTERS [I]

[WK28]

EMPLOYR: Zam City Guard
ADVANCE: 0c
PAYMENT: 14000c
ENVIRON: Old Factory, East Zam City
ENEMIES: Worker MTs, MTs [Total: 5]
MISSION: Eliminate illegal squatters
OVERALL: +1%

"You are to eliminate a group of illegal squatters at an abandoned factory on the east side of the City. They profess to be radicals opposed to area redevelopment. However, the planners have already reached an agreement with the citizens in question, so these are merely outlaws who want an excuse to run amuck. But they are still citizens, so from the standpoint of the Guard, we cannot use force. If they are left as is, there is a risk of affecting the progress of the plan. There is no need for restraint. We want you to firmly teach them the rules of society."

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-GRY-NX	Has no optional equipment	14700	-----
CORE	XCA-00	Standard core unit	61500	-----
ARMS	AN-201	Low energy consumption...	15300	-----
LEGS	LN-1001-PX-0	Balanced, all-terrain legs	25000	-----
GENERATOR	GPS-VVA	4728 Output/28000 MaxCharge	19500	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	WM-S40/1	Fires single missiles	18700	830/40
B. WEAPON R	RXA-01WE	Old-style radar antenna	12100	-----
A. WEAPON L	LS-2001	Standard portable rifle	11400	218/200
A. WEAPON R	WG-RF35	Infinite-use laserblade	11500	738/---
OPTN. PARTS	SP-M/AUTO	Upon lock-on, fires missile	12900	-----

Given how early this mission appears, there's not a lot of wiggle room when it comes to equipment purchases. You can sell the RXA-01WE in pursuit of something better, however, although without upgraded Legs, there's not gonna be a lot of weapons to support. If all else fails, at least buy the automatic missile launcher which gives more time for dodging.

This large indoors area has some enemies around the rusty pillars. Basically, if you keep far enough away and use missiles, they can't get a clean shot off atcha. With the SP-M/AUTO it's a lot easier to just fire and forget, too, although you only should use missiles on the buff mechs since their firepower is a lot better than piddly rifle shots and such. Just remember to strafe at a distance while returning fire...not too hard.

EMPLOYR: Zam City Guard
 ADVANCE: 0c
 PAYMENT: 19000c
 ENVIRON: Old Factory, East Zam City
 ENEMIES: Worker MTs, MTs [x12]
 MISSION: Eliminate illegal squatters
 OVERALL: +2%

"Remnants of the squatters who occupied the abandoned factory on the east side of the City have reappeared. They have brought together 12 MTs from somewhere, and have again amassed inside the factory. Clamoring for us to bring out the guys who hurt them before, they are on a rampage. Our Guard weaponry is useless. Any Raven will do, just do something."

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-GRY-NX	Has no optional equipment	14700	-----
CORE	XCA-00	Standard core unit	61500	-----
ARMS	AN-201	Low energy consumption...	15300	-----
LEGS	LN-1001-PX-0	Balanced, all-terrain legs	25000	-----
GENERATOR	GBG-10000	9988 Max Energy Output	43500	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	WM-S40/1	Fires single missiles	18700	830/40
B. WEAPON R	RXA-01WE	Old-style radar antenna	12100	-----
A. WEAPON L	LS-2001	Standard portable rifle	11400	218/200
A. WEAPON R	WG-RF35	Infinite-use laserblade	11500	738/---
OPTN. PARTS	SP-M/AUTO	Upon lock-on, fires missile	12900	-----

Nothing special for this mission [#8 for me], although I did end up buying a new generator. This isn't required by any means; it's just a preparation for me buying some new legs, which will need extra power to move 'em.

This mission is basically the same as the first 'Eliminate Squatters' mission except there are twice as many mechs to destroy. Boost-/strafe with riflefire or maneuver in close and laserblade as many as possible. The more heavily armored types (Worker MTs, pale green with drill hands) can be taken out with missiles, as they're also equipped with such weaponry and nasy up-close [of course]. Besides that the layout is exactly the same. Just make sure to get your priorities straight at the beginning because the enemy MTs gradually accumulate on the insert position and some can get in potshots if the farther targets are destroyed first. In the back of the defunct factory, using some of the raised cement constructions for cover is wise. Target reward for this one should be at least 10,000c+.

EMPLOYR: Isaac City Guard

ADVANCE: 0c
 PAYMENT: 12000c
 ENVIRON: Isaac City Sewers
 ENEMIES: 8 MTs
 MISSION: Destroy all enemies
 OVERALL: +1%

"We just now discovered several unidentified MTs in the sewers. The MTs overwhelmed the Guards going to investigate and fled. I don't think they are ordinary citizens. Our reputation will be ruined if we let them go. We'll begin our search of the sewers at once, and drive them to you like cattle. You wait there and pound them."

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-GRY-NX	Has no optional equipment	14700	-----
CORE	XCA-00	Standard core unit	61500	-----
ARMS	AN-201	Low energy consumption...	15300	-----
LEGS	LN-1001-PX-0	Balanced, all-terrain legs	25000	-----
GENERATOR	GPS-VVA	4728 Output/28000 MaxCharge	19500	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	WM-S40/1	Fires single missiles	18700	830/40
B. WEAPON R	RXA-01WE	Old-style radar antenna	12100	-----
A. WEAPON L	LS-2001	Standard portable rifle	11400	218/200
A. WEAPON R	WG-RF35	Infinite-use laserblade	11500	738/---
OPTN. PARTS	SP-M/AUTO	Upon lock-on, fires missile	12900	-----

Same setup as the "Reclaim Oil Facility" mission. Nothing special.

This mission is incredibly simple, with the path being one curving area and straightforward at that. All mechs are weaklings and die with a single shot of a laserblade, so you'll want to return fire, boost-strafe in close, and gun them down. Heck, you may even get lucky and have a faraway enemy gun down one of your opponents for you. Needless to say, a profit should be turned rather easily [6000+ is good].

31) RESCUE TRANSPORT TRUCK

[WK31]

EMPLOYR: Chrome
 ADVANCE: 0c
 PAYMENT: 20000c [-200 per civilian vehicle destroyed]
 ENVIRON: Inside Nassau Tunnel
 ENEMIES: Blue MTs [x5]
 MISSION: Find and defend transport truck
 OVERALL: +1%

"We lost communications with one of our transport trucks heading for Avalon Valley, somewhere near the Nassau Tunnel. We strongly believe that this was an act of a terrorist group targeting the advanced chemicals weapons loaded on the truck. If this is true, we cannot leave this up to the Guards. Go to the site ASAP and search for the truck. Eliminate anyone who interferes. The safety of the vehicle is of the utmost priority. Do not forget this. One more

thing. Innocent civilian vehicles may be traveling by the site. If you destroy any vehicles, compensation for the damages will be deducted from your pay. Good luck."

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-ONE	Head with all the functions	68100	-----
CORE	XCL-01	Best core unit; 16 slots	88000	-----
ARMS	AW-XC65	Energy-run twin lasercannon	98500	2322/40
LEGS	LFH-X5X	4-legs type; maneuverable!	82000	-----
GENERATOR	GBG-XR	Custom pulse generator ^__^	56000	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	WC-CN35	Rapidfire chaingun. Nice!	32750	338/250
B. WEAPON R	WR-L24	Large rocket launcher.	29460	3980/24
A. WEAPON L	-----	-----	-----	-----
A. WEAPON R	-----	-----	-----	-----
OPTN. PARTS	SP-S/SCR	Decreases projectile damage	33000	-----
OPTN. PARTS	SP-AXL	Accelerates lock-on time	24000	-----
OPTN. PARTS	SP-E/SCR	Decreases energy damage	38500	-----
OPTN. PARTS	SP-JAM	Missile lock-on jammer	26000	-----
OPTN. PARTS	SP-E+	Amplifies energy wpn power	45000	-----
OPTN. PARTS	SP-ABS	Reduces shell hit recoil	29600	-----
OPTN. PARTS	SP-M/AUTO	Fires missile on full lock	12900	-----
OPTN. PARTS	SP-CND-K	Amplifies energy output	21000	-----

This mission can be done early in the game where it's harder to get a good completion, or later when it's easier but the reward money is worthless. It doesn't matter, really... For early-attempters, use the chaingun.

Player's AC starts in one 'arc' of the tunnel. Jump on the median to avoid any 'collateral damage' from civilian vehicles and continue up to where the 2nd arc of the Nassau Tunnel joins. This one won't have traffic, and contains the nuclear-grade weapons truck. Three enemies are here initially and will attack from two directions; when defeated, two more come from further down the way near the truck. They'll be bound to destroy it as soon as possible, so finish off the first 3 enemies near there.

Remember: if you destroy the truck, instant failure. The enemies may also be doing this, so make sure you don't use any grenade launchers, rockets, or the area-type damage stuff carelessly. It don't take much to set it off, y'see... Obviously, following this line of thought, don't let enemies get in the way of the truck (trajectory-wise) so stray fire doesn't hit; also, don't even be anywhere near the truck to avoid the same situation, only vice versa.

32) ELIMINATE STRIKERS

[WK32]

EMPLOYR: Chrome
 ADVANCE: 0c
 PAYMENT: 13000c
 ENVIRON: Doan Bridge, Avalon Valley
 ENEMIES: Worker MTs [x5]

MISSION: Eliminate bridge occupants

OVERALL: +3%

"Workers in the Avalon Valley development area, demonstrating for better working conditions, have taken over the "Doan Bridge". They have erected a barricade on the bridge and completely halted traffic. There is no sign of their giving in to the Guards. They persist in demanding to see the HQ. We told them that we have no time to deal with such trifling matters, but they don't seem to understand. Anyway, we can't leave this as is. In a drawn-out battle, collateral damage would become a problem, so fircibly eliminate them now. Several Worker MTs are on the bridge, but this should be no problem at all for you Ravens. Our armored division is also deployed. Should be an easy job, so go to it."

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-GRY-NX	Has no optional equipment	14700	-----
CORE	XCA-00	Standard core unit	61500	-----
ARMS	AN-201	Low energy consumption...	15300	-----
LEGS	LN-1001-PX-0	Balanced, all-terrain legs	25000	-----
GENERATOR	GPS-VVA	4728 Output/28000 MaxCharge	19500	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	WM-S40/1	Fires single missiles	18700	830/40
B. WEAPON R	RXA-01WE	Old-style radar antenna	12100	-----
A. WEAPON L	LS-2001	Standard portable rifle	11400	218/200
A. WEAPON R	WG-RF35	Infinite-use laserblade	11500	738/---

Since this mission is one of the first the player takes, so there's not too much leeway in part-changing. In fact, there's nothing that can be changed for the better.

The AC begins on an elevated bridge above water. Jumping off the side doesn't result in extra damage or anything, so feel free if you want extra stealth.

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| SECRET PART: WR-L24 [Large Rocket]                                     |
|                                                                       |
| Just behind the barricade the player starts by (and facing away from). |
| This has the single-highest attack power of any weapon, but doesn't have |
| a lock-on function. Its ammunition doesn't cost that much either!       |
| With the basic equipment, it's too heavy, though...                     |
|-----
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After collecting the 'secret part', proceed up the bridge. There are only a few crane/mech type MTs here. If you've got the controls down, simply do strafing or boost-dodge while firing on a lock-on. Should y'get up close, use the laserblade to practically OHKO the enemy. The mechs are the weakest, while the cranes aren't. Pretty simple going, actually -- try to use the laserblade to avoid ammo fines.

Also, if you're NOT getting the controls, I suggest switching the functions of the R1/L1 & R2/L2 buttons. This helps a lot, I've found. Practice on this level until you get it right.

EMPLOYR: Fortgarden Guard
 ADVANCE: 0c
 PAYMENT: 17000c
 ENVIRON: Fortgarden's Business District
 ENEMIES: 12 Security MTs
 MISSION: Destroy all security MTs
 OVERALL: +2%

"The city security system that we monitor has been destroyed and security MTs from various areas are running amuck. The true perpetrator is as yet unknown. All of the Guards are trying to control the situation, but the scope of damage is too wide, so we cannot completely handle it. We are asking the Ravens for help. Destroy all of the security MTs in teh business district of the city. We have already evacuated the citizens. No need for restraint."

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-GRY-NX	Has no optional equipment	14700	-----
CORE	XCA-00	Standard core unit	61500	-----
ARMS	AN-201	Low energy consumption...	15300	-----
LEGS	LN-1001-PX-0	Balanced, all-terrain legs	25000	-----
GENERATOR	GPS-VVA	4728 Output/28000 MaxCharge	19500	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	WM-S40/1	Fires single missiles	18700	830/40
B. WEAPON R	RXA-01WE	Old-style radar antenna	12100	-----
A. WEAPON L	LS-2001	Standard portable rifle	11400	218/200
A. WEAPON R	WG-RF35	Infinite-use laserblade	11500	738/---
OPTN. PARTS	SP-M/AUTO	Upon lock-on, fires missile	12900	-----

This mission is rather simple, too, although the security MTs this time will regularly send dual missiles streaming your way. Regular strafing while using cover works, but boost-strafing is recommended, too. All mechs are located on the underground freeway, so if you feel like it, the skyscraper roofs can be used as cover. The mechs are unable to shoot if you're directly above, but an AC can shoot directly down, too. This blindspot sets up an easy drop-down + laserblade combo. Note that the enemies also have no short-range attacks, so they'll be spouting missiles the entire time. Even if you waste most of the ammunition, it's not too hard to get 10000+ credits.

34) STOP GANG, "DARK SOUL"

[WK34]

EMPLOYR: Murakumo Millenium
 ADVANCE: 0c
 PAYMENT: AC Parts [SP-AXL]
 ENVIRON: Zahm Desert
 ENEMIES: 6 Tanks
 MISSION: Destroy all tanks
 OVERALL: +3%

"The Gang "Dark Soul" broke into our property at Heavensrock, stole several tanks and fled. Since they stole tanks, we cannot leave them alone. Go and defeat them as soon as possible. Judging from their direction of escape, they

seem to be hiding in the Zahm Desert. In that area many mines remain, left from the war. Be very careful. Note that your pay for this mission is not cash but AC parts."

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-X1487	Has N. Canceler/Bio Sensor	19000	-----
CORE	XCA-00	Standard core unit	61500	-----
ARMS	AN-201	Low energy consumption...	15300	-----
LEGS	LFH-X5X	4-legs type; maneuverable!	82000	-----
GENERATOR	GBG-10000	9988 Max Energy Output	43500	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	WR-L24	Large rocket; no lock-on f.	29460	3980/24
B. WEAPON R	WM-MVG404	Single-fire missile launchr	31000	1560/24
A. WEAPON L	WG-XP2000	Energy-run pulse rifle	61500	435/200
A. WEAPON R	-----	-----	-----	-----
OPTN. PARTS	SP-S/SCR	Decreases projectile damage	33000	-----

Heavy solid weaponry [such as the WR-L24] is great here, as well as something that helps boost -- I mean, there are stepmines that just end up as extra health costs to deal with.

There's no real strategy except use your firepower wisely and avoid mines at all areas. There's enough live ammunition (from any vantage point in this low-lying area), so the best way is to boost- or boost-strafe in the air, stick a rocket up their tailpipe, and not stop moving for a second. Really, it's easy for six angry tankdrivers to plug an AC from close range too, so don't screw up. Alternately, using missiles can help take these suckers out from afar, but the strafing continues as well.

If you can, try to "set up" the trajectory so enemy bombshells defeat the others. Not too hard actually, but this ain't all fun and games. Only six rockets are needed theoretically, so...y'know...don't run a big deficit on this one!

REWARD: SP-AXL, an optional part that accelerates lock-on time. Definitely worth it especially if the player likes using the auto-missile launcher. Any credits lost should be in the ballpark around 10000c; retry if you fall too far into the hole!

35) RECLAIM OIL FACILITY

[WK35]

EMPLOYR: Chrome
 ADVANCE: 0c
 PAYMENT: 18000c
 ENVIRON: Oil Extraction Facility "Tide"
 ENEMIES: Flying enemies [x10?]
 MISSION: Eliminate the terrorist force
 OVERALL: +2%

"We want you to attack the terrorist group "Struggle" that is occupying the oil extraction facility "Tide". Although this facility is now completely abandoned, we were at the point of initiating a retrofit plan. Their purpose can be none other to sabotage our company. We cannot let this delay

construction, that would only play into their hands. The Tide facility may have some old tanks that still contain oil. They might explode if hit, so be very careful in your operations."

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-GRY-NX	Has no optional equipment	14700	-----
CORE	XCA-00	Standard core unit	61500	-----
ARMS	AN-201	Low energy consumption...	15300	-----
LEGS	LN-1001-PX-0	Balanced, all-terrain legs	25000	-----
GENERATOR	GPS-VVA	4728 Output/28000 MaxCharge	19500	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	WM-S40/1	Fires single missiles	18700	830/40
B. WEAPON R	RXA-01WE	Old-style radar antenna	12100	-----
A. WEAPON L	LS-2001	Standard portable rifle	11400	218/200
A. WEAPON R	WG-RF35	Infinite-use laserblade	11500	738/---
OPTN. PARTS	SP-M/AUTO	Upon lock-on, fires missile	12900	-----

This was my setup, which is still fairly basic except for the SP-M/AUTO that automatically fires missiles upon lockon. Sell your dumb radar and pool your other mission winnings together to get one, as it helps immensely.

Anyway, the player's AC starts in some shallow water near the foot of a large oil strut. Enemies are faraway but eventually fly near. Get out your missiles [and hopefully the automated missile launcher] and strafe-glide over the surface, getting shots off as possible. This is a good way to conserve health while hopefully not using too much ammo. If you do this correctly, the enemy won't get a very good shot off in any manner; just try to avoid going below them. The best way is to keep them at a distance so the missiles don't stray off-target.

Red floating enemies take four small missiles to down, while the yellow ones actively flying take only a single. The yellow ones only have a short-range flamethrower attack, so try to kill them while simultaneously strafing out of the red foes' missile trajectories.

After awhile, air support will radio in, and then kill the rest of the foes a few moments later to end the mission. Should any stragglers remain, deep-six 'em with the rifle. There should be a 10000c+ profit on this one with ease.

36) RECOVER CAPSULES

[WK36]

EMPLOYR: Chrome
 ADVANCE: 0c
 PAYMENT: 30000c
 ENVIRON: Murakumo Human Plus Lab
 ENEMIES: Fighting Machines
 MISSION: Recover the capsules
 OVERALL: +3%

"We want you to break into an abandoned facility that was used by Murakumo in

the initial stages of their Human Plus development. It was left after a fire several years ago. The Human Plus technologies were supposedly developed by Murakumo, but nothing has been released publicly about the initial stages of research, so many mysteries remain. Our surveys so far has not turned up much information. However, we received strange reports from a survey team recently dispatched to the abandoned facility. Parts of the facility are said to be operating even now and strange capsules have been placed in the furthestmost room. Upon trying to recover the capsules, the team was attacked by fighting machines that they had never seen before. They could not fight back and failed to recover the capsules. Your mission is to recover those capsules. We have no idea about their significance, but they might give us an advantage over Murakumo. We are counting on you."

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-ONE	Head with all the functions	68100	-----
CORE	XCL-01	Best core unit; 16 slots	88000	-----
ARMS	AW-XC65	Energy-run twin lasercannon	98500	2322/40
LEGS	LFH-X5X	4-legs type; maneuverable!	82000	-----
GENERATOR	GBG-XR	Custom pulse generator ^__^	56000	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	WC-CN35	Rapidfire chaingun. Nice!	32750	338/250
B. WEAPON R	WR-L24	Large rocket launcher.	29460	3980/24
A. WEAPON L	-----	-----	-----	-----
A. WEAPON R	-----	-----	-----	-----
OPTN. PARTS	SP-S/SCR	Decreases projectile damage	33000	-----
OPTN. PARTS	SP-AXL	Accelerates lock-on time	24000	-----
OPTN. PARTS	SP-E/SCR	Decreases energy damage	38500	-----
OPTN. PARTS	SP-JAM	Missile lock-on jammer	26000	-----
OPTN. PARTS	SP-E+	Amplifies energy wpn power	45000	-----
OPTN. PARTS	SP-ABS	Reduces shell hit recoil	29600	-----
OPTN. PARTS	SP-M/AUTO	Fires missile on full lock	12900	-----
OPTN. PARTS	SP-CND-K	Amplifies energy output	21000	-----

This mission is first available in mid-game, so while the above setup is more for the late-game player, some of this stuff will be available.

Here is the directions to the capsules' room:

- 01) Continue down path to the 4-way crossroads; continue south.
- 02) Avoid all the siderooms and keep going west
- 03) Look for a dark, sloping north-side passage. Enter floor hole when found
- 04) Follow passage north and enter another floor hole when found
- 05) Continue east down mech-infested hallway, avoiding siderooms
- 06) Locate dark, sloping southbound passage and descend
- 07) Jump weird-shaped railing area and continue north underneath it
- 08) The lone sideroom down here is a 'target' capsule and ends the mission

Whew, this one's annoying just for the weird Japanese girl soundbytes. o__o

EMPLOYR: Chrome
 ADVANCE: 0c
 PAYMENT: 32000c
 ENVIRON: Snowy Region, Whiteland Area
 ENEMIES: Flying MTs [x8], MTs [x3]
 MISSION: Guard the lock system
 OVERALL: +3%

"We have uncovered a plan to destroy our underground factory in the Whiteland area. We think that Murakumo is behind it. We are not sure of the specific details, but since the factory is underground, they can't do anything unless they get inside. So we want someone to guard the entrance of the factory. The gate cannot be opened from outside as long as the lock system is not destroyed. We will need several days to put up a full-scale security system. Of course we will pay you during that period whether or not there is an attack. Not a bad job, huh? Do it well."

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-X1487	Has N. Canceler/Bio Sensor	19000	-----
CORE	XCA-00	Standard core unit	61500	-----
ARMS	AN-201	Low energy consumption...	15300	-----
LEGS	LFH-X5X	4-legs type; maneuverable!	82000	-----
GENERATOR	GBG-10000	9988 Max Energy Output	43500	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	WR-L24	Large rocket; no lock-on f.	29460	3980/24
B. WEAPON R	WM-MVG404	Single-fire missile launchr	31000	1560/24
A. WEAPON L	WG-XP2000	Energy-run pulse rifle	61500	435/200
A. WEAPON R	-----	-----	-----	-----
OPTN. PARTS	SP-S/SCR	Decreases projectile damage	33000	-----

This mission will have a few annoying flying types, which is why bringing in some large missiles will help a lot. You can replace that with a chaingun if yer a crack shot, but since it's night out and visibility ain't all it's cracked up to be, missiles long-range sights are more useful in my opinion.

The enemies come in two waves here, and this is the time to get the secret part if you want it. Five enemies compose the first attack run, and when defeated, two more and three walking MTs come up to blow the factory. When dealing with the MTs (which jump and use dual missiles), try and nuke them with some large rockets -- or the Karasawa energy rifle if you can equip the thing.

SECRET PART: B-T001 [Booster]
 Inside a box in the southeastern corner of the level, near the boundary (redline) that marks the out-of-area...area. It's best to destroy about four planes before making this trip to minimize damage to the lock system

Missiles take the planes out in one hit, so hopefully not too many go astray here. Bring in at least 20000c+ to call this one a success. Also, make sure to sell the booster you have in exchange for the B-T001!

EMPLOYR: Chrome
 ADVANCE: 0c
 PAYMENT: 45000c [-1000 for each 1st Division Ally killed]
 ENVIRON: Space Station Kaede
 ENEMIES: MTs
 MISSION: Transport the supply materiel
 OVERALL: +2%

"We have decided to carry out an operation intended to occupy the Murakumo's base of activities, the Space Station "Kaede". Since our single ship attack failed the other day, the pace of the Murakumo's activities in space have picked up extraordinarily. Large amounts of materiel have been carried off to space, and "Kaede" is rapidly becoming a fortress. If we leave this as is, it will be difficult to act later. Our First Division has already begun fighting. Your mission is to support the invasion troops. Bring materiel to the supply vehicle engaged in combat. The enemy forces are more numerous than expected and the supply materiel may not be in time. Place the materiel in the catapult. Capture the catapult and pass the materiel on to the supply corps. Murakumo is planning something in space. We must stop them before it is too late."

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-ONE	Head with all the functions	68100	-----
CORE	XCL-01	Best core unit; 16 slots	88000	-----
ARMS	AW-XC65	Energy-run twin lasercannon	98500	2322/40
LEGS	LFH-X5X	4-legs type; maneuverable!	82000	-----
GENERATOR	GBG-XR	Custom pulse generator ^__^	56000	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	WC-CN35	Rapidfire chaingun. Nice!	32750	338/250
B. WEAPON R	WR-L24	Large rocket launcher.	29460	3980/24
A. WEAPON L	-----	-----	-----	-----
A. WEAPON R	-----	-----	-----	-----
OPTN. PARTS	SP-S/SCR	Decreases projectile damage	33000	-----
OPTN. PARTS	SP-AXL	Accelerates lock-on time	24000	-----
OPTN. PARTS	SP-E/SCR	Decreases energy damage	38500	-----
OPTN. PARTS	SP-JAM	Missile lock-on jammer	26000	-----
OPTN. PARTS	SP-E+	Amplifies energy wpn power	45000	-----
OPTN. PARTS	SP-ABS	Reduces shell hit recoil	29600	-----
OPTN. PARTS	SP-M/AUTO	Fires missile on full lock	12900	-----
OPTN. PARTS	SP-CND-K	Amplifies energy output	21000	-----

The usual solid firepower (or amplified energy rounds) works well here, just as the damage-decreasing stuff does. I'm still using the AW-XC65, a.k.a. the OHKO'r. Recommended but not necessary, as this isn't an attack run mission in the least.

[DIRECTIONS TO SUPPLY VEHICLE:]

Like last time, take the leftmost door on the southernmost wall; and, from there, use the 'alleyway doors' to get to a parallel passage. Take this hall as far south as it will go, and the nearest alleyway (to the west) will have

two friendly mechs with a supply vehicle. Make a mental note.

[FINDING THE MATERIEL]

The alleyway door just north of the entrance to the supply vehicle passage leads into a perpendicular corridor with two ramps up to the 2F (whew!). Take one up and use the alleys and such to get to the northernmost cargo area. You'll know it easily because it has a huge number of garage doors and two side by side in the north. Take the left one to find a package in the corridor, grab it with O-button.

Then, simply take it back down to the 1F where the supply vehicle awaits! This should be an easy 40000c+ mission if no ally soldiers were defeated.

39) RELEASE ORGANISMS

[WK39]

EMPLOYR: Murakumo Millenium
ADVANCE: 0c
PAYMENT: 32000c
ENVIRON: Chemical-Dyne Lab No. 4
ENEMIES: Unknown
MISSION: Release biological weapons
OVERALL: +1%

"We have discovered the true nature of the mysterious organisms that appeared in Gal City. They are not organisms, but rather a type of biological weapon. They were developed by Chemical-Dyne Co., a biochemical manufacturer allied with Chrome. They were lax in telling the truth and taking responsibility for the incident. This is your mission. Break into Chemical-Dyne's research facility, search for biological weapons and release all of them upon discovery. The facility is certain to have a considerable number of test species. Releasing them all will certainly cause the facility to collapse. This will cause much damage to Chrome. This may seem like a dirty trick, but it is the most effect method to stop Chrome from running amuck. Naturally, do not bother the biological weapons. We will deduct 500 C from your pay for each one killed. Detailed instructions will be given to you by radio after you have entered the facility."

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-ONE	Head with all the functions	68100	-----
CORE	XCL-01	Best core unit; 16 slots	88000	-----
ARMS	AW-XC65	Energy-run twin lasercannon	98500	2322/40
LEGS	LFH-X5X	4-legs type; maneuverable!	82000	-----
GENERATOR	GBG-XR	Custom pulse generator ^__^	56000	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	WC-CN35	Rapidfire chaingun. Nice!	32750	338/250
B. WEAPON R	WR-L24	Large rocket launcher.	29460	3980/24
A. WEAPON L	-----	-----	-----	-----
A. WEAPON R	-----	-----	-----	-----
OPTN. PARTS	SP-S/SCR	Decreases projectile damage	33000	-----
OPTN. PARTS	SP-AXL	Accelerates lock-on time	24000	-----
OPTN. PARTS	SP-E/SCR	Decreases energy damage	38500	-----
OPTN. PARTS	SP-JAM	Missile lock-on jammer	26000	-----
OPTN. PARTS	SP-E+	Amplifies energy wpn power	45000	-----

OPTN. PARTS	SP-ABS	Reduces shell hit recoil	29600	-----
OPTN. PARTS	SP-M/AUTO	Fires missile on full lock	12900	-----
OPTN. PARTS	SP-CND-K	Amplifies energy output	21000	-----

All biological organisms are behind cages in certain rooms, and the player'll have to destroy the control panel above the small door. Doing this lets them get out, so once done, leave before you mess with them.

```

      |_____| |_____| |_.-TO #10
      |_#3_| |_#2_| |#| | | |
          |#|_____|#| |_|#|_|_|
          |#####| #8 ### #9|
              |#|_| |_|#|_|_|
                  |#| |_|_|#|_|_|
                      |#| | #7_###_ #6|
.-----|#####| |__| |#|_|_|
W      |_____|#| |###|
/|\   |      |#|    |_|#| All biological organisms are behind
|     |      |#|    |#| cages in certain rooms, and the
|     |      |#|_____|#| player'll have to destroy the panels
|     |      |#####| that control their tiny doors to get
|     |      |#|_____| 'em out.
|     |      |#|_|
|     |      |#####|
|     |      |#|_____|#| The best way to perform these feats
|     |      |_| #4_| |_|#5_| is to open the door, shoot a few
|     |      |_____| |_____| rounds with the chaingun, witness the
|     |      | tiny door fling open, then leave. This
|     |      | will evade most gun emplacements and
|_____| | other enemy interference so long as
|#####| no lock-ons mess it up.
|#|_____|#| | | | | | | |
|#|_| | |_|_|#|_____|
|##|-' |#1 |#####|
| |_| | |_|_|_| |_____|#|
| |_____| | | |#|
|_____| | | |#|
| | | | |#|
| | | | |#|
| | | | |#|
| | | | |#|
| | | | |#|
START -----'

```

On the map, all cages except #10 are shown for space purposes. The tenth and final cage is easy to find, though. Simply continue west and north, ignoring the passage that has a hole in it (leads into an organism's pen), and use the downward slope.

At the bifurcation, go west and destroy the cage door there to finish the mission. Aim for 20000c+ on this'un.

40) RETAKE AIR CLEANER [WK40]

EMPLOYR: Murakumo Millenium
 ADVANCE: 0c
 PAYMENT: 46000c
 ENVIRON: Isaac City Air Cleaner
 ENEMIES: MTs
 MISSION: Eliminate the terrorist
 OVERALL: +3%

"We just got a terrifying communique from the terrorist group "Imminent Storm". They said that they are occupying the air cleaner above Isaac City. This unit takes air from above-ground, cleans it, and sends it down to the

underground city. It is literally the City's lifeline. Their demands are for the immediate dismantling of Murakumo Millenium who they say has become the ringleader of social decay. Their false accusations are brash. Their recent activities have been a string of failures thanks to you Ravens. This is a desperate act of desperate men willing to die with honor. Eliminate them quickly. Note that the air cleaners has an extremely acomplex structure due to repeated retrofits with the expansion of the underground city. Be careful.

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-ONE	Head with all the functions	68100	-----
CORE	XCL-01	Best core unit; 16 slots	88000	-----
ARMS	AN-201	Low energy consumption...	15300	-----
LEGS	LFH-X5X	4-legs type; maneuverable!	82000	-----
GENERATOR	GBG-XR	Custom pulse generator ^__^	56000	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	WC-CN35	Rapidfire chaingun. Nice!	32750	338/250
B. WEAPON R	WC-CN35	Rapidfire chaingun. Nice!	32750	338/250
A. WEAPON L	WG-XP2000	Energy-run pulse rifle	61500	435/200
A. WEAPON R	-----	-----	-----	-----
OPTN. PARTS	SP-S/SCR	Decreases projectile damage	33000	-----
OPTN. PARTS	SP-AXL	Accelerates lock-on time	24000	-----
OPTN. PARTS	SP-E/SCR	Decreases energy damage	38500	-----
OPTN. PARTS	SP-JAM	Missile lock-on jammer	26000	-----
OPTN. PARTS	SP-E+	Amplifies energy wpn power	45000	-----

Welcome to one of the more annoying missions in the game, due to the interlocking passageways, multiple-tier places, etc. Bring in heavy firepower and NO MISSILES, thank you very much. Chaingun recommended as a tagalong, too.

The "main chamber" as I call it is the large room where the fenced-off fans are located. It has many passageways leading in all directions, all behind a breakable vent cover (shoot to destroy).

```

-----
| SECRET PART: WX-S800-GF [Dual Missile Back Weapon] |
| | |
| In the south part of this "main chamber", shoot the vents off the ceiling |
| and boost up into the vent therein. The dual missile back weapon is there |
| already unwrapped for you. It takes up both 'back' slots, however... |
-----

```

Now, after the call-in about the poison gas tank somewhere, go to the west side of the L-shaped room and blow the floor grate off. Descend, kill the enemy there. Here's how to proceed:

- Follow passage west
- Surface in vertical passage (need weapon that can be used while airborne)
- Proceed east, kill blue MT, neutralize gas tank (with O-button)

Voila! Should be easy to get around 40000c+ for this mission. [NOTE: If you can't find the tank via my directions, email me and I'll revamp 'em].

EMPLOYR: Chrome
 ADVANCE: 18000c
 PAYMENT: 20000c
 SPECIAL: 12000c [finish bonus?]
 ENVIRON: Ruins of Vaella, Dragna Region
 ENEMIES: Armored Mechs, MTs
 MISSION: Destroy the enemy leader
 OVERALL: +3%

"Great news! We have determined the whereabouts of the leader of the terrorist group "Struggle". He is in the Ruins of Vaella in the eastern Dragna region. This is the venue for secret meetings with his sponsor, Murakumo. Your mission: Destroy the enemy leader's AC. Up until now, many plans have been foiled by that one man. I loathe to admit it, but his skills are remarkably well-honed. Nearly all reference material about the ruins was lost in the Great Destruction, so its internal structure is unknown. There may be traps, but you'll be OK in an AC. This is the chance of a lifetime. Do not fail us. Be sure to get him."

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-ONE	Head with all the functions	68100	-----
CORE	XCL-01	Best core unit; 16 slots	88000	-----
ARMS	AW-XC65	Energy-run twin lasercannon	98500	2322/40
LEGS	LFH-X5X	4-legs type; maneuverable!	82000	-----
GENERATOR	GBG-XR	Custom pulse generator ^__^	56000	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	WC-CN35	Rapidfire chaingun. Nice!	32750	338/250
B. WEAPON R	WR-L24	Large rocket launcher.	29460	3980/24
A. WEAPON L	-----	-----	-----	-----
A. WEAPON R	-----	-----	-----	-----
OPTN. PARTS	SP-S/SCR	Decreases projectile damage	33000	-----
OPTN. PARTS	SP-AXL	Accelerates lock-on time	24000	-----
OPTN. PARTS	SP-E/SCR	Decreases energy damage	38500	-----
OPTN. PARTS	SP-JAM	Missile lock-on jammer	26000	-----
OPTN. PARTS	SP-E+	Amplifies energy wpn power	45000	-----
OPTN. PARTS	SP-ABS	Reduces shell hit recoil	29600	-----
OPTN. PARTS	SP-M/AUTO	Fires missile on full lock	12900	-----
OPTN. PARTS	SP-CND-K	Amplifies energy output	21000	-----

Pack heavy with all the works -- chaingun, powerful energy types, rocket or grenade launcher, etc. Damage-reducing optional parts goes without saying, I hope!

[NAVIGATING THIS PLACE:]

I'll give a play-by-play in order to get through this craphole in one piece. Watch out for wall mines, now! This place is easy to get perforated in...

- 01) In first room, jump down floor well
- 02) Continue east, watching out for wall mines and enemies
- 03) When you see a fireball being shot from a passage, wait for it to hit the wall and go up that passage. Make sure to jump over it when it comes because it deals A LOT OF DAMAGE. Turn into an eastern passage after y'

destroy the two wall mines in that area.

- 04) Fall down floor hole
- 05) Travel west, watching out for more wall mines
- 06) In large, dark room, search for a ceiling hole. Boost up there.
- 07) Go north, watching for landmines. Perpendicular fireball passage!
- 08) Continue east and try to spot a wallmine.

```
-----  
| SECRET PART: LS-99-MOONLIGHT [Laserblade] |  
|  
| The wallmine mentioned in #08 destroys part of the floor when triggered, |  
| and at the very bottom is the weapon in question on a pedestal. This is |  
| the best laserblade in the game!! |  
'-----
```

- 09) Past the breakable-floor passage, continue east through the rooms.
- 10) In the last one, jump down a hole.

At this point, you'll fight the "Struggle" leader. He likes to fire hard-hitting solid rounds and stays airborne a lot. Mowing him down with a lock-on of any sort is child's play, though!

42) STOP SECURITY MT

[WK42]

EMPLOYR: Eath Environment Reclamation Committee
ADVANCE: 0c
PAYMENT: 38000c
SPECIAL: 12000 [for each mech destroyed?]
ENVIRON: Old Military Facility
ENEMIES: Security MTs
MISSION: Destroy the control panels
OVERALL: +2%

"We have a mission for you regarding the old military facility where we previously sent a survey team. The survey of the first basement is complete, but a passage thought to lead to the lower levels was found during the survey. However, just past it was an extremely powerful security MT that we couldn't defeat with our weapons. Oddly, it never comes out of the passage to attack us. It seems to be protecting something. Anyway, this facility still has many mysteries. According to a structural diagram of the place found on the first floor, there are several control panels for the Security MTs in the back. We want you to destroy them."

```
-----  
| RECOMMENDED | FUNCTION | PRICE | POWR/AMM |  
-----+-----+-----+-----+  
| HEAD | HD-X1487 | Has N. Canceler/Bio Sensor | 19000 | ----- |  
| CORE | XCA-00 | Standard core unit | 61500 | ----- |  
| ARMS | AN-201 | Low energy consumption... | 15300 | ----- |  
| LEGS | LFH-X5X | 4-legs type; maneuverable! | 82000 | ----- |  
| GENERATOR | GBG-10000 | 9988 Max Energy Output | 43500 | ----- |  
| FCS | COMDEX-C7 | Maximum of 4 lock-ons | 11000 | ----- |  
| BOOSTER | B-P320 | Low-priced and underpowered | 10800 | ----- |  
| B. WEAPON L | WR-L24 | Large rocket; no lock-on f. | 29460 | 3980/24 |  
| B. WEAPON R | WC-CN35 | Rapidfire chaingun. Nice! | 32750 | 338/250 |  
| A. WEAPON L | WG-XP2000 | Energy-run pulse rifle | 61500 | 435/200 |  
| A. WEAPON R | ----- | ----- | ----- | ----- |
```

OPTN. PARTS	SP-S/SCR	Decreases projectile damage	33000	-----
OPTN. PARTS	SP-E+	Increases energy wpn attack	45000	-----

This mission needs a single reliable weapon; the player can choose. With the free parts being able to replace some other purchases, I finally bought the awesome SP-E+ part which boosts all damage from energy-type weapons. Another cost-saving device, which pays for itself in spades. But anyway... This ends up being Mission #16 for me, so pack something useful (chaingun) that can be used on the move.

Note that only the level down the slope of the front door matters; anything behind was already explored in a previous level (and has nothing there).

=====
NOTE: You will have to destroy panels (w/ projectile) to unlock some doors.
=====

Useless passageways have been omitted from the map, mind you.

	Start	
E	_	This area is pretty simple once y'
/ \	#####	get to know it. Continue down the
	# _____ #	hallway and through the first EM
	# _____ #	pulse [unavoidable damage] until
	# _____ #	one of the passages loops east.
	# 1 _ # _ #	
	# # _ # _ #	Break down the door and continue
	# # _ # _ #	south to the first control panel.
	#####	Double-back a bit, go east, and
	# _____ # _ #	loop around some hallways, leading
	# _____ # _ #	back parallel to the first reactor
	# #####	hallway. Break down the door and
	# # _ # _ #	the next two reactors will be in
	# 3 2	sight. Hopefully the map will help
	#	if you're lacking proper radar and
	# _#	
	#	such (head parts provide all these
	#	functions!)
	#	
	# _____ #	Mission ends when all three panels
	#####	are junkmetal. Obtaining a reward

of 46000c+ is INCREDIBLY easy, but only if you know the layout well enough to evade wasted damage/ammo, and are using an energy-type weapon such as the Karasawa or WG-XP2000.

43) DESTROY BASE COMPUTER [WK43]

EMPLOYR: Chrome
ADVANCE: 13000c
PAYMENT: 25000c
ENVIRON: Old Military Facility
ENEMIES: Security MTs, Blue MTs [x4]
MISSION: Destroy the main computer
OVERALL: +2%

"We have a mission for you regarding the old military facility southwest of

FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----	
BOOSTER	B-P320	Low-priced and underpowered	10800	-----	
B. WEAPON L	WX-S800-GF	Twin missile launchers	90900	1120/60	
B. WEAPON R	-----	-----	-----	-----	
A. WEAPON L	-----	-----	-----	-----	
A. WEAPON R	-----	-----	-----	-----	
OPTN. PARTS	SP-S/SCR	Decreases projectile damage	33000	-----	
OPTN. PARTS	SP-AXL	Accelerates lock-on time	24000	-----	
OPTN. PARTS	SP-E/SCR	Decreases energy damage	38500	-----	
OPTN. PARTS	SP-JAM	Missile lock-on jammer	26000	-----	
OPTN. PARTS	SP-E+	Amplifies energy wpn power	45000	-----	
OPTN. PARTS	SP-ABS	Reduces shell hit recoil	29600	-----	
OPTN. PARTS	SP-M/AUTO	Fires missile on full lock	12900	-----	
-----	-----	-----	-----	-----	

This is the conclusion of the first mop-up mission. The same equipment helps as before, including the AW-XC65 and dual missile launchers. This leaves one large on firepower and low on overall ammunition, but this mission's simple, so let's get on with it!

This time, you start at the top and work your way down. No one's here! After going a certain ways (3 floors down), the radio calls your AC back up. This is when the enemies choose to pounce! These types are more powerful than the weakling worker types that were there before, but the AW-XC65 works wonders on 'em just the same. As before, wait on the ramp prefacing the room and see if any wander into sight; this saves the trouble of being ambushed. There are nine in all: 5 in first room after message, 4 in the next.

Work your way out into the fresh air again and we'll meet who's behind all of this ruckus.

REINFORCEMENT: Boss Savage [Sledgehammer]

If you've seen his bio, you'll know he carries a bazooka, a single missile launcher, and what appears to be a dual one as well! It also says his flashy way of fighting makes him less successful than other mechs. Since he makes do with heavy humanoid legs, he's not THAT fast except when boosting. Get a lock on the guy and fling missiles from mid- to long-range, particularly when some obstructions (hills, the unbreakable antenna tower) give cover. Use the radar to figure out where he is and get away from his advances. Make no mistake -- his firepower can perforate you quickly if measures aren't taken against 'em. That's why using damage-decreasing optional parts works like a charm (solid moreso). I should mention that if you have extra AW-XC65 rounds left when emerging, these can really tip the odds in favor of your side! [This can be done better if you don't waste all the ammo on the below-ground enemies, and slip above-ground ASAP].

Overall, if you play the cards right, getting away with 30000c+ reward is a good haul.

45) DESTROY FLOATING MINES

[WK45]

EMPLOYR: Ravens' Nest
 ADVANCE: 0c
 PAYMENT: 50000c

ENVIRON: Ravens' Nest HQ
 ENEMIES: Mechs, MTs, Armored MTs [x~15]
 MISSION: Destroy all floating mines
 OVERALL: +8%

"An armed band of unknown affiliation broke into the Nest HQ and destroyed part of the facility. The security corps quelled the disturbance without incident. There is one problem: the floating mines left by the band. Normally, our corps would deal with them, but the mines are numerous, of a special structure and very powerful. We want you to take care of these mines. Just blow them up as you find them. You will be paid well."

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-ONE	Head with all the functions	68100	-----
CORE	XCL-01	Best core unit; 16 slots	88000	-----
ARMS	AW-XC65	Energy-run twin lasercannon	98500	2322/40
LEGS	LFH-X5X	4-legs type; maneuverable!	82000	-----
GENERATOR	GBG-XR	Custom pulse generator ^__^	56000	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	WC-CN35	Rapidfire chaingun. Nice!	32750	338/250
B. WEAPON R	WR-L24	Large rocket launcher.	29460	3980/24
A. WEAPON L	-----	-----	-----	-----
A. WEAPON R	-----	-----	-----	-----
OPTN. PARTS	SP-S/SCR	Decreases projectile damage	33000	-----
OPTN. PARTS	SP-AXL	Accelerates lock-on time	24000	-----
OPTN. PARTS	SP-E/SCR	Decreases energy damage	38500	-----
OPTN. PARTS	SP-JAM	Missile lock-on jammer	26000	-----
OPTN. PARTS	SP-E+	Amplifies energy wpn power	45000	-----
OPTN. PARTS	SP-ABS	Reduces shell hit recoil	29600	-----
OPTN. PARTS	SP-M/AUTO	Fires missile on full lock	12900	-----
OPTN. PARTS	SP-CND-K	Amplifies energy output	21000	-----

This is the final storyline mission, so there is no reason to hold back in expenses or firepower. I love using the AW-XC65 because it's all-powerful, although some people prefer the less-precise-but-equally-useful grenade launcher for its area damage. Either way, to supplement those weapons, there needs to be one that has lots of firepower and damage...so why not the old warhorse...the WC-CN35 chaingun? The third weapon recommended is the WR-L24 rocket launcher. It's a bulky no-lock-on weapon, but its extreme firepower'll pay off big time here, guaranteed. Pack tightly, gentlemen and women...

PS: Do not bring any 'tank legs' at all. Ever.
 PS: Bring the best booster you can find. Always.

[PART ONE: Mine Clearance]

The first part isn't that hard, luckily. Sure there are lots of enemies to sort through, but the grenade launcher/AW-XC65 will clean house easily. This way also happens to be straightforward. Basically, use as much ammo as you want because (1) you get a free ammo refill in a little while (2) missions can be replayed after this for as much credits as y'want! After the first room, enter the elevator by pressing the O-button on one of the li'l panels by it. The 2nd room has more armored types than the first, too, but it's not that hard. The basic strategy to remember is that, because the doors do not close once opened, using the tunnel for cover helps -- let the enemies come to you!

An automatic health & ammo refill follows the 'mine segment'. In fact, you don't have to waste any ammunition on destroying mines if y'don't want to, not that it matters.

[PART TWO: The Shaft]

Here is the most annoying part in the entire game! There is a large shaft to climb before the final encounter, and it's a doozy -- probably 100 times bigger than the mech and with a hard climb ahead. There are cubes one must boost up to and land on, all the while destroying guns and enemies who try and knock you off. And this will happen...a lot. Basically, this is where the chain gun comes into play -- it only takes a few shots to destroy gun emplacements. The hard part is simply the climb itself. Use the camera to look straight up, figure out the pattern of the cubes' movement, then fly up, turning the camera straight down in midflight to see where to land. And there is no way for me to help the player through this part, either! There are a few tips though:

- Use the best booster
- Use the shell impact reducer optional part (SP-ABS) to keep bearings
- Do not use tank legs (slowest). 4-legs is doable, though. Humanoid types are the lightest and can maximize the distance one can climb.

There is a lot of patience that goes into this, so take a break if you keep missing the boosts or get shot off. It's incredibly annoying, but being all anxious impacts the reflexes and mindset -- take a break if y'need to. Note that you do not need to use EVERY cube as a stepping stone -- boost all the way up as far as you can and try to cut some corners. It doesn't work all the time, but remember that you can fall better WITHOUT boosting; that can upset the landing so y'slide off.

ALSO: cubes that move vertically are easier to land on. They get harder to find as one progresses, but compared to laterally-moving ones that speed up, it's a great alternative.

One last tip: if you fly high enough, you can perhaps lure a flying mech to come down with you and engage combat. This is a lot better than doing it on a small topsurface, yeah?

At the very top of the climb is a large blue 'crossbar' one can land on and jump/boost to a small corridor at the top. Given how far y'are up, there's only one way to go...down.

REINFORCEMENT: Hustler 1 [Nine-Ball]

The battle begins when you drop into the shaft onto the blue cube. The best way to fight this is to make Nine-Ball come to you -- immediately jump right back up into the hallway at the top-shaft hole and wait for it to appear. It should not be too hard to use the AW-XC65, grenade launcher, rocket launcher, or whatever firepower to gun him down. The guy DOES come equipped with his own grenade launcher and laser cannon, making him quite deadly. You do NOT want to meet him in the shaft itself, unless it's via the hole at the bottom (where a similar ambush can be setup).

After defeating Nine-Ball, descend into the hole at the shaft bottom and go towards the next shaft.

REINFORCEMENT: Hustler 1 [Nine-Ball]

He does have the reputation as being the best Raven, and he's certainly living up to it! The best way to lure him down is to simply jump straight vertical until you can see him, then fall back into the hole. He'll emerge down there sometime, at which time you can nuke him from the adjoining hall. I've been able to do this strategy flawlessly, but sometimes it's troublesome to bait him down the hole. I don't know why, though.

After defeating Nine-Ball once and for all, fly up the shaft, using the circular ledges to get higher and higher. Once again fly up the top hole, leading across a catwalk to a large computer. Destroy this computer and the hardest mission is in the books!

Now, every single mission in the game -- including those that were missed -- can be replayed as many times as you want for the same prizes. Secret parts are only obtainable once however, so don't try to sell any!

46) AC BATTLE [II]

[WK46]

EMPLOYR: Ravens' Nest
ADVANCE: 0c
PAYMENT: 42000c
ENVIRON: Ravens' Nest AC Training Ground
ENEMIES: The Red MT
MISSION: Win the battle
OVERALL: +5%

"Come participate in an AC battle that the Nest is holding over the next few days. This invitational event pits ace pilots in AC-to-AC battles where the winner takes all. Naturally, there are benefits to entering. The winner of each battle will be presented with prize money in an amount equivalent to the pay of a normal mission. We will decide the opponents for the battles. You are free to choose any weapons or equipment. We are looking forward to you participating actively."

	RECOMMENDED	FUNCTION	PRICE	POWR/AMM
HEAD	HD-ONE	Head with all the functions	68100	-----
CORE	XCL-01	Best core unit; 16 slots	88000	-----
ARMS	AW-XC65	Energy-run twin lasercannon	98500	2322/40
LEGS	LFH-X5X	4-legs type; maneuverable!	82000	-----
GENERATOR	GBG-XR	Custom pulse generator ^__^	56000	-----
FCS	COMDEX-C7	Maximum of 4 lock-ons	11000	-----
BOOSTER	B-P320	Low-priced and underpowered	10800	-----
B. WEAPON L	WC-CN35	Rapidfire chaingun. Nice!	32750	338/250
B. WEAPON R	WR-L24	Large rocket launcher.	29460	3980/24
A. WEAPON L	-----	-----	-----	-----
A. WEAPON R	-----	-----	-----	-----
OPTN. PARTS	SP-S/SCR	Decreases projectile damage	33000	-----
OPTN. PARTS	SP-AXL	Accelerates lock-on time	24000	-----
OPTN. PARTS	SP-E/SCR	Decreases energy damage	38500	-----
OPTN. PARTS	SP-JAM	Missile lock-on jammer	26000	-----

OPTN. PARTS	SP-E+	Amplifies energy wpn power	45000	-----	
OPTN. PARTS	SP-ABS	Reduces shell hit recoil	29600	-----	
OPTN. PARTS	SP-M/AUTO	Fires missile on full lock	12900	-----	
OPTN. PARTS	SP-CND-K	Amplifies energy output	21000	-----	
'-----'					

This mission is by far the easiest one to complete, and also the easiest to get the most money in: 46000c! Yes, all of it. If you use the AW-XC65, it's possible to kill this guy before he even gets a single shot in. It takes a bit of practice, but at the start, he always moves right (relative) from his starting position. Fire twice at the beginning, realign, shoot some more and if all goes well, he's gone in a blink of an eye.

But the nagging question is: how is this guy still alive???

IV. MECH SPECS

[MCHS]

Here's the specifics for the mech parts.

PRICE - Cost to purchase from Shop [secret parts will have ----- in column]
WGT - Weight
E.D - Energy Drain
ARM - Armor Point [adds to overall AC health]
DFS - Shell Defense
DFE - Energy Defense
COM - Computer Type [Standard, Detailed, Area, Rough]
MAP - Map Type [Area & Place Name, Area, No Memory]
RNGE - Range Range [if applicable]
NC - Noise Canceler function [Yes / No]
BS - Bio Sensor function. [Yes / No]
MAXW - Max Weight capacity
AMR - Anti-Missile Response
AMA - Anti-Missile Angle
EX - Extension slots (used with Optional Parts)
WPL - Weapon Lock-on Type (Narrow & Deep, Special, Standard)
AT - Attack Type [Energy / Solid]
SPD - Speed (of the legpiece)
STB - Stability (of the legpiece)
TYP - Type of legpiece (Humanoid, 4-Legs, Reverse Joint, Caterpillar)
OUTP - Energy Output for generators
REDZ - Redzone for the booster (generator-related)
LOCK - Type of lock-on (Wide & Shallow, Standard, Tall) - FCS USE ONLY
- Number of slots used for optional parts in Core piece
BOOST - Boost power (booster-only)
CDRN - Charge drain (booster-only)
TIME - Reload time for weapons

HEADPIECES	PRICE	WGT	E.D	ARMR	DFS/DFE	COM	MAP	RNGE	NC/BS
HD-ONE	68100	161	304	800	132/129	Dtl	Area	7980	Y / Y
HD-06-RADAR	51800	145	875	741	109/194	Stn	A&P	8120	Y / Y
HD-D-9066	43200	138	657	885	165/232	Stn	Area	6120	N / Y
HD-REDEYE	41100	146	538	840	148/151	Dtl	A&P	5980	N / N
HD-08-DISH	33200	133	716	870	205/162	Stn	A&P	----	N / N
HD-2002	29000	156	457	787	140/154	Stn	Area	6000	N / N
HD-ONE-SRVT	26500	122	350	816	154/149	Dtl	Area	----	N / Y

HD-ZERO		22500		185		431		925		221/149		Rgh		No M		6300		N / N	
HD-X1487		-----		166		420		975		160/185		Rgh		No M		----		Y / Y	
HD-GRY-NX		14700		232		218		1004		194/134		Rgh		No M		----		N / N	

Head units are basically used for radar purposes while offering a little armor for the unit overall. A detailed computer type will remember all areas entered previously as well as scan the entire dungeon, while a rough type'll only show the current passage one is in. For complicated levels, these pieces are very good -- and, since it's about their only function, it saves a slot on the AC's back for another weapon instead of radar.

CORES	PRICE	WGHT	E.D	ARMR	DFS/DFE	MAXW	AMR/AMA	EX
XCL-01	88000	885	1380	2380	492/610	2450	48 / 64	16
XCH-01	72000	1384	873	3015	615/543	3660	48 / 32	12
XCA-00	61500	1103	1046	2710	530/505	2770	48 / 48	08

Cores are non-optional parts that connect the head, arms, and legs, as well as housing the booster and generator. And optional parts. In fact, it's not that hard to make a case for it being the most important piece of an AC. It gives a lot of armor and its extension slots allow for more optional parts to be equipped.

ARMPIECES	PRICE	WGHT	E.D/ARMOR	DFS/DFE	WPL	POWR/AMMO	AT/RANGE
AW-XC65	98500	1905	625 / 792	-----	N&D	2322/ 40	EN/8300
AW-XC5500	83600	1688	547 / 875	-----	N&D	1241/70	EN/12000
AW-RF120	67200	1420	137 /1420	-----	N&D	2120/ 50	300/9800
AW-S60/2	66000	762	420 / 725	-----	STN	830 / 120	130/9000
AW-RF105	77600	1530	106 /1530	-----	N&D	1530/ 100	SL/9300
AW-30/3	56400	480	377 / 688	-----	STN	830 / 80	130/9000
AN-MG25/2	54500	1193	78 / 812	-----	SPC	158 / 400	SL/8800
AN-K1	49000	905	930/1790	339/402	---	-----	-----
AW-GT2000	48600	1415	92 /1132	-----	SPC	305 / 300	SL/7800
ANKS-1A46J	42100	2120	1415/1990	679/496	---	-----	-----
AN-3001	39500	1612	1248/1935	487/353	---	-----	-----
AN-863-B	34000	1726	1394/1880	517/406	---	-----	-----
AN-25	28400	853	692/1826	344/284	---	-----	-----
AN-D-7001	23000	1445	1512/1743	306/453	---	-----	-----
AN-101	19000	1228	1006/1670	384/374	---	-----	-----
AW-201	15300	1054	877 /1635	353/334	---	-----	-----

Arms are quite flexible -- they can either be used to hold laserblades and other gun type weapons, or can be the guns themselves! Obviously for the latter example, equipping extra firepower is impossible. All weapons beside energy-types have to pay ammo costs. Besides a scarce few types (AW-XC65!) it's not recommended to use any gun-arms because the ammo supply shown is depleted twofold -- one for both side!

Besides those functions, arms provide ample defense and are attached to the 'Core' pieces.

LEGS PARTS	PRICE	WGHT	E.D	ARMR	DFS/DFE	MAXW	SPD	STB	TYP
------------	-------	------	-----	------	---------	------	-----	-----	-----

LFH-X5X		82000		2880		3584		3328		497/700		5000		442		1110		4LG	
LN-501		71800		1675		2910		2947		508/535		3990		451		854		HUM	
LF-DEX-1		69000		2650		4016		3179		557/553		4450		360		820		4LG	
LN-3001C		64100		3528		2418		3977		889/602		7100		151		2977		HUM	
LC-MOS4545		59000		3610		2609		3990		905/753		7400		211		5101		CAT	
LFH-X3		56000		2400		2988		3100		468/610		3810		421		710		4LG	
LN-3001		52200		3137		2206		3703		870/594		6600		153		2518		HUM	
LN-D-8000R		49000		2426		2350		3532		510/656		4720		269		1200		HUM	
LNKS-1B46J		48000		3065		2304		3788		822/618		6100		146		3802		HUM	
LN-1001B		45200		2305		1889		3383		585/543		4630		272		1320		HUM	
LN-SSVT		-----		1528		2338		2795		482/507		3560		445		596		HUM	
LF-205-SF		42600		3137		3810		2841		446/654		3450		483		580		4LG	
LC-HTP-AAA		38500		2915		2877		3688		728/694		4130		250		630		CAT	
LN-502		35800		1790		2466		3343		538/592		3800		275		843		HUM	
LN-SSVR		32400		2750		2013		3606		805/532		5400		148		2150		HUM	
LB-4401		31800		2910		1456		3810		672/468		4510		287		2713		REV	
LN-1001		28500		1966		1725		3235		556/531		4470		277		1018		HUM	
LBKS-2B45A		27000		2480		1703		3731		584/414		3990		299		1985		REV	
LC-UKI60		25500		3860		1104		3822		812/589		6950		138		3710		CAT	
LN-1001-PX-0		25000		1892		1844		3035		528/508		4100		280		904		HUM	
LB-4303		24000		2647		1585		3575		643/488		4180		291		2505		REV	
LB-1000-P		20500		2095		1228		3514		609/444		3775		286		2310		REV	
LB-4400		17300		2520		1400		3560		617/451		4020		294		2084		REV	
LC-MOS18		16000		4182		978		3928		858/572		8000		105		4245		CAT	

Leg types are some of the most diverse and important pieces of an AC, because they control normal movement. They support the core, arms, back weapons, and generator, making the max weight capacity crucial in staying underweight (as opposed to overweight which means the mech can't do any missions!).

There are four types of these bottom pieces: Humanoid, Reverse Joint, 4-Legs, and Caterpillar. Humanoid legs are decent for maneuvering and later on can be used for much defense at the cost of speed. Reverse Joint types appeal to the thrifty consumer and are all-around as well as affordable. Above-average armor also comes into play, although their max weight isn't that respectable. Now, 4-Legs pieces are incredibly maneuverable as well as having great max weight capacities so that they can really pile on the better equipment. They are arguably the best parts to use. Caterpillar types are cheap and stable to a fault; none of them come with a jump function! This means that for all that heavy weight and carrying capacity, the booster will have to be used for all the quick maneuvering.

Note that some weapons (such as the Karasawa) cannot be equipped on certain leg types that interfere with the handling, such as the heavy humanoid legs that have sideflaps or the 4-Legs type that are too scrunched.

GENERATOR	PRICE	WGHT	OUTP	MAXCH	REDZ
GBG-XR	-----	452	8207	48000	3250
GBG-10000	43500	398	9988	34000	2980
GRD-RX7	38700	348	6810	31500	5000
GPS-V6	32000	363	4728	43000	5000
GRD-RX6	27800	285	6000	33000	4000
GRD-RX5	23300	225	5300	38000	4000
GPS-VVA	19500	308	4728	28000	7800

Generators are the 'engine' of the mech, and must be synched up with the

maximum weight of the legs and all it carries in order to move; otherwise, it's a no-go...literally. The other thing generators relate to is that they will determine how tall the maximum charge ability (for boosters) and the redzone (that red area on the gauge) that tells when the booster bottoms out. The lower the redzone, the more can be squeezed out per boost.

I should note that, under normal circumstances, the GBG-XR is the only piece you'll ever need to have. The GBG-10000 has a higher energy output, but 'less the player plans on using caterpillar legs and other heavy things, it's not necessary. 'Sides, the GBG-XR can be obtained for free!

FCS	PRICE	WGHT	E.D	MAXL	LOCK
QX-9009	96000	24	55	6	Narrow & Deep
TRYX-QUAD	63000	18	38	6	Wide
TRYX-BOXER	48100	10	19	3	Tall
QX-AF	-----	10	16	2	Wide & Shallow
COMDEX-G0	22500	14	24	4	Standard
QX-21	20300	08	12	1	Wide & Shallow
COMDEX-C8	16400	14	24	6	Standard
COMDEX-C7	11100	14	24	4	Standard

An FCS helps in honing the lock-on functions, adding extra ones on other targets for quicker firing. Weapons that only have one natural lock-on don't benefit that well, but for multiple missiles and the like, this can help a bit. Wide & Shallow types help with ground enemies, while "Tall" types give extra aid against flying enemies. The "QX-AF" is obtained as a secret part, and ain't too bad.

OPTIONAL PART	PRICE	#	FUNCTION
SP-E+	45000	1	Increases the firepower of energy weapons
SP-EH	45000	1	Increases energy weapon recharge time
SP-E/SCR	38500	1	Reduces damage from energy rounds
SP-S/SCR	33000	2	Reduces damage from solid rounds
SP-SAP	-----	1	Reduces the recoil from cannon fire
SP-ABS	29600	1	Reduces the recoil from shell hits
SP-JAM	26000	3	Interferes with enemy missile lock-ons
SP-AXL	-----	2	Shortens the lock-on time
SP-CND-K	21000	4	Increases energy output (generator-related)
SP-MAW	14200	1	Displays inbound missiles on the radar
SP-M/AUTO	12900	1	Fires missile automatically upon full lock-on

Optional parts fit into the extensions on the Core piece and aid in various ways. By upgrading the core part, it's possible to have 16 slots to equip these pieces in. All are available from the get-go, except the two obtained from completing missions. No optional part is also a secret part!

BOOSTER	PRICE	WGHT	E.D	BOOST	CDRN
B-VR-33	48500	255	35	19000	5070
B-T001	34000	149	30	17300	4600
B-T2	31500	235	38	14800	3850
B-P351	25500	288	41	21000	6980
B-P350	13700	162	33	12800	4410

The booster unit allows flight vertically as well as quick maneuvering in a lateral direction. In fact, for any mech with caterpillar legpieces, this is the only way to get "up" somewhere since it has no jump function. Overall, the best booster's the B-T2, which has a lower boost but the highest rate of efficiency (i.e. lowest charge drain).

B. WEAPON	PRICE	WGHT	E.D	WPL	ATK/AMMO	AT	RANGE	#	TIME
WCS-9000	94500	1480	310	Stn	980 / 20	SL	12000	1	15
WX-S800-GF	-----	1100	656	Stn	1120/ 60	SL	11000	1	10
WC-XC8000	78700	1110	455	N&D	2065/ 50	EN	8500	1	10
WC-GN230	75200	1230	8	N&D	3520/ 15	SL	12000	1	32
WC-01QL	69500	273	618	N&D	1531/ 80	EN	12000	1	07
WX-S800/2	69400	1650	415	Stn	1120/ 60	SL	11000	1	12
WM-PS-2	66700	1125	360	Stn	830 / 90	SL	9000	1	10
WM-X201	62250	720	250	Stn	980 / 18	SL	12000	1	15
WC-XP4000	61000	318	364	N&D	770 /100	EN	9000	1	05
WC-ST120	56000	827	6	Spc	183 / 80	SL	8100	1	22
WM-L201	46200	835	180	Stn	4300/ 12	SL	12500	1	10
WM-MVG802	44000	718	202	Stn	1560/ 32	SL	10000	2	10
WM-P4001	43800	755	320	Stn	830 / 60	SL	9000	1	10
WC-LN350	41800	425	8	Spc	690 /120	SL	9000	1	06
RZ-BBP	40900	454	566	---	-----	--	16300	-	--
WM-S40/6	38100	583	353	Stn	830 / 60	SL	9000	6	10
WR-M70	36500	718	24	---	2240/ 70	SL	14000	-	16
RZ-A1	33000	433	403	---	-----	--	15700	-	--
WC-CN35	32750	593	11	Spc	338/250	SL	10000	1	02
WR-S100	32400	846	15	---	1310/100	SL	12500	-	12
WM-MVG404	31000	620	280	Stn	1560/ 24	SL	10000	1	10
WR-L24	-----	805	18	---	3980/ 24	SL	17700	-	16
WM-S60/4	-----	520	349	Stn	830 / 60	SL	9000	4	10
RZT-333	-----	343	451	---	-----	--	11700	-	--
WR-M50	27600	677	13	---	2240/ 50	SL	14000	-	12
WM-X10	24800	939	105	---	675 / 10	SL	-----	-	50
WM-S40/2	23000	337	320	Stn	830 / 40	SL	9000	2	10
RXA-77	23000	125	274	---	-----	--	8700	-	--
WM-X5-AA	19300	616	85	---	675 / 10	SL	-----	-	50
WM-S40/1	18700	245	245	Stn	830 / 40	SL	9000	1	10
RZ-A0	17900	480	387	---	-----	--	11500	-	--
WR-S50	15900	218	08	---	1310/ 50	SL	-----	-	08
RXA-99	14500	160	267	---	-----	--	8800	-	--
RXA-01WE	12100	210	243	---	-----	--	8650	-	--

Back weapons come in varying degrees, from chain guns to grenade launchers to missiles to bomb dispensers/rockets (the latter has no lock-on function to offset its power). As they're attached to the Core pieces, the legs must be able to support the weight, making careful selection key to winning the battles. Radar attachments can be stuck here as well in place of head parts that double for the same functions (they have 'R' prefixes).

A. WEAPON	PRICE	WGHT	E.D	WPL	ATK/AMMO	AT	RANGE	#	TIME
WG-B2180	75900	905	16	N&D	1930/ 50	SL	7800	1	22
WG-1-KARASAWA	-----	1000	422	Spc	1550/ 50	EN	10000	1	08

WG-XP2000	-----	265	285	Spc	435 /200	EN	18000	1	06	
WG-B2120	59740	778	13	N&D	1250/ 80	SL	8200	1	16	
WG-FG99	-----	352	09	---	512 /500	SL	900	1	01	
LS-99-MOONLI	-----	336	93	---	2801/---	EN	-----	-	--	
WG-XC4	51000	686	308	Spc	820/ 100	EN	8000	1	10	
WG-XP10000	46000	188	246	Spc	302/ 180	EN	15000	1	03	
WG-AR1000	42300	516	08	Spc	105/1000	SL	7000	1	01	
WG-RF/5	41500	295	05	Spc	530 / 80	SL	20000	1	10	
LS-3303	37200	224	43	---	1210/ --	EN	-----	-	--	
WG-RF/P	33100	308	04	Spc	612 / 60	SL	16000	1	12	
LS-200G	29000	181	45	---	950 / --	EN	-----	1	--	
WG-MG500	28400	458	04	W&S	135 /500	SL	7800	1	02	
WG-HG512	26200	324	10	W&S	437 /120	SL	5800	1	08	
WG-H8235	19000	170	22	W&S	226 /100	SL	4800	1	05	
WG-MGA1	14000	370	04	W&S	85 /500	SL	6300	1	01	
LS-2001	11500	123	28	---	738 / --	EN	-----	-	--	
WG-RF35	11400	415	06	W&S	218 /200	SL	8500	1	05	
'-----'-----'-----'-----'-----'-----'-----'-----'-----'-----'										

Arm weapons can be equipped to normal hands (i.e. those that aren't weapons themselves) when weight and the correct legs work out in the setup. Traits include high fire rate, poor-to-great range, low weight, and lots of power! Laserblades are unique weapons used at extreme close-range that cuts into the target like a sword. These have infinite-usage and use energy to attack.

V. SECRET PARTS

[SCRT]

Secret parts are one-of-a-kind items that can be obtained in certain levels by doing some exploring or being diligent. They can be in plain sight or in the oddest of places. Although levels can be replayed to get them, once they have been obtained, they disappear from these levels. Also, if sold, they're gone forever!! Without further ado, here's how to get 'em. [They're in the order listed of the table of contents, not of being obtained...].

Also, to get 100% completion, all secret parts must be found.

WM-S60/4 [Missile Launcher]

MISSION: Secret Factory Recon

In the very SW corner of the map, past a gun battery, is a box containing the part. It's by the very corner of the out-of-area boundary so don't leave on accident!

QX-AF [FCS]

MISSION: Exterminate Organisms [I]

In the Queen's chamber, on the dirt in the southeastern edge.

HD-X1487 [Head Unit]

MISSION: Guard Freight Train

At the depot, one of the breakable silver boxes contains the headpiece.

WG-1-KARASAWA [Laser Rifle]

MISSION: Destroy Fuel Depot

In the second and final room, there is a higher-up part between the ceiling that constitutes a loft of sorts, with fuel tanks there. Blow them up and search for the laser rifle on the ground.

RZT-333 [Radar]

MISSION: Guard Wharf Warehouse

This is the item the player's AC is assigned to protect. It's located inside the warehouse just behind the starting point. Note that to get 100% overall in Armored Core, stealing this item has to be done. It's an automatic failure however! Obviously it's impossible to win & get the radar at the same time.

GBG-XR [Generator]

MISSION: Destroy Plus Escapee

The south side of the skyscraper the player's AC starts on, on a low catwalk around the exterior. It's golden-colored making it easy to spot, though.

WG-FG99 [Flamethrower]

MISSION: Destroy Intruders

The entire level takes place within a blast furnace, and the player's AC is at the top initially. Jump down two catwalks, then look up under the 2nd one y'jumped down. An alcove is underneath the western part that contains this weapon inside a breakable casing.

WR-L24 [Large Rocket]

MISSION: Eliminate Strikers

Just behind the barricade at the start of the level. This is also the first secret part that can be obtained, as well as being the most powerful in the game. That's unusual, ain't it?

B-T001 [Booster]

MISSION: Guard Factory Entrance

In the southeastern corner of the level is a box, right near the out-of-area boundary. Be careful not to accidentally flee the scene during the mission!

WX-S800-GF [Dual Missile]

MISSION: Retake Air Cleaner

In the "main chamber" with the stopped fan and all the breakable grates, blow up the ceiling vent in the southern part and fly up into it. There's a weapon right there ready to be unwrapped.

LS-99-MOONLIGHT [Laserblade]

MISSION: Kill "Struggle" Leader

In the second corridor where a fireball is shot, there is a wall mine that blows up part of the floor when detonated. At the very bottom of the shaft, the laserblade is sitting on a pedestal.

VI. FREQUENTLY ASKED QUESTIONS

[FAQZ]

[Q] - One of my missions disappeared!

[A] - Don't worry -- any missions that disappear from the list can be played in any order after beating the "Destroy Floating Mines" mission, which is the 'last' one in the game.

[Q] - How do I become the #1-ranked Raven?

[A] - If you complete all missions normally, you'll always be #2. Louvaise's mech Valkyrie is the only one who's optional to beat. In the mission

"Attack Urban Center," Valkyrie arrives as backup when there's about a minute (1:00) left on the clock. Defeat her there within the time limit and no one will stand in your way.

[Q] - How many missions does it take to complete the game in?

[A] - At minimum, thirty-four (34)...I think.

[Q] - How is 100% overall completion achieved?

[A] - Do the following:

- Complete all missions
- Collect all secret parts
- Defeat Valkyrie in "Attack Urban Center" within the time limit

Note that to attain, the player must fail "Guard Wharf Warehouse" since s/he is required to steal the radar piece being guarded. This ends up being a breach of contract and such.

[Q] - Is it possible to destroy the space catapult?

[A] - Nope!

[Q] - What did you name your mech?

[A] - First time was Shotgun; second was Slinter. ^____^

VII. UPDATES & CONTRIBUTIONS

[UPDT]

11-17-2007 -----> Added to GameFAQs

VIII. LEGALITY

[LGLT]

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