

- Destroy Plane Computer
- AC Battle
- Attack Urban Center
- Eliminate Squatters
- Eliminate Squatters (2)
- Destroy Unknown MTs
- Rescue Transport Truck
- Eliminate Strikers
- Stop Security MTs
- Stop Gang, "Dark Soul"
- Reclaim Oil Facility
- Recover Capsules
- Guard Factory Entrance
- Capture Space Station
- Release Organisms
- Retake Air Cleaner
- Kill "Struggle" leader
- Stop Security MT
- Destroy Base Computer
- Mop Up Chrome Remnants (2)
- Destroy Floating Mines
- AC battle (2)

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In this part I will tell you several things. First off, the mission briefings and rewards. Then I will tell you strait forward how to beat it. If it is a hard mission I will give you a set up for it. Then I will list the hidden parts for that mission and a set if needed for it.

One more important thing. You may notice I use certain parts a lot. Those are just my choices most of the time. If you are better with Quads, go for it. Oh yeah, if you can't get some of the parts I mention, just use crappier ones. I mainly put together AC sets up for hidden parts, as the game isn't too too hard. (Except for the final mission)

Want some tips?

- Always save before every mission.
- Use energy weapons at first so you can get a lot of credits.
- Missiles & Grenades are a great way to run your money into a hole.
- Read my guide and get lots of sleep.
- Even with a perfect setup, you still need to have some talent.
- If you have trouble with regular enemies, look at the enemy section.
- USE a laser blade for ALL mission your first time through. I assume you have the heaviest blade you can carry and that you have one in the first place.

(Stars in dictate difficulty in levels and getting hidden parts. Parts that can be found by a pick up are rated as if you just looked blindly (FAQless) for them. {1-10})

I will list here the list of missions I took in order. These will be the easy ones most likely.

This is the path I took. (Look at the walkthrough for that level)

First I did the training mission, have fun. If you cannot complete this training mission, PLEASE BREAK YOUR GAME DISK, THIS GAME IS NOT FOR

YOU.

You should now check your mail and screw around with the painting options. Save too.

I would sell all your weapons and back radar. Buy the WG-XP1000 energy weapon for the arm and equip that. Do the mission "Eliminate Strikers" make sure you get the secret part.

After you get out the mission that you should of aced, sell that back weapon, it sucks for mission. Get the GBG-10000 Generator (Which is the best in the game.) and get either the B-T2 or the B-P351 (The T2{Green toaster boosters} will let you boost for the longest, The P351{Brown toaster boosters} will let you boost the fastest but not very long, it's your choice.) IF this is your first play through, take the B-T2

Take the mission "Eliminate Squatters." You should not lose more than 1000 Bucks.

Take the mission "Destroy Unknown MTs." You should lose about 2000 credits. Know here's what I did to my AC. I sold the pulse rifle, core, and arms. I bought the 500 shot machine gun (WG-MG500), HD-2002 (Head), and the XCL-01. Since at this stage of the game, armor isn't really needed too much. So I went light weight. You should try out a low cost type of any leg type however. Quads and tanks are different in a lot of ways from bipeds, you should try them out.

This new machine gun is for the next mission. You need to learn how to take out flying enemies. Take the mission "Reclaim Oil Facility." True you still don't have a blade, but at this stage of the game, the enemies are too easy and the missions aren't long enough for one to be needed in the first place. You should get at least 14000 Credits for this level.

I would switch back to that pulse rifle for the next level. Take the mission "Stop Security MTs" the other one has a change to fail it. If you are using the pulse rifle, you must actually conserve your ammo and not miss a lot. You should make at least over 15000 Credits.

I would do the mission "Remove Gun Emplacement." Because you get parts as the reward. This means you can sell the parts if you don't want them and make more money than most missions.

There, you should know the basics of the game by now, the path you choose is up to you from now on. You should buy a laser blade as well. Oh yeah, you should take the mission "Destroy Fuel Depot" in the future and get its secret part...

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~Stop Terrorist Threat *****
Requester: Isaac City Guard
Advanced: 0
Upon Success: 22000

Briefing:
"We have managed to obtain vital information on the terrorist group "Imminent Storm". The scum plan to hide inside the city SEWERS and build their headquarters there."

"Imminent Storm" has perpetrated many terrorist acts on Isaac City in the past, and the Guard has suffered bitter defeats. We will never let them build their headquarters."

"Yet we hesitate to act with only our weaponry. This why we have asked the Ravens for help. Already several GUARDS have gone ahead, but it is too dangerous for them alone."

"Your operation has two objectives: protect the Guard detachment and destroy the terrorist leader. We will deduct 1000 C from your pay for each Guard killed."

"Ravens, we are counting on you."

Walkthrough:

This mission is kind of hard for your first time through (In fact, this is the FIRST mission I died on in my whole entire AC experience, about 5 to 6 years ago) If you know what you are doing, you can save yourself a lot of trouble.

First off, you should definitely take a lot of ammo or a blade. This mission takes place in a sewer, so no missiles either.

First start by going strait, kill the MT on the way and continue. Around the next bend, try and save the Blue MT. Shoot the enemy MT down the ramp. Now go left and open the door (resist all urges to kill that idiot MT that keeps walking into the door) quickly kill the MT on the other side. Go strait and turn right (You may need to go left first to stop the MT from shooting at your back.) Keep going strait and ignore the first door way (outlined in caution lining).

Keep going strait, don't take the right fork. You should be killing all the MTs on the way. Now go in the final door. Once inside take the left fork down the ramp. Then take a right and keep going until you reach the first room. The target is in there.

The red leader MT is just like the other Mts, except it has more AP and missiles.

Hidden Parts:

None

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~Remove Gun Emplacement *
Requester: Murakumo Millennium
Advanced: 0
Upon Success: AC parts

Briefing:

"We want you to destroy a Chrome GUN EMPLACEMENT. The gun emplacement construction site is located in an ocean buffer zone just barely outside Murakumo territory."

"Our repeated warnings to halt construction have been completely ignored."

"Chrome offers only transparent excuses about maintaining security but their intentions are clearly a pre-emptive military attack."

"We now have no choice but to use force. This time we have prepared an AC PART as your pay. It is a prototype of the highest quality. We are counting on the Ravens."

Walkthrough:

This level is played in a wide open area, full of low rise water. IGNORE all the flying MTs. Just snipe out the four guns in the middle, this mission is a joke.

Hidden Parts:

LN-SSVT (Legs) *

Beat the mission, they are the reward.

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~Rescue Survey Team ***

Requester: Earth Environment Reclamation Committee

Advanced: 0

Upon Success: 25000

Briefing:

"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 had 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 long this will last. We want you to rescue the team ASAP."

Walkthrough: This mission is pretty long, make sure you have lots of ammo.

You start by falling down a long shaft. Now you see these enemies? These are EVERYWHERE! Don't kill all of them, but they do give you extra money. Any ways, go strait and follow the path. (There should be about 6 gathered down the bottom). Once in a big room, turn left after you leave it. Once going strait, keep going down the ramp and then turn when you are forced to. You'll be in another big room. Out of this room you'll have to turn right. Keep following the path and go down two more large ramps. Once in this big room, keep on going strait. Where you see the different colored tan background is the end. Once you get there, shoot the lock. This will end the mission.

Hidden Parts:

None

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~Terrorist Pursuit *

Requester: Isaac City Guard

Advanced: 0

Upon Success: 23000

Briefing:

"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 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 the garage. Damage to the vehicles will be deducted from your pay. Sorry, but we've got budget problems too. Good luck."

Walkthrough:

This mission is easy if you know what to do. First off, ignore the MT and go in the next ramp area (right under from where you started.) This will block the MT when he goes down. Now hit Start+Square+Triangle, this will but you in first person mode. This will help you see when he comes in.

Now just make sure you just blade the hell out of him. This mission will end right when you kill him.

Hidden Parts:

None

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~Worker Robot Removal *

Requester: Murakumo Millennium

Advanced: 7000

Upon Success: 10000

Briefing:

"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 you pay. The worker robots have no attack capability at all, but you must move cautiously."

Walkthrough:

This can be the easiest mission ever made and one of the fastest

killing ones.

Step one: Equip an accurate energy weapon or a blade

Step two: Look at the workers

Step three: Do not shoot a generator.

If you hit a generator or its wires, kiss your ass good bye. If you don't die and complete the mission, you'll burn SOOO much money.

Remember, these robots can't attack.

Hidden Parts:

None

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~Secret Factory Recon *

Requester: Murakumo Millennium

Advanced: 0

Upon Success: 32000

Briefing:

"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 mission within this time limit is absolutely necessary for the surprise attack to succeed."

"Due to its nature, this mission will be a night maneuver."

Walkthrough:

This mission is easy, you shouldn't need help finding the entrance, you also have 6 whole friggen minutes to find it. If you still need help fining it, use a head with map and place name, then hit select, when you are close to it, it will say "target" on the map.

The real fun of this mission is to just kill all the enemies, it's fun. There is gun batteries every where, but don't worry about the flame-thrower MTs. I would kill everything, pretend you have to :)

Hidden Parts:

WM-S60/4 (Back unit missile launcher) *****

At the start of the mission, going west up the river. Then when you reach the out of bounds line (Like RIGHT before crossing the red one) turn left and there will be a box. Shoot the box and win your prize. This will look like you will be going out of the area, and the box is in the southwest corner if you couldn't follow those directions.

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~Exterminate Organisms ****

Requester: Gal City Guard

Advanced: 0

Upon Success: 30000

Briefing:

"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 citizens 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 beast's 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."

Walkthrough:

First off, take a head with a BIO sensor in it. Why? So you can lock on to the creatures. Each one you kill adds extra money to you tab too.

Start by killing the things right in front of you right from the start. Then go in the tunnel. When you come to a fork, go left. Go straight though it and ignore the other tunnel.

Now as you are going down, you should come across another fork. Go left, then take the next left tunnel. Now you should be in a hallway with TONS of those crawling things! Kill them all and then proceed. Keep going straight and you'll see a pipe in the wall, the next turn is the Queen's lair. WATCH OUT! You'll probably get hit by the queen's cheap shot. Other than that, don't stop moving. You should be able to kill the queen without any trouble.

Hidden Parts:

QX-AF (FCS) *****

Look in the Queen's lair for a hidden FCS. It is hard to find because it is laying down and is a grayish color. Look toward the back and watch out for the Queen.

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~Guard Freight Train *****

Requester: Murakumo Millennium

Advanced: 12000

Upon Success: 20000

Briefing:

"We have an emergency!
We have been informed 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

shot machine gun. I took the 1000 shot one.

You start in a little room, right off the bat, open the door and pan the room and kill ALL the enemies. Some cause a FCS error, so nothing is screwed up in your game. Kill the three large flying MTs and your lock on will be restored. Once you clear out all the ceiling guns, it's time to shoot and blow up EVERY tank in this room, DO NOT MISS ONE! Some are behind little boxes, so look everywhere. It shouldn't be too hard, since the room is just a rectangle.

Now in the next room, move slow. Shoot all the tanks on the ground level first. Now look at the four nooks in the wall and you'll see that each harbor 2 more tanks. Jump if you need to, but shoot and blow them all up. Now the last tanks are up the top. Shoot just one of them to start a chain reaction, then back up will be called.

From then all, if you destroyed all the tanks, your contact should tell you to go back. Call back to the beginning and the mission will be over.

Hidden Parts:

WG-1-KARASAWA (Right arm laser rifle) ***

This weapon is lodged in the farthest most left corner. It is behind the last barrel on top of the ledge. I would recommend getting this part after destroying all the other tanks, but don't shoot the ones up top. I WOULD HIGHLY RECOMMEND GETTING THIS PART. This is a cheap ass part, and will always be from this AC game to the next.

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~Prototype MT Test **

Requester: Chrome

Advanced: 0

Upon Success: 28000

Briefing:

"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."

Walkthrough:

This mission is just a one on one versus an easy to kill MT. If you use a long-range energy weapon, you can ace this mission. Check the enemy section if you actually need help on him.

Hidden Parts:

None

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~Guard Airplane ***

Requester: Murakumo Millennium

Advanced: 0
Upon Success: 34000

Briefing:

"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 days. He plans to travel by AIRPLANE. We want you to serve as a guard at the time of takeoff."

Walkthrough:

I hate this mission... Too boring for me...

Any ways, all you have to do is protect the plane. A bunch of MTs are now swarming all over the place once the transports drop. They are annoying, so just kill them as quick as possible.

Once you kill them, another 3 high speed MTs should appear there as well.

Once you kill them, the tower tells you that the Doctor has taken off at another airport. So they blow up the other plane any ways. This means to get the hell out of there.

Hidden Parts:

None

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~Stop Gas Exposure *****

Requester: Raven's Nest

Advanced: 20000

Upon Success: 25000

Briefing:

"This mission is extremely dangerous. A problem has occurred at one of the ruins from 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 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!"

Walkthrough:

This mission is all about speed. This mission is also impossible to ace.

First off, use this set up.

Head: HD-ONE (For the auto mapping)
Core: XCL-01 (Light weight)
Arms: AN-25 (Light weight + Low drain)
Legs: LN-SSVT (Fastest boost is achieved with these)
Booster: B-T2 (Most Eff.)
FCS: ANY
Generator: GBG-10000 (Offers the fastest recharge)
Back Unit L: None
Back Unit R: None
Arm Unit L: None
Arm Unit R: WG-HG235
Optional Parts: SP-ABS, SP-CND-K, SP-S/SCR, SP-E/SCR

The idea of this mission is to find 5 control panels and plan a bomb on each one. Since this level is big and giving directions would be hard and if you get lost, it can mean the end, I'll draw a nice map. Remember, you can kill the enemies in two close shots with that gun, but SAVE two shoots for the breakable walls. You should start by going into the leftern hole.

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~Repulse Enemy Attack *****

Requester: Murakumo Millennium

Advanced: 0

Upon Success: 32000

Briefing:

"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."

Walkthrough:

Ok, this mission is about one of hardest protect mission. The blimp can take like no damage. So you have to watch out. Take a Wide & Shallow FCS and a Machine gun to kill the planes fast. There is also some support guns, but they also don't last long.

Hidden Parts:

None

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~Exterminate Organisms (2) ****

Requester: Chemical-Dyne

Advanced: 0

Upon Success: 40000

Briefing:

"Someone has entered our LAB and destroyed a test vat. The lab is now overflowing with BIOLOGIACL WEAPONS. The most 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 of 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."

Walkthrough:

This is actually a mission were a tank AC will help. It isn't that hard though.

Once you start, head forward, killing the organism. Keep heading strait till you reach a intersection. Go strait. The first queen is in this room. Once you kill her head back out.

Now go either left or right to the bottom, then find the next hallway.

Keep going down until you reach the "blue" section. Now turn left once here. Now you'll be another intersection, so take a right. Your next queen is in this room.

Now go back to where you came from and when you see a ramp, go down it. Now as you are going down, you'll see a hallway to the left, go in it (it will make you turn around and go the opposite way) Follow it and you should get a radio message. Now once you get down to the doors, take the right door. Kill the queen.

Now keep going down that hallway and take the left door this time, this should be your fourth and final queen.

Hidden Parts:

None

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~Guard Wharf Warehouse **

Requester: Murakumo Millennium

Advanced: 0

Upon Success: 32000

Briefing:

"We want you to guard a NEW TYPE OF RADAR FOR ACS that we have developed."

"A prototype model is now stored in a WAREHOUSE AT THE WHARF, but for some reason the security system does not function at all."

"There is a good chance that someone intentionally sabotaged the system. It is probably the work of Chrome agents."

"You must protect the radar for your mission to succeed. We do not know the enemy's target, but you must not let them steal or destroy the radar."

"Do not let anyone near the warehouse until the system is restored. We are counting on you, Raven."

Walkthrough:

Don't worry, there is nothing really to protect in this mission, as the enemies will never destroy the radar. Come to think of it, why would somebody want to steal this radar? There is a better one that is in the shop...

Anyway, there are three waves of enemies.

The first wave is just 5 planes. If you have the KARASAWA and the E+ optional part, you can kill these in one hit each.

The second wave is... 2 planes and a MT. The MT is easy and slow, shoot it or blade it.

The third wave is just 3 of the same MT again.

Hidden Parts:

RZT-333 (Back unit radar) ***

Right from the start, turn around and shoot open the door. Steal the Radar you were supposed to protect. Congratulations, you just beached

your contract :)

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~Remove Base Occupants *****

Requester: Boss Savage
Advanced: 35000
Upon Success: 0

Briefing:

"Wadj 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 given' ya all I should a' been paid. All in advance."

"Dis time its not just fer da money. I gots me a reputation to keep. Anyone who can fight'll do. I'll be waitin'."

Walkthrough:

This mission sucks. I'm just telling you that.

First off, you don't have to kill a single enemy, you'll find out why later.

Start by going through the door and door the hallway. Turn right and keep going. You should go through a glass section where you'll be able to see the ocean itself. Once past this part, take the first door you see. You'll get trapped in this room.

This is a set up from Boss Savage. Turn to the south wall and shoot it, this will break a secret wall. Keep going strait until you reach a dead end. This is another breakable wall. Break it and head left. Eventually you'll be in another big room, this time with Sphinx MTs. Kill these then head out through the other door in the room. Keep going strait, but ignore the door and head through the next hallway. After you go down the hill, ignore another door and turn again. Keep going strait and all the way through another ocean/glass part.

There should be a door at the end. Through it lies a room. Follow the red blinking light to exit.

Hidden Parts:

None

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~Destroy Space Catapult ***

Requester: Chrome
Advanced: 0
Upon Success: 35000

Go into space ASAP,
We are counting on you."

Walkthrough:

This is a VERY fun mission. You have to destroy a huge cannon. Take rockets, grenades, bazookas... anything big.

First, DO NOT WORRY ABOUT ANY ENEMIES. Destroy the first big blue gate. Then fall down the hole. Rape the little blue thing in there too. This will buy you a minute or two.

Now repeat killing all the blue shields to get to the guns barrel. Once you get to the barrel, shoot the hell out of it. This will get very annoying if you are using something with low stability as there is a lot of stunning MTs.

Hidden Parts:

None

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~Chrome Uprisings ****

Requester: Murakumo Millennium

Advanced: 20000

Upon Success: 28000

Briefing:

"The Chrome have finally started an armed uprising. Socially, they 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."

Walkthrough:

Remember CHAOS? Well this mission is like all the others.

What's the catch? Well you have to fight 3 of them. This isn't hard nor can I really help you. IF you got this far, you shouldn't need help.

Hidden Parts:

None

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~Destroy Plus Escapee ***
Requester: Murakumo Millennium
Advanced: 0
Upon Success: 5000

Briefing:

"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."

Walkthrough:

This mission is on a couple buildings, make sure you save before you try this mission. This mission is also pretty hard to make in the positives in the cash department.

This is just a one on one AC battle. He has low AP and can't do a lot of damage. I don't think you are going to need a lot of help on this mission.

By the way, his AC makes the eeriest noise...

Hidden Parts:

GBG-XR (Generator) ****
Right from the start, start sidestepping right. Once you fall on the ledge, look all the way down. You should see a gold generator right next to where the elevator once started.

[]

~Destroy Intruders **
Requester: Earth Environment Reclamation Committee
Advanced: 12000
Upon Success: 30000

Briefing:

"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."

Walkthrough:

IF you are just going for the mission and care less about the part, just take a long range energy weapon or a sniper rifle, just stay above every enemies and shoot them, it's really easy.

When you are going to a lower level, make sure you fall parallel to the pipes.

Watch out of the blast pit at the bottom... and there are only six MTs, so don't worry.

Hidden Parts:

WG-FG99 (Right arm flame thrower) *****

OK, fly up to the top of this level. Now land on the FIRST bridge (not pipe). Once there, move to the most west part. Now side step off and right under the bridge is a nook. Fall into the nook and shoot the box. The weapon is inside the box. Note: This nook doesn't appear on the map screen.

[]

~Destroy Plane Computer *****

Requester: Chrome

Advanced: 15000

Upon Success: 25000

Briefing:

"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."

Walkthrough:

This mission takes place in a huge crater. I will break this mission up into three parts.

First, you must destroy the nose of the plane. If you cannot find the

plane, only god knows how you got this far in the first place.

Second, you must kill all the MTs. These are small MTs, really small. Take a fast weapon, such as the MG500. Once they are dead...

Third, Kamui MK XVII appears. If you have any sort of energy weapon, this will put him down. Try your best to dodge all of his missiles.

If you want to have fun, you can destroy his transport :)

Hidden Parts:

None

[]

~AC Battle ****

Requester: Raven's Nest

Advanced: 0

Upon Success: 42000

Briefing:

"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 of 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."

Walkthrough:

This is the birth of the Arena right here. Any ways, you end up having a AC-on-AC+AC (Those lying bastards!). This is the easiest two on one AC fight that I know of. This is also a great way to make money.

Hidden Parts:

None

[]

~Attack Urban Center *****

Requester: Chrome

Advanced: 0

Upon Success: Based on results

Briefing:

"We want you to wreak havoc on GAL CITY. The job is simple. Jest 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 sort of trouble will happen."

"Your pay will be determined based on the results. Simply put, the more you destroy the higher you pay. Good luck."

Walkthrough:

Before starting this mission, I would buy a decent set of quad legs, the any machine gun, and the WC-01QL. You could pick your own arm weapon, I just prefer the machine gun...

Now once the mission begins, slide strait into cars and have fun shooting signs, benches, and (high priced) trains that are on the ceiling.

At about 2:07 you will get a message. At this pint Blue MTs will start to appear. Use you Plasma cannon to kill them, it should take one shot.

Ok now here's why this mission is hard. You have to fight Valkyrie. She is the hardest AC in the game in my opinion. At 1:10 she'll come. Not only do you have MTs still firing at you, you also have only about 1 minute to kill her if you choose to.

What makes her hard? Hmm... A rapid fire slug gun, something you can't get.

Kill her and it will take her out of the Ranking.

If she is too hard for you to kill run away. Chill on top of a building if you most.

If you choose just to kill her and don't care about rewards, take the Karasawa and just hide out until she appears. Watch out though, you will lock on to blue MTs when fighting her.

Hidden Parts:

None

[]

~Eliminate Squatters *

Requester: Zam City Guard

Advanced: 0

Upon Success: 14000

Briefing:

"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 excuss to run amuck."

"But they are still citizen, 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."

Walkthrough:

This is an easy mission and it is indoors. Start by moving forward and

killing the MT there. Head down the only other way you can go, snipe the crane first then the worker MT. Proceed down the hallway(It's really a highway...). Then kill a MT then take either way, once at the end, look in the little room or outside it, there is a worker MT on each side.

Once you kill them, this mission is over.

Hidden Parts:

None

[]

~Eliminate Squatters (2) ***

Requester: Zam City Guard

Advanced: 0

Upon Success: 19000

Briefing:

"Remnants of the squatter 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."

Walkthrough:

This level is the same as before, only this time you have to take out more enemies. If you played this mission the first time, you know what you have to do, just watch out you don't get over whelmed from amass of MTs all at once.

Hidden Parts:

None

[]

~Destroy Unknown MTs *

Requester: Isaac City Guard

Advanced: 0

Upon Success: 12000

Briefing:

"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."

Walkthrough:

This mission takes place in a long linear sewer. If you are still using a pulse rifle, this mission will be every easier.

Start by moving ahead. Kill the four MTs there, just walk and shoot. If there is a box, jump or simply destroy it. Then turn up an incline.

Kill two more and head strait to the door. Hit circle to open this and any other door. Once open, just sidestep back and forth and kill the last two MTs.

Hidden Parts:

None

[]

~Rescue Transport Truck *****

Requester: Chrome

Advanced: 0

Upon Success: 20000

Briefing:

"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 chemical weapons loaded on the truck. If this is true, we cannot leave this up to the Guards."

"Go to the sire ASAP and search for the truck. Eliminate anyone who interferes. The safety of the vehicle is of 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 damage will be deducted from your pay. Good luck."

Walkthrough:

This is just about the first hard mission. You can fail this one easily. You just have to kill 5 Mini Mts.

Don't get between an MT and the truck, they will miss and kill it. Also do not let the truck be between you and the MTs.

Hidden Parts:

None

[]

~Eliminate Strikers *

Requester: Chrome

Advanced: 0

Upon Success: 13000

Briefing:

"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 matter, 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 forcibly 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."

Walkthrough:

This mission is pretty easy but as the first mission you should take, you should use a pulse rifle.

Once you start, get used to the controls, you should lock onto the first enemy. Jump and shoot. At this range, that MT can only dream of hitting you. Do this throughout the whole level. For the last Crane, wait a little while for your energy to recharge, then boost up a little bit then shoot.

You should do this missions perfectly! This mission is one of the easiest missions to get full value from, take advantage of that.

Hidden Parts:

WR-L24 (Back Unit Large Rockets) *

Once the level begins, jump and hold in back (You'll actually have to turn with a heavyweight). Behind the barricade, you'll find the large rockets. It is big and green.

[]

~Stop Security MTS *

Requester: Fortgarden Guard

Advanced: 0

Upon Success: 17000

Briefing:

"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 the business district of the city. We have already evacuated the citizens. No need for restraint."

Walkthrough:

This mission is straight forward and is pretty easy. This mission is even easier with the aid of any long range weapon, including a pulse rifle. Just walk down and shoot them all, it is that easy.

Hidden Parts:

None

[]

~Stop Gang, "Dark Soul" **

Requester: Murakumo Millennium

Advanced: 0

Upon Success: AC parts

Briefing:

"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 par for this mission is not cash but AC PARTS."

Walkthrough:

This is easy. You are in a large desert and you have to kill 6 tanks. Just don't move into a land mine.

If you need any help, use something long range and jump a lot.

Hidden Parts:

SP-AXL (Option part) *
Complete the mission.

[]

~Reclaim Oil Facility **
Requester: Chrome
Advanced: 0
Upon Success: 18000

Briefing:

"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 than 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."

Walkthrough:

This mission takes place in a wide open level that features a large three story oil rig. This level is packed with flying enemies, so I would recommend trying out a new machine gun. The enemies are easily taken down and there isn't even a lot of them.

There are about two flamer thrower MTs and four sled MTs. If you take too long, people will help you return fire.

Hidden Parts:

None

[]

~Recover Capsules ***
Requester: Chrome
Advanced: 0
Upon Success: 30000

Briefing:

"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 have 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 furthest most 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."

Walkthrough:

I would first recommend turning the Back Ground Music off, this level is ANNOYING!

Any ways, you start by falling. Go strait. You'll see your first MT. Kill it. Then keep going strait. Skip the big room and head left into the next hallway. Fall in the hole and kill the enemies. Then still head strait. Don't turn into any room, but fall into another hole.

Once down the hole, you'll have to kill a bunch of MTs. Head strait again. Once at the dead end, turn right. Jump down and down the ramp you'll see a room to the left. Inside this room is another MT and the target. Kill the MT and hit Circle on the capsule.

Hidden Parts:

None

[] []

~Guard Factory Entrance *****
Requester: Chrome
Advanced: 0
Upon Success: 32000

Briefing:

"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."

Walkthrough:

This is a protect mission. DO NOT let them need the lock.

The first part consists of a couple planes, they are not that hard nor do they attack the lock a lot.

The next wave is are MTs and planes.

The next wave after that is just MTs.

Make sure the MTs don't get close, and a MG-500 plus a Wide & Shallow FCS will help you.

Hidden Parts:

B-T001 (Boosters) *****

Quickly rush to the North-eastern corner of the level. Shot the box and collect your prize. Yes, now you must haul even more ass to save that lock.

[]

~Capture Space Station *****

Requester: Chrome

Advanced: 0

Upon Success: 45000

Briefing:

"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 material have been carried off to space, and "Kaede" is rapidly becoming a fortress. If we leave this as is, it will only become more difficult to act later."

"Our FIRST DIVISION has already begun fighting. Your mission is to support the invasion troops. Bring materiel to the SUPPLY VEHICLES engaged in combat."

"The enemy forces are more numerous than expected and the supply material may not be in time. Place the materiel in the catapult."

"Capture the catapult and pass the materiel on to the supple corps. Murakumo is planning something in space. We must stop them before it is too late."

Walkthrough:

Head out. Go into the door on the left that's solid. Once inside, use the side door. Go strait after than and you'll get a lock on. Help you team out and kill the two MTs. Now take the first door up on the side. You should be in a long hallway. Take a ramp up. Go to the left side once up top. Kill the MT in here and go north. Take the first side

door. After these double doors are done with, you should be in a large new looking room. Kill the MT inside of it and take the left door on the North side. Go all the way to the end and pick up the target.

Return to the area where you helped your MTs (Back down the ramp) now go south and go to the side area without a door this time. Now go to your supply truck.

Hidden Parts:

None

[[[]]]

~Release Organisms ***

Requester: Murakumo Millennium

Advanced: 0

Upon Success: 32000

Briefing:

"We have uncovered 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 effective 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."

Walkthrough:

I hate this mission, too long and takes a long time to find all of them.

I'm only going to describe their locations briefly.

Go strait. Keep going, don't stop. Strait ahead is the Ant 1.

Now leave and take a right. Go all the way down the ramp and through the doors. Then take a left. Then another left to find Ant 2.

Now leave and keep going strait to the other side. This is where ANT 3 is.

Now head out of there, and go to the down that brought you to the intersection-ed room. Now go strait. See the left walls hallway? Remember where that is on the map. Go strait still. Now take a left at

the end of this hallway. Keep going and you're find Ant 4 and Ant 5.

No go to that intersection I told you to remember. Keep following it and stop at the first doors. Take the left one, you'll find Ant 6.

Now go across from that room and release Ant 7

Now proceed down the hallway, go to the next set of doors and take a left release Ant 8.

Now when you go down a ramp, you'll see a way going up or down. Go down. Now take a left (West) and release Ant 9 and Ant 10.

Hidden Parts:

None

[]

~Retake Air Cleaner *****
Requester: Murakumo Millennium
Advanced: 0
Upon Success: 46000

Briefing:

"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 Millennium 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 cleaner has an extremely complex structure due to repeated retrofits with the expansion of the under ground city. Be careful."

Walkthrough:

This is another one of those annoying missions where you have to search every where. Watch out for wall mines...

Any ways, if you are not using my guide completely, consider the middle room a hub. Only shoot a Vent if you are going through it so you can tell where you've been and where you haven't been.

Going forward, you'll run into two mines. Go into the middle and clear it out. Now it's time to search for a way.

Now if you want to cheat, do this.

From the start, look down before you fall into the big room. See the two vents strait ahead? Well jump in the farthest one you see. Once in there, kill the two MTs and look up at the end. Now there is two vents and a wall mine, screw your AC and just fly through it. Now here is the

end. DO NOT SHOOT AT THE TARGET! Instead, take this MT out with a blade.

Once he is disposed of, hit circle on the target, and you win. If you think you'll accidentally blade the tank, boost in that shaft until you run out of energy, then do it.

Hidden Parts:

WX-S800-GF (Dual back missiles) **

Face east and put you back to the huge fan system. Now look up. Shoot out the two vents and boost up there to find the part.

[]

~Kill "Struggle" leader *****

Requester: Chrome

Advanced: 18000

Upon Success: 20000

Briefing:

"Great news!

We have determined the whereabouts of the leader of the terrorist group "Struggle".

"Hi 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 hi skills are unmistakably 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."

Walkthrough:

This is a semi long mission with awesome back ground music. Rockets would actually be a good choice for this level.

Start by jumping down the hole. Watch out for the wall mine. If you brought rockets, shoot them down this hallway to kill the MT. Keep going down the hallway (ignore the first intersection) until you see a huge ball of fire. Turn up and hug the walls so you don't get hit by it. Now watch out for the two wall mines. Now turn in the only way out of that hallway. Fall down the hole.

Once down here kill the MT and watch one for more mines. Now you'll be in a large room at the end. Kill the MT and look at the ceiling for a hole to fly up. So fly up it.

Now you should see a *_HUGE Hallway_* with another big ball of fire. Travel down this hallway with care, or else you'll fall through the floor (This is not always back, it actually is quite good if you like hunting for the cheapest parts in the game). Now once you are down with this long hallway, you can kill the next two MTs, or skip them and move forward.

Now in the next section, you will find two more of those same MTs. Then

head out to the third section. Now jump down the right hole. This is your target. This AC is easy to kill, those big black ones are harder in my opinion.

Every Black MT you kill is worth extra credits.

Hidden Parts:

LS-99-MOONLIGHT (Left arm laser blade) **

Now the place in the FAQ marked of with "HUGE Hallway" shoot, get hit with the ball, or run into a wall mine. This will make the ground shatter. You should now fall down a VERY LONG shaft. All the end of this shaft to the west you'll find the LS-99-MOONLIGHT. With PLUS this is the STRONGEST WEAPON IN THE ARMORED CORE SERIES, EVER! Well single hit that is... Any ways, after you get the part, you must fly all the way back up it. Make sure you remember where you fell from. This is why I would break the Ground at the end of the hallway, so you know where to fly back up.

[]

~Stop Security MT *****

Requester: Earth Environment Reclamation Committee

Advanced: 0

Upon Success: 38000

Briefing:

"We have a mission for you regarding the OLD MILITARY FACILITY where we previously sent a survey team."

"The survey of the first basement level 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 could not 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."

Walkthrough:

Ok, start by going down the ramp. Kill all the MTs you can. Through the door, you have to kill another one and go through a set of beams. Remember you have to blow the locks off of every door. Now go in the first eastern hallway you see. Kill all the MTs in there. Still going east, blow the lock and go through the door. Now boost down this hallway facing east. When you see the Control panel, destroy it.

Now go back in that hallway and use the other hallway in front of the other window. Follow this hallway to the end until you reach a un-openable door. Then turn right. No blow the western lock of the door and kill the next control panel.

Now go down the only other hallway to find the last control panel.

Hidden Parts:

None

Now the next part starts. Right off the bat, use your sniper rifle to kill all the gun turrets you can see. Then kill the MTs flying around. There is two off them one might be a little bit high. You want to kill everything, so you can stand on these blocks and recharge without fear of getting knocked off. Use a grenade on each MT if you can, to save time, AP, and sniper rifle bullets. Once you make it to the top, land on the big blue structure. Now see that MT in there? You need him gone NOW! So land in the little hole and shoot two grenades at it, it goes through the blue stuff.

"Resistance is futile."

Now go in the hallway.

"Your fate is sealed."

Fall down the shaft. You should be ****ing your pants about hallway done it, because you'll see who is he with you. Yep it is Nineball, get down quick. Once you are next to the bottom, fall in the hole. This first MT should be skipped if possible then kill the next one with your plasma cannon. If you have less than 6000 AP, you may not make it. (5000 is ok to, but this part is so random)

"Go back... it is not too late"

Now it's time to go up an identical tube just like the one you went do in. Guess what? There is another Nineball. This time you have to go up... This is quiet possibly the most dangerous part in the game (next to blowing up a generator instead of a worker MT) If you stall, he can inflict well over 1000 damage in 3 seconds with that cheap ass pulse rifle (PS his is rapid fire). Any ways, you must go up through the little hole this time, this may take some practice. Then you'll be in the area where you killed that MT through the glass. Don't go TOO far yet, wait there with you plasma cannon out and wait for Nineball to come up. If he follows you well enough, he might tailgate you with his blade. You should be able to kill him with one full energy bar... Pray he gets stuck on the top of the screen, if he flies behind you, you're done.

Now guess what? Go through that blue glass thing look who shows up... The other Nineball. You should have at least 11 grenades left. You need to wait till he's on top or next to the glass and peg him with a couple grenades. Don't get hit and you don't even need to lock on to him. It takes five grenades to kill him.

"...What is your wish?"

Now head down and PRAY you have some ammo left. First get rid of that mine in the middle of the glass.

"...Come no closer."

Destroy the Plus computer and the game is over.

Save your game and do any missions you missed.

Hidden Parts:

None

--Worker MT ***

These have mid AP, slow speed, and a weak easy to avoid rocket. Any ways, these are easy. Use any means to kill them. These also appear in other AC games as well.

Found in...

Eliminate Strikers

Eliminate Squatters

Eliminate Squatters (2)

--Crane MT **

Another easy enemy. These are actually cranes with modified with single shot chain gun bullets. These are also weak. They turn slow and are very easy to blade.

Found in...

Eliminate Strikers

Eliminate Squatters

Eliminate Squatters (2)

--Basic MT ****

This is the most basic looking MT. They sort of have a reversed joint to them as well. Their only attack is a weak energy based rifle type shot, WATCH OUT! These weak little machine gun pellets can REALLY stack up if you don't kill them quick. These MTs come in many flavors, White, Bulkier Blue, and Leader Red.

Found in...

Eliminate Squatters

Eliminate Squatters (2)

Destroy Unknown MTs

Stop Terrorist Threat

Destroy Fuel Depot

Attack Urban Center

Retake Air Cleaner

Capture Space Station

Mop Up Chrome Remnants

--Flame Thrower MT *

These are slow flying MTs that have weak ass flame throwers. Just boost back so they follow you, shoot them in a strait line.

Found in...

Reclaim Oil Facility

Secret Factory Recon

--Sled MT ***

These are slow flying MTs. They are red and look like weird sleds. They just shot missiles out. They get an extra star because they have high AP for how small they are.

Found in...

Reclaim Oil Facility

Destroy "Justice"

--Security MT ***

These are mid sized MTs that are on four legs... (or pegs). From afar, they use dual missiles. From close, they use a weak rocket. They aren't that hard to put down, they don't even move fast.

Found in...

Stop Security MTs

Release Organisms

Destroy Space Catapult

--Gun Battery **

Probably the most expected and most common and unchanged enemy in the whole series. They can be on walls, ceilings, and on turrets. They range from machine guns to laser cannons. Just shot them with any hard hitting weapon, and they die!

Found in...

- Remove Gun Emplacement
- Destroy Fuel Depot
- Secret Factory Recon
- Repulse Enemy Attack
- Stop Security MT
- Release Organisms
- Stop Gas Exposure
- Destroy Space Catapult
- Destroy Base Generator
- Destroy Floating Mines

--Flying Disk MT ***

These are flying saucer like MTs that are slow, but hard to hit with slow weapons. They have a weak ass machine gun too. A machine gun will be good for these guys.

Found in...

- Remove Gun Emplacement
- Guard Wharf Warehouse

--Walker Security MT **

These are low to the ground MTs. They have four legs and shoot a weak ass pulse rifle. They are only hard because you'll never find just one. Not only that, they have REALLY HIGH energy DEF. You actually might need more than one moonlight slash...

Found in...

- Rescue Survey Team
- Remove Base Occupants
- Stop Gas Exposure

--Terrorist's MT ****

This is the terrorist in the parking garage. He is fast and has a weak machine gun. He slides on three legs and is mid sized. Blading him in small ramps is what brings him down.

Found in...

- Terrorist Pursuit

--EMC MT *

This is a MT that floats around that makes you locks not work. These don't attack back at all.

Found in...

- Destroy Fuel Depot

--Mine Worker MT *

This is by far the easiest MT in the game, it serves only as a target. They don't attack or cause anything for that matter. They are cute in a robotic way...

Found in...

- Worker Robot Removal

--Jets ****

These are fast flying enemies that usually are in missions where you have to protect something. Their machine gun may be weak, but the damage will add up after a while. Use a machine gun yourself to kill these with easy.

Found in...

Guard Freight Train
Guard Factory Entrance
Repulse Enemy Attack

--Tanks **

These are standard tanks. From long range they use strong dual missiles and from mid to close they use rockets. They are easy to kill as they don't move fast.

Found in...

Stop Gang, "Dark Soul"

--Yellow Humanoid MT *****

This is a slow walking MT. It is tall and has a rifle. The rifle is strong and will knock you off guard if you are using a light weight. These aren't too too hard to kill if you don't care about ammo.

Found in...

Guard Wharf Warehouse

Destroy Intruders

--Biological Weapon **

This is a little ant looking BIO weapon. They are weak in both attack and defense. Equipping a head with a BIO sensor will allow you to lock on to them. Thus they get two stars

Found in...

Exterminate Organisms

Exterminate Organisms (2)

Release Organisms

--Biological Queen *****

This is the big ant looking BIO weapon. They aren't weak in attack but are easy to take down. Hell even the little ones kill them. Any ways, don't stop, keep moving.

Found in...

Exterminate Organisms

Exterminate Organisms (2)

--Flat Top MT **

This MT looks like it was flattened at the top. It only has two rifles on the flat top. It is weak and slow, thus easy to blade.

Found in...

Recover Capsules

Stop Security MT

--Mini MT *****

This MT is VERY ANNOYING! Hard to hit, little, fast, can take enough damage, and can stun! It can employ a yellow weak rifle or a slug gun type weapon. It's best to attack these when they hard land.

Found in...

Rescue Transport Truck

Guard Factory Entrance

Destroy Plane Computer

Destroy "Justice"

--Rocket MT *

A yellow MT with a cannon on the top of a couple wheels. Easy to blade and kill, it just uses rockets.

Found in...

Destroy Base Computer

Release Organisms

--Sphinx MT *****

This MT is one that will slide and shoot lasers at you. They are annoying and accurate. They also have fast missiles and lots of them at longer range.

Found in...

Guard Airplane

Stop Security MT

Remove Base Occupants

--High-speed MT **

More annoying than hard if you ask me. These are just wheels that shoot lasers at you. They can't take a lot of damage, and they are weak. They are just hard to hit and all. These will appear in another AC game's air port as well...

Found in...

Guard Airplane

--Blue AC (Plus Escapee) *****

This is the only regular enemy in this game that is referred to as an AC. Since they are the same things really. They take a lot to kill and are armed with a bazooka. They shouldn't take too much out of you, but in numbers...

Found in...

Destroy Plus Escapee

Destroy Base Computer

--Reverse Joint MT *****

These are almost like basic MTs, only they are harder to take down and they deal a lot more damage. They look like they have two large radar dishes on their heads.

Found in...

Destroy Intruders

Retake Air Cleaner

--Black Humanoid MT *****

These are MTs that look like MTs that can boost. They use a 5 round burst machine gun. They can also crouch and use a strong rocket launcher. They aren't that durable for their size either.

Found in...

Retake Air Cleaner

Mop Up Chrome Remnants (2)

--Large Black Humanoid MT *****

These are LARGE black MTs seen a couple times. They have VERY high AP. At far range, they use a yellow rifle, they also use missiles. Don't think they are easy to kill, have they have blades of their own.

Found in...

Kill "Struggle" leader

Capture Space Station

Destroy Floating Mines

--Struggler *****

This is the orange and red AC boss of the level Struggle's Demise, but they appear in other places as well. They are fast, have decent AP, and use a moderate damage plasma cannon as a weapon.

Found in...

Kill "Struggle" leader

Destroy Floating Mines

--Murakumo Blue AC *****

HEAD-----

HD-01-SRVT [] [] [] [] []
HD-2002 [] [] [] [] []
HD-X1487 []
HD-REDEYE [] [] [] [] []
HD-D-9066 [] [] [] [] []
HD-GRY-NX [] [] [] [] []
HD-06-RADAR [] [] [] [] []
HD-ONE [] [] [] [] []
HD-08-DISH [] [] [] [] []
HD-ZERO [] [] [] [] []

CORE-----

XCA-00 [] [] [] [] []
XCL-01 [] [] [] [] []
XCH-01 [] [] [] [] []

ARMS-----

AN-101 [] [] [] [] []
AN-201 [] [] [] [] []
AN-K1 [] [] [] [] []
AN-D-7001 [] [] [] [] []
AN-3001 [] [] [] [] []
ANKS-1A46J [] [] [] [] []
AN-863-B [] [] [] [] []
AN-25 [] [] [] [] []
AW-MG25/2 [] [] [] [] []
AW-GT2000 [] [] [] [] []
AW-RF105 [] [] [] [] []
AW-30/3 [] [] [] [] []
AW-RF120 [] [] [] [] []
AW-S60/2 [] [] [] [] []
AW-XC5500 [] [] [] [] []
AW-XC65 [] [] [] [] []

LEGS-----

LN-1001 [] [] [] [] []
LN-SSVT []
LN-3001 [] [] [] [] [] [] [] [] [] [] []
LN-1001-PX-0 [] [] [] [] []
LN-501 [] [] [] [] []
LN-SSVR [] [] [] [] []
LN-1001B [] [] [] [] []
LN-3001C [] [] [] [] []
LN-502 [] [] [] [] []
LN-D-8000R [] [] [] [] [] [] [] [] [] [] []
LNKS-1B46J [] [] [] [] []
LB-4400 [] [] [] [] []
LB-4401 [] [] [] [] []
LB-4303 [] [] [] [] []
LB-1000-P [] [] [] [] []
LBKS-2B45A [] [] [] [] []
LF-205-SF [] [] [] [] []
LFH-X3 [] [] [] [] []
LF-DEX-1 [] [] [] [] []

LFH-X5X [] [] [] [] [] [] [] [] [] []
LC-MOS18 [] [] [] [] []
LC-UKI60 [] [] [] [] []
LC-HTP-AAA [] [] [] [] []
LC-MOS4545 [] [] [] [] [] [] [] [] [] []

BOOSTER-----

B-P320 [] [] [] [] []
B-P350 [] [] [] [] []
B-T001 []
B-T2 [] [] [] [] []
B-P351 [] [] [] [] []
B-VR-33 [] [] [] [] []

FCS-----

COMDEX-C7 [] [] [] [] []
COMDEX-G0 [] [] [] [] []
COMDEX-G8 [] [] [] [] []
QX-21 [] [] [] [] []
QX-AF []
TRYX-BOXER [] [] [] [] []
TRYX-QUAD [] [] [] [] []
QX-9009 [] [] [] [] []

GENERATOR-----

GPS-VVA [] [] [] [] []
GPS-V6 [] [] [] [] []
GRD-RX5 [] [] [] [] []
GRD-RX6 [] [] [] [] []
GRD-RX7 [] [] [] [] []
GBG-10000 [] [] [] [] []
GBG-XR []

BACK UNIT-----

WM-S40/1 [] [] [] [] []
WM-S40/2 [] [] [] [] []
WM-S60/4 []
WM-S60/6 [] [] [] [] []
WM-MVG404 [] [] [] [] []
WM-MVG802 [] [] [] [] []
WM-L201 [] [] [] [] []
WM-X201 [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
WM-X5-AA [] [] [] [] []
WM-X10 [] [] [] [] []
WM-P4001 [] [] [] [] []
WM-PS-2 [] [] [] [] []
WR-S50 [] [] [] [] []
WR-S100 [] [] [] [] []
WR-M50 [] [] [] [] []
WR-M70 [] [] [] [] []
WR-L24 []
WC-CN35 [] [] [] [] []
WC-ST120 [] [] [] [] []
WC-LN350 [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
WC-GN230 [] [] [] [] []
WC-XP4000 [] [] [] [] []

WC-XC8000 [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
WC-01QL [] [] [] [] []
RXA-01WE [] [] [] [] []
RZ-A0 [] [] [] [] []
RXA-99 [] [] [] [] []
RXA-77 [] [] [] [] []
RZ-A1 [] [] [] [] []
RZT-333 [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
RZ-BBP [] [] [] [] []
WX-S800/2 [] [] [] [] []
WX-S800-GF [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
XCS-9900 [] [] [] [] []

ARM UNIT R-----

WG-RF35 [] [] [] [] []
WG-MGA1 [] [] [] [] []
WG-MG500 [] [] [] [] []
WG-AR1000 [] [] [] [] []
WG-HG235 [] [] [] [] []
WG-RF/5 [] [] [] [] []
WG-RF/P [] [] [] [] []
WG-HG512 [] [] [] [] []
WG-FG99 [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
WG-B2120 [] [] [] [] []
WG-B2180 [] [] [] [] []
WG-XP1000 [] [] [] [] []
WG-XP2000 [] [] [] [] []
WG-XC4 [] [] [] [] []
WG-1-KAWASAWA [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []

Left Arm Weapons-----

LS-2001 [] [] [] [] []
LS-200G [] [] [] [] []
LS-3303 [] [] [] [] []
LS-99-MOONLIGHT [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []

OPTIONAL PARTS-----

SP-MAW [] [] [] [] []
SP-JAM [] [] [] [] []
SP-M/AUTO [] [] [] [] []
SP-ABS [] [] [] [] []
SP-SAP [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
SP-CND-K [] [] [] [] []
SP-AXL [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
SP-S/SCR [] [] [] [] []
SP-E/SCR [] [] [] [] []
SP-EH [] [] [] [] []
SP-E+ [] [] [] [] []

[] []

#####

Type: What kind of part this is.
Price: How much it costs.
Weight: How heavy a part is.
Energy drain: How much drain the part has.
Armor points: How much AP you get from the part.
Def. Shell: How strong the part is VS solid weapons.
Def. Energy: How strong the part is VS energy weapons.
Computer Type: The heads performance level.
Map type: When you press select in missions, how good it is.
Noise canceler: I still do not know WTF this is...
Bio Sensor: Can it lock on to Bio weapons?
Radar function: Does this head have radar?
Radar Range: How far the radar goes.
Radar Type: What type is this radar.
Text: What is actually says in the game.
Note: My personal note.
Found: Where to get the part.

[]

HD-01-SRVT ***
Type: Head Unit
Price: 26500
Weight: 122
Energy drain: 350
Armor points: 816
Def. Shell: 154
Def. Energy: 149
Computer Type: Detailed
Map type: Area Memory
Noise canceler: None
Bio Sensor: Provided
Radar function: None
Radar Range: ---
Radar Type: ---
Text: Head unit with build-in bio sensor.
Note: I never really this head, no radar either...
Found: Shop

HD-2002 *****
Type: Head Unit
Price: 29000
Weight: 156
Energy drain: 457
Armor points: 787
Def. Shell: 140
Def. Energy: 154
Computer Type: Standard
Map type: Area Memory
Noise canceler: None
Bio Sensor: None
Radar function: Provided
Radar Range: 6000
Radar Type: Standard
Text: Head unit equipped with radar function.
Note: Average head, looks like it's put on backwards...
Found: Shop

HD-X1487 *****
Type: Head Unit

Price: 19000
Weight: 166
Energy drain: 420
Armor points: 975
Def. Shell: 160
Def. Energy: 185
Computer Type: Rough
Map type: No Memory
Noise canceler: Provided
Bio Sensor: Provided
Radar function: None
Radar Range: ---
Radar Type: ---
Text: Full range of sensors but without the auto-map function.
Note: Not for missions and is good with plus or back radars.
Found: Found hidden in "Guard Freight Train" look at the FAQ.

HD-REDEYE *****

Type: Head Unit
Price: 41100
Weight: 146
Energy drain: 538
Armor points: 840
Def. Shell: 148
Def. Energy: 151
Computer Type: Detailed
Map type: Area&Place Name
Noise canceler: None
Bio Sensor: None
Radar function: Provided
Radar Range: 5980
Radar Type: Standard
Text: Equipped with radar and an enhanced auto-map function.
Note: Good, but not the best.
Found: Shop

HD-D-9066 *****

Type: Head Unit
Price: 43200
Weight: 133
Energy drain: 657
Armor points: 885
Def. Shell: 165
Def. Energy: 232
Computer Type: Standard
Map type: Area Memory
Noise canceler: None
Bio Sensor: Provided
Radar function: Provided
Radar Range: 6120
Radar Type: Standard
Text: Full range of options and good EG shields.
Note: VERY high E DEF, good in everything else, except drain.
Found: Shop

HD-GRY-NX *****

Type: Head Unit
Price: 14700
Weight: 232
Energy drain: 218

Armor points: 1004
Def. Shell: 194
Def. Energy: 134
Computer Type: Rough
Map type: No Memory
Noise canceler: None
Bio Sensor: None
Radar function: None
Radar Range: ---
Radar Type: ---
Text: Economy unit with good shields but no optional equipment.
Note: It's only good on a heavy weight has it has the highest AP in the game for a head. Other than that, it blows.
Found: You start with this part.

HD-06-RADAR *****

Type: Head Unit
Price: 51800
Weight: 145
Energy drain: 875
Armor points: 741
Def. Shell: 109
Def. Energy: 194
Computer Type: Standard
Map type: Area&Place Name
Noise canceler: Provided
Bio Sensor: None
Radar function: Provided
Radar Range: 8120
Radar Type: Standard
Text: Equipped with wide-area radar and various options.
Note: It almost has it all. Actually it only lacks in two missions with bio weapons.
Found: Shop

HD-ONE *****

Type: Head Unit
Price: 68100
Weight: 161
Energy drain: 304
Armor points: 800
Def. Shell: 132
Def. Energy: 129
Computer Type: Detailed
Map type: Area Memory
Noise canceler: Provided
Bio Sensor: Provided
Radar function: Provided
Radar Range: 7980
Radar Type: Standard
Text: Fully equipped with wide-area radar and all options.
Note: Better than the Radar in some ways, but not all.
Found: Shop

HD-08-DISH *****

Type: Head Unit
Price: 33200
Weight: 133
Energy drain: 716
Armor points: 870

Anti-Missile-Angle: The angle of the anti missile system (AMS)
Extension Slots: The amount of optional parts that can be used
Text: What is actually says in the game.
Note: My personal note.
Found: Where to get the part.

[]

XCA-00 *****
Type: Core Unit
Price: 61500
Weight: 1103
Energy drain: 1046
Armor points: 2710
Def. Shell: 530
Def. Energy: 505
Maximum Weight: 2770
Anti-Missile-Response: 48
Anti-Missile-Angle: 48
Extension Slots: 8
Text: Standard core unit with average performance overall.
Note: Basic. Use if you are a mid.
Found: You start with this part.

XCL-01 *****
Type: Core Unit
Price: 88000
Weight: 885
Energy drain: 1380
Armor points: 2380
Def. Shell: 492
Def. Energy: 610
Maximum Weight: 2450
Anti-Missile-Response: 48
Anti-Missile-Angle: 64
Extension Slots: 16
Text: Electronic warfare core with many slots for special equipment.
Note: Light and has the best auxiliary stats.
Found: Shop

XCH-01 *****
Type: Core Unit
Price: 72000
Weight: 1384
Energy drain: 873
Armor points: 3015
Def. Shell: 615
Def. Energy: 543
Maximum Weight: 3600
Anti-Missile-Response: 48
Anti-Missile-Angle: 32
Extension Slots: 12
Text: Heavyweight core with an excellent shoulder load and heavy armor.
Note: Use if you are a heavy...
Found: Shop

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~Arms...

Arms, the regular ones, are the things you need to hold weapons. I mostly never worry about arms unless I blade or need armor. So I usually just use light ones...

The Arm stats...

- Type: What kind of part this is.
- Price: How much it costs.
- Weight: How heavy a part is.
- Energy drain: How much drain the part has.
- Armor points: How much AP you get from the part.
- Def. Shell: How strong the part is VS solid weapons.
- Def. Energy: How strong the part is VS energy weapons.
- Text: What it says for the part.
- Note: My personal note.
- Found: Where to get the part.

[]

AN-101 *****

- Type: Arm Unit
- Price: 19000
- Weight: 1228
- Energy drain: 1006
- Armor points: 1670
- Def. Shell: 384
- Def. Energy: 374
- Text: Normal arm units with average performance.
- Note: The most average arms, I say.
- Found: Shop

AN-201 *****

- Type: Arm Unit
- Price: 15300
- Weight: 1054
- Energy drain: 877
- Armor points: 1635
- Def. Shell: 352
- Def. Energy: 334
- Text: Low energy consumption version of the AN-101.
- Note: Nothing that sticks out...
- Found: You start with this part.

AN-K1 *****

- Type: Arm Unit
- Price: 49000
- Weight: 905
- Energy drain: 930
- Armor points: 1790
- Def. Shell: 339
- Def. Energy: 402
- Text: Reduced-weight arm units with full AP and shields.

Note: Good in everything, even looks.

Found: Shop

AN-D-7001 *****

Type: Arm Unit

Price: 23000

Weight: 1445

Energy drain: 1512

Armor points: 1743

Def. Shell: 305

Def. Energy: 453

Text: Average arm units with enhanced performance.

Note: Good VS energy.

Found: Shop

AN-3001 *****

Type: Arm Unit

Price: 39500

Weight: 1612

Energy drain: 1258

Armor points: 1935

Def. Shell: 487

Def. Energy: 353

Text: Middleweight arms with maximum energy shielding.

Note: Odd... The above arms have higher E DEF... I honestly still think they did the text wrong, and mixed them both up. (Hell this is a heavy weight's arm)

Found: Shop

ANKS-1A46J ****

Type: Arm Unit

Price: 42100

Weight: 2120

Energy drain: 1415

Armor points: 1990

Def. Shell: 679

Def. Energy: 496

Text: Offers the maximum AP but interferes with some parts.

Note: With this part, you can only equip two of the three dualies and a few radars. This part is just "CASK"

Found: Shop

AN-863-B *****

Type: Arm Unit

Price: 34000

Weight: 1726

Energy drain: 1394

Armor points: 1880

Def. Shell: 517

Def. Energy: 406

Text: Weight is increased for added durability.

Note: Better choice than the ANKS.

Found: Shop

AN-25 *****

Type: Arm Unit

Price: 28400

Weight: 853

Energy drain: 682

Armor points: 1826

Def. Shell: 344
Def. Energy: 284
Text: Lightweight type arm units with better performance.
Note: Great for light weights when DEF shouldn't matter.
Found: Shop

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~Weapon Arms...
Weapon arms are just as they sound. They are arms that are weapons themselves. They come in many flavors. WARNING these arms do not have defensive points. If you need more help in these weapons separately, look to the other weapons. All the stats are explained there.

Oh yeah, I am rating these as if they are used in Versus, because most Weapon arms run out to quick for longer missions.

[]

AW-MG25/2 *****
Type: Machine Gun
Price: 54500
Weight: 1193
Energy Drain: 78
Armor Point: 812
Def. Shell: 0
Def. Energy: 0
Weapon Lock: Special
Attack Power: 158
Number of Ammo: 400
Ammo Type: Solid
Ammo Price: 33
Range: 8800
Maximum Lock: 1
Reload Time: 2
Text: Can strafe with 4 rifles at once.
Note: Fast and accurate. Great for a weapon to rape lightweights with.
Found: Shop

AW-GT2000 *****
Type: Gattling Gun (The game spells it wrong)
Price: 48600
Weight: 1415
Energy Drain: 92
Armor Point: 1132
Def. Shell: 0
Def. Energy: 0
Weapon Lock: Special
Attack Power: 305
Number of Ammo: 300

Ammo Type: Solid

Ammo Price: 62

Range: 7800

Maximum Lock: 1

Reload Time: 2

Text: Dual gatling guns can concentrate high-speed rounds at a single point.

Note: Just like the MG500 to 1000; These are the 1000 to the other machine guns arms. These are less accurate than the other machine gun arms but have a been damage cap (Just like the 1000 having a better cap over the 500)

Found: Shop

AW-RF105 *****

Type: Cannon

Price: 77600

Weight: 1530

Energy Drain: 106

Armor Point: 1280

Def. Shell: 0

Def. Energy: 0

Weapon Lock: Narrow & Deep

Attack Power: 1530

Number of Ammo: 100

Ammo Type: Solid

Ammo Price: 220

Range: 9300

Maximum Lock: 1

Reload Time: 15

Text: 2 cannons with incredible firepower.

Note: Stuns and kills a lot, but is easy to dodge.

Found: Shop

AW-30/3 ***

Type: Dual Missile

Price: 56400

Weight: 480

Energy Drain: 377

Armor Point: 688

Def. Shell: 0

Def. Energy: 0

Weapon Lock: Standard

Attack Power: 830

Number of Ammo: 80

Ammo Type: Solid

Ammo Price: 130

Range: 9000

Maximum Lock: 3

Reload Time: 10

Text: Fires 2 rounds of 3 small missiles for a total of 6 missiles.

Note: These do suck, but they have one VERY cheap use. If you are using plus with a good back cannon, you can slap these on. Why? Because they have VERYY LIGHT WEIGHT it's not even funny.

Found: Shop

AW-RF120 *****

Type: Cannon

Price: 67200

Weight: 1827

Energy Drain: 137

Armor Point: 1420
Def. Shell: 0
Def. Energy: 0
Weapon Lock: Narrow & Deep
Attack Power: 2120
Number of Ammo: 50
Ammo Type: Solid
Ammo Price: 300
Range: 9800
Maximum Lock: 1
Reload Time: 18
Text: Enhanced dual cannons. Somewhat fewer shots.
Note: Two little ammo, you'll run out ALL the time.
Found: Shop

AW-S60/2 *****

Type: Dual Missile
Price: 66600
Weight: 762
Energy Drain: 420
Armor Point: 725
Def. Shell: 0
Def. Energy: 0
Weapon Lock: Standard
Attack Power: 830
Number of Ammo: 120
Ammo Type: Solid
Ammo Price: 130
Range: 9000
Maximum Lock: 2
Reload Time: 10
Text: Fires 2 rounds of 2 missiles at once for extra shots.
Note: These are actually worth using...
Found: Shop

AW-XC5500 ****

Type: Plasma Cannon
Price: 83600
Weight: 1688
Energy Drain: 547
Armor Point: 875
Def. Shell: 0
Def. Energy: 0
Weapon Lock: Narrow & Deep
Attack Power: 1241
Number of Ammo: 70
Ammo Type: Energy
Ammo Price: 0
Range: 12000
Maximum Lock: 1
Reload Time: 7
Text: Energy weapon. Fires twin bursts of light.
Note: This is in-accurate and drains you like no other.
Found: Shop

AW-XC65 *****

Type: Laser Cannon
Price: 98500
Weight: 1905
Energy Drain: 625

Def. Shell: 556
Def. Energy: 531
Maximum weight: 4470
Speed: 277
Stability: 1018
Jump Function: Provided
Text: Balanced, standard humanoid legs.
Note: Ditto ^
Found: Shop

LN-1001-PX-0 *****
Type: Humanoid Legs
Price: 25000
Weight: 1892
Energy drain: 1844
Armor points: 3035
Def. Shell: 528
Def. Energy: 508
Maximum weight: 4100
Speed: 280
Stability: 904
Jump Function: Provided
Text: Balanced humanoid legs for combat on all terrain.
Note: It just doesn't stick out...
Found: You start with this part.

LN-1001B *****
Type: Humanoid Legs
Price: 45200
Weight: 2305
Energy drain: 1889
Armor points: 3383
Def. Shell: 565
Def. Energy: 543
Maximum weight: 4630
Speed: 272
Stability: 1320
Jump Function: Provided
Text: Enhanced variation of the LN-1001.
Note: I don't think so...
Found: Shop

LN-502 *****
Type: Humanoid Legs
Price: 35800
Weight: 1790
Energy drain: 2466
Armor points: 3343
Def. Shell: 538
Def. Energy: 592
Maximum weight: 3800
Speed: 275
Stability: 843
Jump Function: Provided
Text: This middleweight has reduced weight without sacrificing performance.
Note: Looks funny...
Found: Shop

LN-D-8000R *****

Type: Humanoid Legs
Price: 49000
Weight: 2426
Energy drain: 2350
Armor points: 3532
Def. Shell: 510
Def. Energy: 656
Maximum weight: 4720
Speed: 269
Stability: 1200

Jump Function: Provided
Text: Humanoid legs with special anti-energy weapon armor.
Note: Good, and good load out. It actually looks like it has calf muscles... Kind of "ORC-ish"
Found: Added to the shop after the first line up upgrade.

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~Lightweight Humanoid legs...
These are the all around fastest legs in AC.
-High speed
-Low load
-Low armor
-High air speed
-Canon restrictions

The light weight leg's Stats...
Type: What kind of part this is.
Price: How much it costs.
Weight: How heavy a part is.
Energy drain: How much drain the part has.
Armor points: How much AP you get from the part.
Def. Shell: How strong the part is VS solid weapons.
Def. Energy: How strong the part is VS energy weapons.
Maximum weight: How much these legs can hold before going overweight.
Speed: How fast the legs walking speed is.
Stability: How fast you recover form things like grenades.
Jump Function: Can this leg jump?
Text: What it says for the part.
Note: My personal note.
Found: Where to get the part.

[]

LN-SSVT *****
Type: Humanoid Legs
Price: 44000
Weight: 1528
Energy drain: 2338
Armor points: 2795

Note: My personal note.

Found: Where to get the part.

I'm just telling you this, I never really ever used a staple heavy weight biped, thus I'm not going to rate and give notes.

[]

LN-3001 ---

Type: Humanoid Legs

Price: 52200

Weight: 3197

Energy drain: 2206

Armor points: 3703

Def. Shell: 870

Def. Energy: 594

Maximum weight: 6600

Speed: 153

Stability: 2518

Jump Function: Provided

Text: Heavily armored humanoid legs with a high load capacity. Poor speed.

Note: ---

Found: Added to the shop after the first line up upgrade.

LN-SSVR ---

Type: Humanoid Legs

Price: 32400

Weight: 2750

Energy drain: 2013

Armor points: 3606

Def. Shell: 805

Def. Energy: 532

Maximum weight: 5400

Speed: 148

Stability: 2150

Jump Function: Provided

Text: Lightest of the heavily armored humanoid legs.

Note: ---

Found: Shop

LN-3001C ---

Type: Humanoid Legs

Price: 64100

Weight: 3528

Energy drain: 2418

Armor points: 3977

Def. Shell: 889

Def. Energy: 602

Maximum weight: 7100

Speed: 151

Stability: 2977

Jump Function: Provided

Text: Best AP and shields among the humanoid legs.

Note: ---

Found: Shop

LNKS-1B46J ---

Type: Humanoid Legs

Price: 48000

Weight: 3065
Energy drain: 2304
Armor points: 3788
Def. Shell: 822
Def. Energy: 618
Maximum weight: 6100
Speed: 146
Stability: 3802
Jump Function: Provided
Text: 3802
Note: ---
Found: Shop

[]

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~Reverse Joint legs...
These legs actually come in mid and heavy, but are too low in number to get two more spots. (The second one is the heavy ones)
-Mid speed (low)
-Low-mid load (mid-high)
-Low armor (mid-high)
-Fast air speed (mid)
-Cannon restrictions

The Reverse Joint leg's Stats...
Type: What kind of part this is.
Price: How much it costs.
Weight: How heavy a part is.
Energy drain: How much drain the part has.
Armor points: How much AP you get from the part.
Def. Shell: How strong the part is VS solid weapons.
Def. Energy: How strong the part is VS energy weapons.
Maximum weight: How much these legs can hold before going overweight.
Speed: How fast the legs walking speed is.
Stability: How fast you recover form things like grenades.
Jump Function: Can this leg jump?
Text: What it says for the part.
Note: My personal note.
Found: Where to get the part.

I'm just telling you this, I never really ever used a RJ, thus I'm not going to rate and give notes.

[]

LB-4400 ---
Type: Reverse Joint
Price: 17300
Weight: 2520
Energy drain: 1400

Armor points: 3560
Def. Shell: 617
Def. Energy: 451
Maximum weight: 4020
Speed: 294
Stability: 2084
Jump Function: Provided
Text: Standard reverse joint type. Good maneuverability and inexpensive.
Note: ---
Found: Shop

LB-4401 ---
Type: Reverse Joint
Price: 31800
Weight: 2910
Energy drain: 1456
Armor points: 3810
Def. Shell: 672
Def. Energy: 468
Maximum weight: 4510
Speed: 287
Stability: 2713
Jump Function: Provided
Text: Best overall performance of the reverse joint types.
Note: ---
Found: Shop

LB-4303 ---
Type: Reverse Joint
Price: 24000
Weight: 2647
Energy drain: 1585
Armor points: 3575
Def. Shell: 643
Def. Energy: 488
Maximum weight: 4180
Speed: 291
Stability: 2505
Jump Function: Provided
Text: Increased ground contact area for enhanced shock absorbing capacity.
Note: ---
Found: Shop

LB-1000-P ---
Type: Reverse Joint
Price: 20500
Weight: 2095
Energy drain: 1228
Armor points: 3514
Def. Shell: 609
Def. Energy: 444
Maximum weight: 3775
Speed: 286
Stability: 2310
Jump Function: Provided
Text: Phenomenal maneuverability but low load carrying capacity.
Note: ---
Found: Shop

Energy drain: 2810
Armor points: 2841
Def. Shell: 446
Def. Energy: 654
Maximum weight: 3450
Speed: 483
Stability: 580
Jump Function: Provided
Text: Standard four-leg type. Top-class maneuverability.
Note: They are the fastest legs in the game without boosting, but they have low load.
Found: Shop

LFH-X3 *****
Type: Four Legs Type
Price: 56000
Weight: 2400
Energy drain: 2988
Armor points: 3100
Def. Shell: 468
Def. Energy: 610
Maximum weight: 3810
Speed: 421
Stability: 710
Jump Function: Provided
Text: Energy gage recovers quickly when halted.
Note: I never really used these...
Found: Shop

LF-DEX-1 ****
Type: Four Legs Type
Price: 69000
Weight: 2650
Energy drain: 4016
Armor points: 3179
Def. Shell: 557
Def. Energy: 553
Maximum weight: 4450
Speed: 360
Stability: 820
Jump Function: Provided
Text: Increased load carrying capacity requires vast amounts of power.
Note: I don't like these, the X5X is better in so many ways...
Found: Shop

LFH-X5X *****
Type: Four Legs Type
Price: 82000
Weight: 2880
Energy drain: 3584
Armor points: 3328
Def. Shell: 497
Def. Energy: 700
Maximum weight: 5000
Speed: 442
Stability: 1110
Jump Function: Provided
Text: New four-leg type pushes the specs to the limit.
Note: Second highest E DEF in the game... This part is also VERY good for how fast it moves.

Boosters and your weight affect flying and dashing, not mobility.

The booster stats...

Type: What kind of part this is.

Price: How much it costs.

Weight: How much it weighs.

Energy drain: How much it drains.

Boost Power: How strong the boost is.

Charge Drain: How much this drains your energy bar.

Text: What the game says for the part.

Note: My personal note.

Found: Where to get the part.

[]

B-P320 *

Type: Boost Unit

Price: 10800

Weight: 208

Energy drain: 28

Boost Power: 9800

Charge Drain: 4360

Text: Low priced but seems a bit underpowered.

Note: Sucks, sell it. Now good in anything.

Found: You start with this part.

B-P350 ***

Type: Boost Unit

Price: 13700

Weight: 162

Energy drain: 33

Boost Power: 12800

Charge Drain: 4410

Text: Economy type with high power but high energy consumption.

Note: Not that much better than the starting booster.

Found: Shop

B-T001 *****

Type: Boost Unit

Price: 34000

Weight: 149

Energy drain: 30

Boost Power: 17300

Charge Drain: 4600

Text: Achieves both enhanced power and low weight at the same time.

Note: Good. Most well rounded booster.

Found: Found hidden in "Guard Factory Entrance" look at the FAQ.

B-T2 *****

Type: Boost Unit

Price: 31500

Weight: 235

Energy drain: 38

Boost Power: 14800

Charge Drain: 3850

Text: Power itself is low but offers the highest efficiency.

Note: You can fly the longest and farthest with these.

Found: Shop

B-P351 *****

suck in hallways, especially when there is multiple ceiling gun turrets.

The FCS stats...

Type: What kind of part this is.

Price: How much it costs.

Weight: How much it weighs. In FCS, this will hardly matter.

Energy drain: How much it drains.

Maximum Lock: The max amount of lock ons you can get with missiles.

Lock Type: Which on of the 5 from above.

Text: What the game says for the part.

Note: My personal note.

Found: Where to get the part.

Even though I said it's all a matter of what you are using, I'm not going to give them stars.

[]

COMDEX-C7 ---

Type: FCS

Price: 11100

Weight: 14

Energy drain: 24

Maximum Lock: 4

Lock Type: Standard

Text: Maximum of 4 lock-ons, average performance.

Note: ---

Found: You start with this part.

COMDEX-G0 ---

Type: FCS

Price: 22500

Weight: 14

Energy drain: 24

Maximum Lock: 4

Lock Type: Standard

Text: Maximum of 4 lock-ons, fast lock-on.

Note: Better than the C7 in every way except for price.

Found: Shop

COMDEX-G8 ---

Type: FCS

Price: 16400

Weight: 14

Energy drain: 24

Maximum Lock: 6

Lock Type: Standard

Text: Maximum of 8 lock-ons, long-distance lock-on.

Note: ---

Found: Shop

QX-21 ---

Type: FCS

Price: 20300

Weight: 8

Energy drain: 12

Maximum Lock: 1

Lock Type: Wide & Shallow

Text: Maximum of 1 lock-on, short lock over a wide area.

~Generators...

Generators are the things that power your Acas up. Try and use low drain part as it will make your energy refresh faster.

The generators stats...

Type: What kind of part this is.

Price: How much it costs.

Weight: How much it weighs.

Energy Output: The max amount of charge for the gen.

Maximum Charge: The un-condensed size of the energy bar.

Redzone: The size of the red part of the energy bar.

Text: What the game says for the part.

Note: My personal note.

Found: Where to get the part.

[]

GPS-VVA *

Type: Pulse Generator

Price: 19500

Weight: 308

Energy Output: 4728

Maximum Charge: 28000

Redzone: 7200

Text: Low in both power and capacity. Wide red zone.

Note: Sucks X5

Found: You start with this part.

GPS-V6 **

Type: Pulse Generator

Price: 32000

Weight: 363

Energy Output: 4728

Maximum Charge: 43000

Redzone: 5000

Text: Load increased to nearly twice that of the GPS-VVA.

Note: Sucks X4

Found: Shop

GRD-RX5 ***

Type: Pulse Generator

Price: 23300

Weight: 225

Energy Output: 5300

Maximum Charge: 38000

Redzone: 4000

Text: Balanced-performance generator.

Note: Sucks X3

Found: Shop

GRD-RX6 ****

Type: Pulse Generator

Price: 27800

Weight: 286

Energy Output: 6000

Maximum Charge: 33000

Redzone: 4000

Text: Performance not bad, but the equipment is so-so.

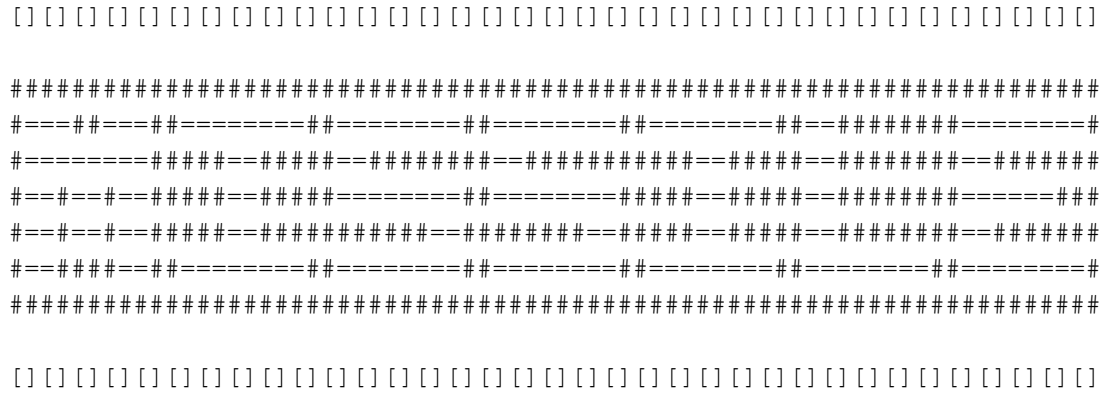
Note: Sucks X2

Found: Shop

GRD-RX7 *****
Type: Pulse Generator
Price: 38700
Weight: 348
Energy Output: 6810
Maximum Charge: 31500
Redzone: 6000
Text: Very good power but poor stamina.
Note: Sucks X1
Found: Shop

GBG-10000 *****
Type: Pulse Generator
Price: 43500
Weight: 398
Energy Output: 9988
Maximum Charge: 34000
Redzone: 2980
Text: High power provided a wide selection of equipment.
Note: The vest Generator. This should be used on EVERY design. Except for one exception.
Found: Shop

GBG-XR *****
Type: Pulse Generator
Price: 56000
Weight: 452
Energy Output: 8207
Maximum Charge: 48000
Redzone: 3250
Text: Custom-made unit having both power and capacity.
Note: Use this over the BGB-10000 when you want to fly for the longest possible time.
Found: Found hidden in "Destroy Plus Escapee" look at the FAQ.



~Back Unit Missiles...
These are the back weapon missiles. Missiles are different from most weapons. To use missiles, you have to keep your lock box on the target for some time. Some missiles can lock you on more than once, even up to 6. Missiles are most effected by FCS's. FCS's affect the lock speed, the number of max locks, and if they can lock on to more than one target.

Missiles are also very different in trajectory, I will try and list all of them, so don't just look at stats.

The back unit missile's stats...

Type: What kind of part this is.
Price: How much it costs.
Weight: How much it weighs.
Energy drain: How much it drains.
Weapon Lock: What type of lock this weapon is.
Attack Power: How strong this weapon is.
Number of Ammo: The amount of ammo in this weapon.
Ammo Type: Solid or energy.
Ammo Price: The cost of each round fired.
Range: How far the missile can travel.
Maximum Lock: The max lock, as long as your FCS is high enough.
Reload Time: The weapon's rate of fire.
Text: What the game says for the part.
Note: My personal note.
Found: Where to get the part.

[]

WM-S40/1 *****

Type: Small Missile
Price: 18700
Weight: 245
Energy drain: 245
Weapon Lock: Standard
Attack Power: 830
Number of Ammo: 40
Ammo Type: Solid
Ammo Price: 130
Range: 9000
Maximum Lock: 1
Reload Time: 10
Text: Pod that fires single small missiles.
Note: Not strong, but accurate.
Found: You start with this part.

WM-S40/2 *****

Type: Small Missile
Price: 23000
Weight: 337
Energy drain: 320
Weapon Lock: Standard
Attack Power: 830
Number of Ammo: 40
Ammo Type: Solid
Ammo Price: 130
Range: 9000
Maximum Lock: 2
Reload Time: 10
Text: Fires up to 2 small missiles at once.
Note: Strait fowardly launched.
Found: Shop.

WM-S60/4 ****

Type: Small Missile
Price: 28800
Weight: 520
Energy drain: 349
Weapon Lock: Standard
Attack Power: 830
Number of Ammo: 60

Ammo Type: Solid

Ammo Price: 130

Range: 9000

Maximum Lock: 4

Reload Time: 10

Text: Fires up to 4 small missiles at once.

Note: Heavy and harder to hit with. Does have more ammo however.

Found: Found hidden in "Secret Factory Recon" look at the FAQ.

WM-S60/6 **

Type: Small Missile

Price: 38100

Weight: 583

Energy drain: 353

Weapon Lock: Standard

Attack Power: 830

Number of Ammo: 60

Ammo Type: Solid

Ammo Price: 130

Range: 9000

Maximum Lock: 6

Reload Time: 10

Text: Fires up to 6 small missiles at once.

Note: These are launched upward and are hard to hit with.

Found: Shop

WM-MVG404 ***

Type: Missile

Price: 31000

Weight: 620

Energy drain: 280

Weapon Lock: Standard

Attack Power: 1560

Number of Ammo: 24

Ammo Type: Solid

Ammo Price: 252

Range: 10000

Maximum Lock: 1

Reload Time: 10

Text: Pod that fires single missiles.

Note: Too little ammo and too much weight. Stick with the 40/S.

Found: Shop

WM-MVG802 **

Type: Missile

Price: 44000

Weight: 718

Energy drain: 220

Weapon Lock: Standard

Attack Power: 1560

Number of Ammo: 32

Ammo Type: Solid

Ammo Price: 252

Range: 10000

Maximum Lock: 2

Reload Time: 10

Text: Fires up to 2 missiles at once.

Note: Hard to hit with and heavy.

Found: Shop

WM-L201 *****

Type: Large Missile

Price: 46200

Weight: 835

Energy drain: 180

Weapon Lock: Standard

Attack Power: 4300

Number of Ammo: 12

Ammo Type: Solid

Ammo Price: 897

Range: 12500

Maximum Lock: 1

Reload Time: 10

Text: Powerful large missiles fired singly.

Note: The strongest non blade weapon in the game. Hard to hit and thing that is below you for some reason.

Found: Added to the shop after the second line up upgrade.

WM-X201 *****

Type: Multi Missile

Price: 62250

Weight: 720

Energy drain: 250

Weapon Lock: Standard

Attack Power: 980

Number of Ammo: 18

Ammo Type: Solid

Ammo Price: 1125

Range: 12000

Maximum Lock: 1

Reload Time: 15

Text: Multi-warhead missiles that scatters warheads in flight.

Note: The missile breaks into four missiles. They are easy to hit with and hard to dodge.

Found: Shop

WM-X5-AA *

Type: Bomb Dispenser

Price: 19300

Weight: 616

Energy drain: 85

Weapon Lock: None

Attack Power: 675

Number of Ammo: 10

Ammo Type: Solid

Ammo Price: 270

Range: 0

Maximum Lock: 0

Reload Time: 50

Text: Drops 8 ground-attack mines. For experts.

Note: Two much crap.

Found: Shop

WM-X10 *

Type: Bomb Dispenser

Price: 24800

Weight: 939

Energy drain: 105

Weapon Lock: None

Attack Power: 675

WC-ST120 ****

Type: Slug Gun

Price: 56000

Weight: 827

Energy drain: 6

Weapon Lock: Special

Attack Power: 183

Number of Ammo: 80

Ammo Type: Solid

Ammo Price: 156

Range: 8100

Maximum Lock: 1

Reload Time: 22

Text: Fires 7 simultaneous shots that scatter over a wide range.

Note: Too heavy and not enough pay off up close. But it has lots of ammo.

Found: Shop

WC-LN350 ***

Type: Linear Gun

Price: 41800

Weight: 425

Energy drain: 8

Weapon Lock: Special

Attack Power: 690

Number of Ammo: 120

Ammo Type: Solid

Ammo Price: 108

Range: 9000

Maximum Lock: 1

Reload Time: 6

Text: Burst-fire type weapon emphasizing firepower over number of shots.

Note: I never really liked this part... It's like a handgun.

Found: Added to the shop after the second line up upgrade.

WC-GN230 *****

Type: Grenade Launcher

Price: 75200

Weight: 1230

Energy drain: 8

Weapon Lock: Narrow & Deep

Attack Power: 3520

Number of Ammo: 15

Ammo Type: Solid

Ammo Price: 985

Range: 12000

Maximum Lock: 1

Reload Time: 32

Text: An AC's symbolic weapon that mows down enemies in a firestorm.

Note: VERY GOOD! This weapon's spread damage is very powerful too.

Found: Shop

WC-XP4000 *****

Type: Pulse Cannon

Price: 61000

Weight: 318

Energy drain: 364

Weapon Lock: Narrow & Deep

Attack Power: 770

Number of Ammo: 100
Ammo Type: Energy
Ammo Price: 0
Range: 9000
Maximum Lock: 1
Reload Time: 5
Text: Energy weapon. Reloading ion cannon.
Note: I don't see why you would use this over a arm pulse rifle...
Found: Shop

WC-XC8000 *****

Type: Laser Cannon
Price: 78700
Weight: 1110
Energy drain: 455
Weapon Lock: Narrow & Deep
Attack Power: 2065
Number of Ammo: 50
Ammo Type: Energy
Ammo Price: 0
Range: 8500
Maximum Lock: 1
Reload Time: 10
Text: Energy weapon. Fires laser rounds.
Note: The Karasawa for quads and tanks!
Found: Added to the shop after the second line up upgrade.

WC-01QL *****

Type: Plasma Cannon
Price: 69500
Weight: 273
Energy drain: 618
Weapon Lock: Narrow & Deep
Attack Power: 1531
Number of Ammo: 80
Ammo Type: Energy
Ammo Price: 0
Range: 12000
Maximum Lock: 1
Reload Time: 7
Text: Energy weapon. Beam cuts down enemies.
Note: Reloads quick, weights nothing, lots of ammo, high power, great for mission, rapes tanks. It's only bad parts are its slight inaccuracy and draining of your energy bar.
Found: Shop

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~Back Unit Radars...
Back radar is just radar itself. True they are better than the heads

radar, but they take up a back slot and weight something. If both your head and radar are on, the radar on the back is the one used. Equipping two Radars is pointless, unless you want fake wings.

The back radar's stats...

Type: What kind of part this is.

Price: How much it costs.

Weight: How heavy a part is.

Energy drain: How much drain the part has.

Radar range: How far the Radar can search.

Radar type: What the Radar looks like.

Text: What is actually says in the game.

Note: My personal note.

Found: Where to get the part.

I have NEVER used a back radar in my whole life, except for the 3 qualifying missions in AC history. Thus I can't rate these at all.

[]

RXA-01WE ---

Type: Radar

Price: 12100

Weight: 210

Energy drain: 243

Radar range: 8650

Radar type: Standard

Text: Old-style antenna but still holds up well in use.

Note: ---

Found: You start with this part.

RZ-A0 ---

Type: Radar

Price: 17900

Weight: 480

Energy drain: 387

Radar range: 11500

Radar type: Circle

Text: This radar uses 2 dishes for enhanced enemy-search capability.

Note: ---

Found: Shop

RXA-99 ---

Type: Radar

Price: 14500

Weight: 160

Energy drain: 267

Radar range: 8800

Radar type: Standard

Text: New-type radar permits an even wider area to be searched.

Note: ---

Found: Shop

RXA-77 ---

Type: Radar

Price: 23000

Weight: 125

Energy drain: 274

Radar range: 8700

Radar type: Standard

Maximum Lock: 1
Reload Time: 1
Text: Most powerful portable type machine gun.
Note: Too inaccurate to make its ammo count worth it.
Found: Shop

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~Hand Guns...
These are light and weak weapons. So why use them? They have high stun.
I would strongly suggest never using these in missions.

All handguns are good for allowing for a free blade attack.

The right arm hand gun's stats...
Type: What kind of part this is.
Price: How much it costs.
Weight: How much it weighs.
Energy drain: How much it drains.
Weapon Lock: What type of lock this weapon is.
Attack Power: How strong this weapon is.
Number of Ammo: The amount of ammo in this weapon.
Ammo Type: Solid or energy.
Ammo Price: The cost of each round fired.
Range: How far it can travel.
Maximum Lock: The max lock, as long as your FCS is high enough.
Reload Time: The weapon's rate of fire.
Text: What the game says for the part.
Note: My personal note.
Found: Where to get the part.

I don't really use Hand guns...

[]

WG-HG235 ---
Type: Hand Gun
Price: 19000
Weight: 170
Energy drain: 22
Weapon Lock: Wide & Shallow
Attack Power: 226
Number of Ammo: 100
Ammo Type: Solid
Ammo Price: 68
Range: 4800
Maximum Lock: 1
Reload Time: 5
Text: Wide scatter-shot pistol. Very short range.
Note: Like a weak shotgun.

Text: What the game says for the part.

Note: My personal note.

Found: Where to get the part.

[]

WG-FG99 *

Type: Flamethrower

Price: 58300

Weight: 352

Energy drain: 9

Weapon Lock: None

Attack Power: 512

Number of Ammo: 500

Ammo Type: Solid

Ammo Price: 41

Range: 900

Maximum Lock: 1

Reload Time: 1

Text: Close-in combat gun shows off its true worth in hand-to-hand combat.

Note: It sucks, not worth the effort.

Found: Found hidden in "Destroy Intruders" look at the FAQ.

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~Energy Guns...

Energy weapons come in a bunch of sizes.

Pulse Rifle: Shots a weak dinky pulse

Laser Rifle: Shots an accurate linear laser.

I WOULD HIGHLY SUGGEST YOU EQUIP ALL THE ENERGY OPTIONAL PARTS

The right arm energy weapon's stats...

Type: What kind of part this is.

Price: How much it costs.

Weight: How much it weighs.

Energy drain: How much it drains.

Weapon Lock: What type of lock this weapon is.

Attack Power: How strong this weapon is.

Number of Ammo: The amount of ammo in this weapon.

Ammo Type: Solid or energy.

Ammo Price: The cost of each round fired.

Range: How far it can travel.

Maximum Lock: The max lock, as long as your FCS is high enough.

Reload Time: The weapon's rate of fire.

Text: What the game says for the part.

Note: My personal note.

Weapon Lock: Special

Attack Power: 1550

Number of Ammo: 50

Ammo Type: Energy

Ammo Price: 0

Range: 10000

Maximum Lock: 1

Reload Time: 8

Text: Energy weapon. Strong but heavy.

Note: The Epitome of Laser Rifles.

Found: Found hidden in the mission "Destroy Fuel Depot" look at the FAQ

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~Laser Blades...

Laser blade, for the most part, have been the same in every AC game.

It's not hard to find the major benefits. Like no usage limit and high damage. The only bad thing about them are their close range-ness.

The left arm blade's stats...

Type: What kind of weapon this part is.

Price: How much it costs.

Weight: How much it weighs.

Energy drain: How much it drains.

Charge Drain: How much this drains your energy when used.

Attack Power: How strong this weapon is.

Text: What the game says for the part.

Note: My personal note.

Found: Where to get the part.

Note: pressing X right after circle makes A wave. This can only be done with PLUS.

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LS-2001 *

Type: Laserblade

Price: 11500

Weight: 123

Energy drain: 28

Charge Drain: 2050

Attack Power: 738

Text: Infinitely reusable laser blade.

Note: What did you expect from the starting blade?

Found: You start with this part.

LS-200G ***

Type: Laserblade

Price: 29000

Weight: 181

Energy drain: 45
Charge Drain: 1700
Attack Power: 950
Text: Powerful weapon exclusively for close-in combat.
Note: Better, but not good.
Found: Shop

LS-3303 *****

Type: Laserblade
Price: 37200
Weight: 224
Energy drain: 43
Charge Drain: 2630
Attack Power: 1210
Text: Enhanced blade weapon. Both power and energy consumption are better.
Note: Use this till you get the Moonlight.
Found: Shop

LS-99-MOONLIGHT *****

Type: Laserblade
Price: 54000
Weight: 336
Energy drain: 93
Charge Drain: 810
Attack Power: 2801
Text: Blade weapon with more than twice the power of conventional blades.
Note: The best. With its PLUS wave, you can deal about 4000 damage.
Found: Found hidden in "Kill "Struggle" leader" look at the FAQ.

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~Optional Parts...
These are part you can equip that give you an instant boost.

The core you use will tell you how many you can equip, they are all very different.

The optional part's stats...
Type: What type of Optional part this is.
Price: How much this part costs
Slot Spend: How much slots this part takes.
Text: What it says about the part
Note: My personal note
Found: How to get this part.

[]

Type: Radar option
Price: 14200
Slot Spend: 1
Text: Adds a missile display function to the radar.
Note: Useless
Found: Shop

SP-JAM *****

Type: Missile Jammer
Price: 26000
Slot Spend: 3
Text: Regularly generates pulses that disable missile lock-ons.
Note: Good VS missiles in VS mode.
Found: Shop

SP-M/AUTO *

Type: Auto Launcher
Price: 12900
Slot Spend: 1
Text: Fires a missile automatically on full lock-on.
Note: This is for lazy people.
Found: Shop

SP-ABS *****

Type: Balancer Option
Price: 29600
Slot Spend: 1
Text: Reduces the recoil from shell hits.
Note: ---
Found: Shop

SP-SAP ****

Type: Absorber Option
Price: 31800
Slot Spend: 1
Text: Reduces the recoil of cannon fire.
Note: This really only effects things like grenade launchers.
Found: Reward given in "Prototype MT Test (2)" look at the FAQ.

SP-CND-K *****

Type: Charge Expander
Price: 21000
Slot Spend: 4
Text: Increases the number of capacitors in the generator.
Note: Boost longer!
Found: Shop

SP-AXL *****

Type: FCS Accelerator
Price: 24000
Slot Spend: 2
Text: Shortens lock-on time.
Note: ---
Found: Reward given in "Stop Gang, "Dark Soul"" look at the FAQ.

SP-S/SCR *****

Type: Shell Screen
Price: 33000
Slot Spend: 2
Text: Reduces damage from solid rounds.

Note: This should be on every AC.

Found: Shop

SP-E/SCR *****

Type: Energy Screen

Price: 38500

Slot Spend: 1

Text: Reduces damage from energy rounds.

Note: This should also be on every AC.

Found: Shop

SP-EH *****

Type: Rapid Charge

Price: 45000

Slot Spend: 1

Text: Increase the burst fire rate of energy weapons.

Note: Makes energy weapons reload faster.

Found: Shop

SP-E+ *****

Type: Energy Amplifier

Price: 45000

Slot Spend: 1

Text: Increase the firepower of energy weapons.

Note: Makes energy weapons stronger.

Found: Shop

[]

~Ending...

If you have a question, feel free to ask me about it on the message board, I'm sure to be there. (You may need to get my attention on the AC3: Silent Line one, since I is more active. My User name is Vesperas) You may also Instant message me at IWBDK on aim. My Email is iwbdk@hotmail.com Oh yeah, Please rate :) I actually prefer Emailing now.

On info about PLUS. I did this guide with out using it. It makes the game WAY more easier. But since this IS a FAQ, I'll tell you how to do it. Burn yourself 50000 Credits in the hole. Then you'll see a cut scene. I know you can do this 4 times, but some people said you can do it 8 times. Either way, it makes the game way to un-balanced/

So if you are going to mail at all, don't tell me "This mission can be done easier with PLUS"

~Credits...

Thank you Mom for putting up with me
And thanks to CjayC for a great site!

~Copyright...

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