# **Armored Core: Master of Arena Part Guide**

by Vesperas

-Parts -Credits Updated to v1.0 on Feb 25, 2004



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##########==######==######==######
~Intro...
This is a part guide for Armored Core 1 Master of Arena.
This has all you need on parts.
That's all...
########======######==#####==#####
~Shop/Checklist
This is a list of parts. It also serves as a shop guide. The shop part
of this guide is if you started in Master of Arena and didn't load up.
-Five boxes ([][][][][]), means you either start with the part or it is
in the shop from the beginning of the game.
-10 this part is found in a mission.
-15 boxes means this is a reward from the Arena (Disk 1).
-20 boxes means this is a reward from the Arena (Disk 2).
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
    [][][][][]
HD-G780
    [][][][][]
HD-HELM
```

-Copyright

HD-H10

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HD-4004
       CORE-----
XCA-00 [][][][][]
XCL-01 [][][][][]
XCH-01 [][][][]
XXA/S0 [][][][][]
XXL-D0 [][][][]
ARMS-----
AN-101 [][][][]
AN-201 [][][][][]
AN-K1 [][][][][]
AN-D-7001 [][][][]
AN-3001 [][][][]
ANKS-1A46J [][][][][]
AN-863-B [][][][]
AN-25 [][][][]
AN-891-S [][][][][][][][][][][][][][][]
AW-MG25/2 [][][][]
AW-GT2000 [][][][][]
AW-RF105 [][][][]
AW-30/3 [][][][]
AW-RF120 [][][][][]
AW-S60/2 [][][][][]
AW-XC5500 [][][][][]
AW-XC65 [][][][]
AW-DC/2
      [][][][][]
AW-R/4 [][][][][][][][][][][][][][][][][][]
LEGS-----
LN-1001 [][][][]
LN-SSVT
         [][][][][]
LN-3001
      [][][][][]
LN-1001-PX-0 [][][][][]
       [][][][][]
LN-501
LN-SSVR
        [][][][][]
LN-1001B [][][][][]
LN-3001C [][][][][]
LN-S3
        [][][][][]
LN-502
LN-D-8000R [][][][][]
LN-2KZ-SP [][][][]
LNKS-1B46J [][][][]
LB-4400
       [][][][][]
LB-4401
        [][][][][]
LB-4303
        [][][][][]
LB-1000-P
         [][][][][]
LBKS-2B45A [][][][]
LFH-X3
       [][][][][]
LF-DEX-1
         [][][][][]
LF-TR-0
        LFH-X5X
        [][][][][]
LC-MOS18
        [][][][][]
LC-UKI60
        [][][][][]
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LC-HTP-AAA [][][][]
LC-MOS4545 [][][][][]
BOOSTER-----
B-P320 [][][][]
B-P350 [][][][]
B-T001 [][][][]
B-T2 [][][][]
B-P351 [][][][]
B-VR-33 [][][][]
B-HP25 [][][][]
COMDEX-C7 [][][][][]
COMDEX-G0 [][][][]
COMDEX-G8 [][][][]
      [][][][][]
QX-21
QX-AF [][][][]
TRYX-BOXER [][][][][]
TRYX-QUAD [][][][]
QX-9009 [][][][]
FBMB-18X [][][][][]
RATOR [][][][]
P/CV [][][][][][][][]
GENERATOR-----
GPS-VVA [][][][]
GPS-V6 [][][][]
GRD-RX5 [][][][]
GRD-RX6 [][][][]
GRD-RX7 [][][][]
GBG-10000 [][][][][]
GBG-XR [][][][]
     [][][][][]
GBX-TL
GBX-XL
      [][][][][]
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 [][][][]
WM-AT
       [][][][][]
WM-T0100 [][][][][]
WM-SMSS24 [][][][][]
M118-TD [][][][]
WM-MVG812 [][][][][][][][][][][][][][]
```

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WM-X15-EX [][][][][][][][][][][][][][]
WR-S50
        [][][][][]
WR-S100
       [][][][][]
WR-M50
        [][][][][]
WR-M70
       [][][][]
WR-L24
       [][][][]
WR-RST
       WRR-10
       WC-CN35
       [][][][][]
WC-ST120
       [][][][][]
WC-LN350
       [][][][]
WC-GN230
       [][][][][]
WC-XP4000 [][][][][]
WC-XC8000 [][][][][]
WC-01QL
       [][][][]
WC-SPGUN
       [][][][][]
WC-IR24
       [][][][][]
RXA-01WE [][][][]
RZ-A0
       RXA-99
       [][][][][]
RXA-77
       [][][][][]
RZ-A1
       [][][][][]
RZT-333
       [][][][][]
RZ-BBP
       RZ-Fw2
       [][][][][]
WX-S800/2 [][][][][]
WX-S800-GF [][][][][]
XCS-9900 [][][][][]
WX-ED2
        WX-C/4
       PP7-ST
        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 [][][][][]
WG-RFM118
        [][][][][]
WG-XFwPPk
          [][][][][]
WG-HG1
          [][][][][]
WG-PB26
          [][][][][]
WA-Finger
          WG-HG770
          WG-XW11
          WG-FGI-00
          WG-RF/E
WG-MG500/E
```

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Left Arm Weapons-----
LS-2001
       [][][][][]
LS-200G
        [][][][][]
LS-3303
        [][][][][]
LS-99-MOONLIGHT [][][][]
T.S-1000W
        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+
    [][][][][]
SP-DEhf [][][][]
SP-ABS/Re
#######==###########===####==####==###
~Parts...(Put a "~" in front of what ever you put in the find, to Find
hold in "control" and press F)
-Heads -----Head
-Cores -----Core
-Arms -----Arms
-Weapon Arms -----Arms
-Midweight Humanoid legs -----Legs
-Lightweight Humanoid legs -----Legs
-Heavyweight Humanoid legs -----Legs
-Reverse Joint legs -----Legs
-Quadruped legs -----Legs
-Tank legs -----Legs
-Boosters -----Booster
-Firing Control Systems -----FCS
-Generators ------Generator
-Back Unit Missiles -----Back Unit
-Back Unit Rockets -----Back Unit
-Back Unit Cannons -----Back Unit
-Back Unit Radars -----Back Unit
-Dual Back Units -----Back Unit
-Rifles ------Arm Unit R
-Machine Guns -----Arm Unit R
-Hand Guns -----Arm Unit R
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-Bazookas ------Arm Unit R
-Miscellaneous ------Arm Unit R
-Energy Guns ------Arm Unit R
-Laser Blades -----Arm Unit L
-Optional Parts -----Optional Parts
```

This section will tell you a lot about the parts. I will list important things about the part type and then a note about the part it's self. A number of stars will be on the part, rating its effectiveness. These are things I added in myself. The rating is just my opinion of the part, note that I prefer light weight. If I don't rate a part, that means I never really used it. (This is true with a lot of frame parts) If a part says "(AC1)" this part is really old. If it says "(AC1pp)" it is from the expansion. Saying "(AC1moa)" is self explanatory.

## 

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#### ~Heads...

Head are on the top of your AC. They provide Mapping, Radar, and other little things. For the most part, a Head's defense is usually not going to be the deciding factor in a big fight, but it can help.

The heads 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.

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.

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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 (AC1) 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 (AC1) 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: Shop (AC1) 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 (AC1) 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 (AC1) 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. (AC1) 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 (AC1) 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 (AC1) HD-08-DISH \*\*\*\*\* Type: Head Unit Price: 33200 Weight: 133 Energy drain: 716 Armor points: 870 Def. Shell: 205 Def. Energy: 162 Computer Type: Standard Map type: Area&Place Name Noise canceler: None Bio Sensor: None Radar function: None Radar Range: ---Radar Type: ---Text: Equipped with an enhanced auto-map function. Note: Good DEF. Bad everything else. Found: Shop (AC1) HD-ZERO \*\*\*\*\*\* Type: Head Unit Price: 22500 Weight: 185 Energy drain: 431 Armor points: 925 Def. Shell: 221 Def. Energy: 149 Computer Type: Rough Map type: No Memory Noise canceler: None Bio Sensor: None

Radar function: Provided

Radar Range: 6300
Radar Type: Standard
Text: Equipped with radar functions and enhanced shock protection.
Note: High DEF + Plus radar. Perfect for Versus.
Found: Shop (AC1)

HD-G780 \*\*\*\*\*\*\*
Type: Head Unit
Price: 82500
Weight: 393
Energy drain: 723
Armor points: 905

Energy drain: 723
Armor points: 905
Def. Shell: 186
Def. Energy: 448
Computer Type: Rough
Map type: Area&Place Name
Noise canceler: Provided
Bio Sensor: Provided

Radar Range: 7600 Radar Type: Standard

Radar function: Provided

Text: Provides good protection against energy based weapons.

Note: Highest E DEF in the game also is heavy...

Found: Shop (AC1pp)

HD-12-RADAR \*\*\*\*\*\*\*

Type: Head Unit Price: 72600 Weight: 180 Energy drain: 511

Armor points: 831 Def. Shell: 104 Def. Energy: 159

Computer Type: Standard
Map type: Area&Place Name
Noise canceler: Provided
Bio Sensor: Provided
Radar function: Provided

Radar Range: 8720 Radar Type: Standard

Text: A specialized unit equipped with a wide variety of radar

functions.

Note: Best head in the game, makes your AC look like a Klan's men.

Found: Defeat Masquerade in the Master Arena (AC1moa)

HD-HELM \*\*\*\*\*\*

Type: Head Unit

Price: 63200

Weight: 134

Energy drain: 793 Armor points: 850 Def. Shell: 172 Def. Energy: 185

Computer Type: Detailed
Map type: Area&Place Name
Noise canceler: None

Bio Sensor: None

Radar function: Provided

Radar Range: 7300 Radar Type: Standard

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Text: Well-balanced unit with improvements made to all existing
functions.
Note: Nice little armored head. Looks weird.
Found: Found hidden in "Destroy Berserk MTs" found in a room with a ton
of boxes, try not to blow it up. (AC1moa)
HD-H10 ******
Type: Head Unit
Price: 81000
Weight: 261
Energy drain: 332
Armor points: 956
Def. Shell: 204
Def. Energy: 210
Computer Type: Rough
Map type: Area Memory
Noise canceler: None
Bio Sensor: None
Radar function: None
Radar Range: ---
Radar Type: None
Text: Heavily armored unit designed with defensive strength in mind.
Note: It's got the horn!
Found: Defeat Blitz in the Sub-Arena. (AC1moa)
HD-4004 ****
Type: Head Unit
Price: 44100
Weight: 139
Energy drain: 628
Armor points: 820
Def. Shell: 146
Def. Energy: 138
Computer Type: Detailed
Map type: Area Memory
Noise canceler: Provided
Bio Sensor: Provided
Radar function: Provided
Radar Range: 6200
Radar Type: Standard
Text: A design-oriented model with low basic functionality.
Note: Looks freaky and I never really found a use for it.
Found: Defeat Flash in the Sub-Arena. (AC1moa)
~Cores...
Cores are the "core" of your AC. The core stores your generator,
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booster, FCSs, and optional parts. Pick the core that best suits your

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weight class.
The core stats...
Type: What this part 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: The amount of weight the core can carry.
Anti-Missile-Response: The ability of the AMS
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. (AC1)
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 (AC1)
XCH-01 ******
Type: Core Unit
Price: 72000
Weight: 1384
Energy drain: 873
Armor points: 3015
Def. Shell: 615
Def. Energy: 543
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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 (AC1)
XCL-01 *******
Type: Core Unit
Price: 122000
Weight: 784
Energy drain: 1273
Armor points: 2050
Def. Shell: 600
Def. Energy: 580
Maximum Weight: 2820
Anti-Missile-Response: 50
Anti-Missile-Angle: 50
Extension Slots: 17
Text: Test model. Lightweight, but with low AP.
Note: The lightest core, good if you are an expert.
Found: Shop (AC1pp)
XXL-D0 ******
Type: Core Unit
Price: 115000
Weight: 910
Energy drain: 1120
Armor points: 2960
Def. Shell: 608
Def. Energy: 610
Maximum Weight: 3320
Anti-Missile-Response: 32
Anti-Missile-Angle: 20
Extension Slots: 5
Text: Test model that represents the next generation standard.
Note: Other than having high DEF for its weight, it has low other
qualities.
Found: Shop (AC1moa)
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...
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Type: What kind of part this is.

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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 (AC1)
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. (AC1)
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 (AC1)
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 (AC1)

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 (AC1) 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 (AC1) 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 (AC1) 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 (AC1) AN-891-S \*\*\*\*\*\* Type: Arm Unit Price: 54200 Weight: 1790 Energy drain: 1290 Armor points: 1920 Def. Shell: 480 Def. Energy: 509 Text: High-defense model equipped with armor shielding.

Note: Cool, its got a shield! Great versus energy.

Found: Defeat Max in the Arena. (AC1moa)

## 

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#### ~Weapon Arms...

Weapon arms are just as they sound. They are arms that are weapons them selves. 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 (AC1)

# 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

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Maximum Lock: 1
Reload Time: 2
Text: Dual gatling guns can concentrate high-speed rounds at a single
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 better damage cap (Just like the 1000 having a better
cap over the 500)
Found: Shop (AC1)
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 (AC1)
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 VERY LIGHT WEIGHT it's not even funny.
Found: Shop (AC1)
AW-RF120 ****
Type: Cannon
Price: 67200
Weight: 1827
Energy Drain: 137
Armor Point: 1420
Def. Shell: 0
Def. Energy: 0
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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 (AC1)
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 (AC1)
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 (AC1)
AW-XC65 *******
Type: Laser Cannon
Price: 98500
Weight: 1905
Energy Drain: 625
Armor Point: 792
Def. Shell: 0
Def. Energy: 0
```

```
Weapon Lock: Narrow & Deep
Attack Power: 2322
Number of Ammo: 40
Ammo Type: Energy
Ammo Price: 0
Range: 8300
Maximum Lock: 1
Reload Time: 10
Text: Energy weapon. Fires two beams.
Note: VERY STRONG! One of the fastest killing weapons in the game. I
also think it is the most expensive part in the game. This part is the
single handed arena killer, so have fun...
Found: Shop (AC1)
AW-DC/2 *****
Type: Dual Cannon
Price: 188500
Weight: 1805
Energy Drain: 220
Armor Point: 892
Def. Shell: 0
Def. Energy: 0
Weapon Lock: Special
Attack Power: 3822
Number of Ammo: 20
Ammo Type: Solid
Ammo Price: 1800
Range: 15300
Maximum Lock: 1
Reload Time: 60
Text: Dual grenade launcher.
Note: Does tons of damage, just low ammo.
Found: Shop (AC1pp)
AW-R/4 *******
Type: Cannon
Price: 126300
Weight: 1650
Energy Drain: 187
Armor Point: 1600
Def. Shell: 0
Def. Energy: 0
Weapon Lock: Standard
Attack Power: 1024
Number of Ammo: 180
Ammo Type: Solid
Ammo Price: 150
Range: 8000
Maximum Lock: 1
Reload Time: 15
Text: Multi-cannon firing capability.
Note: This weapon kills light weights with and incredible stun.
Found: Defeat EX300 in the Master Arena. (AC1moa)
```

~Midweight Humanoid legs... These are the standard legs in AC. -Mid speed -Mid load -mid armor -mid air speed -cannon restrictions The mid 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-1001 \*\*\*\*\*\* Type: Humanoid Legs Price: 28500 Weight: 1966 Energy drain: 1725 Armor points: 3235 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 (AC1) 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. (AC1)
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 (AC1)
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 (AC1)
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: Shop (AC1)
LN-S3 ******
Type: Humanoid Legs
Price: 75000
Weight: 2300
Energy drain: 2050
Armor points: 3426
```

Def. Shell: 752 Def. Energy: 680 Maximum weight: 5630

Speed: 106

Stability: 1480

Jump Function: Provided

Text: Lightweight model, but without sacrificing defense or load

capacity.

Note: Looks funny and is NOT a lightweight. Found: Conquer the Humanoid Leg Arena. (AC1moa)

~Lightweight Humanoid legs...

These are the all around fastest legs in AC.

-High speed

-Low load

-Low armor

-High air speed

-Cannon 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

Def. Shell: 482 Def. Energy: 507

Maximum weight: 3560

Speed: 445
Stability: 596

```
Jump Function: Provided
Text: Light, fast humanoid legs but with low load capacity and AP.
Note: Fast dashing legs in the game, these are great with one weapon in
Found: Shop (AC1)
LN-501 ******
Type: Humanoid Legs
Price: 71800
Weight: 1675
Energy drain: 2910
Armor points: 2947
Def. Shell: 508
Def. Energy: 535
Maximum weight: 3990
Speed: 451
Stability: 854
Jump Function: Provided
Text: Has the shield performance and load capacity of a middleweight.
Note: This part is just a little bit more noobie friendly than the SSVT
Found: Shop (AC1)
LN-2KZ-SP *******
Type: Humanoid Legs
Price: 118000
Weight: 1820
Energy drain: 3024
Armor points: 2210
Def. Shell: 648
Def. Energy: 820
Maximum weight: 4420
Speed: 383
Stability: 3025
Jump Function: Provided
Text: Able to carry heavier loads, but AP is sacrificed.
Note: My favorite leg part, great stability and load for its weight.
Found: Shop (AC1pp)
#==####==##==####==####==#####==####
~Heavyweight Humanoid legs...
These are very heavy legs in AC, yet they can still boost.
-Low speed
-High load
-High armor
-Low air speed
-Cannon restrictions
The Heavy 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.
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: Shop (AC1)
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 (AC1)
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 (AC1)
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 (AC1)
~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 (AC1) 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 (AC1) 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 (AC1)

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 (AC1)
LBKS-2B45A ---
Type: Reverse Joint
Price: 27000
Weight: 2480
Energy drain: 1703
Armor points: 3731
Def. Shell: 584
Def. Energy: 515
Maximum weight: 3990
Speed: 299
Stability: 1985
Jump Function: Provided
Text: Deluxe type with enhanced shielding against energy weapons.
Note: ---
Found: Shop (AC1)
LB-H230 ---
Type: Reverse Joint
Price: 56000
Weight: 2458
Energy drain: 1848
Armor points: 3880
Def. Shell: 695
Def. Energy: 430
Maximum weight: 5124
Speed: 275
Stability: 2954
Jump Function: Provided
Text: New reverse joint model featuring enhanced load capacity.
Note: ---
Found: Conquer the Reverse Joint Arena. (AC1moa)
~Quadruped legs...
These legs actually come in all sizes, but are too low in number to get
more spots. These are averaged
-High speed
```

```
-Low-mid load
-Mid-high armor
-Mid air speed
-Cannon restrictions only when flying < - Good!
The Quadruped 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.
LF-205-SF *****
Type: Four Legs Type
Price: 42600
Weight: 2137
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 (AC1)
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 (AC1)
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 (AC1) LF-TR-0 \*\*\*\*\*\*\* Type: Four Legs Type Price: 92000 Weight: 2583 Energy drain: 3358 Armor points: 2546 Def. Shell: 589 Def. Energy: 669 Maximum weight: 4360 Speed: 504 Stability: 542 Jump Function: Provided Text: Enhanced speed while retaining defensive properties. Note: These new sexy quads let you wiz around like nothing! Found: Conquer the Four Leg Arena. (AC1moa) 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. Found: Shop (AC1) #########==######===######==####==###==### ~Tank legs... These are the heavy load/strong DEF legs of AC. -Very low speed

```
-High load
-High armor
-Low air speed
-No cannon restrictions
The tank 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 don't use tanks, thus I can't rate them equally.
LC-MOS18 ---
Type: Caterpillar
Price: 16000
Weight: 4182
Energy drain: 978
Armor points: 3928
Def. Shell: 858
Def. Energy: 572
Maximum weight: 8000
Speed: 105
Stability: 4245
Jump Function: None
Text: Maximum load carrying capacity but poor speed and weight.
Note: ---
Found: Shop (AC1)
LC-UKI60 ---
Type: Caterpillar
Price: 25500
Weight: 3860
Energy drain: 1104
Armor points: 3822
Def. Shell: 812
Def. Energy: 589
Maximum weight: 6950
Speed: 138
Stability: 3710
Jump Function: None
Text: Economy wheeled truck type with finely adjusted performance.
Note: ---
Found: Shop (AC1)
LC-HTP-AAA ---
Type: Caterpillar
Price: 38500
```

```
Weight: 2915
Energy drain: 2877
Armor points: 2688
Def. Shell: 728
Def. Energy: 694
Maximum weight: 4130
Speed: 250
Stability: 630
Jump Function: None
Text: Has performance near that of a four-legged type.
Note: ---
Found: Shop (AC1)
LC-MOS4545 ---
Type: Caterpillar
Price: 59000
Weight: 3610
Energy drain: 2609
Armor points: 3990
Def. Shell: 905
Def. Energy: 753
Maximum weight: 7400
Speed: 211
Stability: 5101
Jump Function: None
Text: A dreadfully durable monster machine.
Note: ---
Found: Shop (AC1)
LC-HTP-H5 ---
Type: Caterpillar
Price: 64000
Weight: 3056
Energy drain: 3140
Armor points: 3884
Def. Shell: 687
Def. Energy: 645
Maximum weight: 5630
Speed: 285
Stability: 731
Jump Function: None
Text: Enhanced hover tank with increased speed and maneuverability.
Note: ---
Found: Conquer the Caterpillar Arena. (AC1moa)
~Boosters...
Boosters are the things that let you dash and fly. Just remember,
```

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. (AC1)
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 (AC1)
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: Shop (AC1)
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 (AC1)
B-P351 *******
Type: Boost Unit
```

Price: 25500 Weight: 288 Energy drain: 41 Boost Power: 21000 Charge Drain: 6980 Text: High-performance model with both high power and energy consumption. Note: The fastest booster in the game. Only for experts. Found: Shop (AC1) B-VR-33 \*\*\*\*\*\* Type: Boost Unit Price: 48500 Weight: 255 Energy drain: 35 Boost Power: 19000 Charge Drain: 5070 Text: Maintains the top-class power to achieve good efficiency. Note: Another well rounded booster. Found: Shop (AC1) B-VR-33 \*\*\*\* Type: Boost Unit Price: 52500 Weight: 186 Energy drain: 35 Boost Power: 8500 Charge Drain: 2520 Text: Small lightweight model. Low acceleration, but efficient. Note: Fly the longest, but also almost the slowest. Found: Shop (AC1pp) B-PT000 \*\*\*\*\*\*\* Type: Boost Unit Price: 62500 Weight: 301 Energy drain: 52 Boost Power: 23400 Charge Drain: 7450 Text: Power on demand. For rapid approached and retreats. Note: The fastest boosters and the fastest drain. They are sexy. Found: Defeat Rob in the Arena. (AC1moa) 

~Firing Control Systems...

These are the things that affect your lock box. There is no BEST FCS, but some are better than others are. Most of the time it all depends on the weapons and/or level you are playing in.

Pick the best FCS for you fighting style. These are the Lock Types.

Standard: No real things that stand out. Best used with rifles, missiles, and when you have multiple weapons.

Wide and Shallow: Use if you are using close range weapon and if you like close range all together. These have the worst range but biggest lock box. Best used with handguns, machine guns, and bazookas.

Narrow and Deep: Use if you like to stay far away and snipe. These have VERY small lock boxes and suck with things like machine guns. These have the best range. These are best used with sniper rifles and long range plasma rifles. Missiles are also a good choice.

Tall: Use this if you have trouble looking up and down, or can keep things in your lock box better on a Y axis. A good choice when up against small flying enemies or in hallways.

Wide: These In my opinion are the best type. Since AC's turn slower than they look up and down, these can be used to get to a target faster. These are also good if you like to ground boost. These actually 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. (AC1)

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 (AC1)
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 (AC1)
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.
Note: Good with machine guns and bazookas.
Found: Shop (AC1)
QX-AF ---
Type: FCS
Price: 35700
Weight: 10
Energy drain: 16
Maximum Lock: 2
Lock Type: Wide & Shallow
Text: Maximum of 2 lock-ons, short lock.
Note: ---
Found: Shop (AC1)
TRYX-BOXER ---
Type: FCS
Price: 48100
Weight: 10
Energy drain: 19
Maximum Lock: 3
Lock Type: Tall
Text: Maximum of 3 lock-ons, vertical sight.
Note: Great for missions with tight hallways, or when you like to fly.
Found: Shop (AC1)
TRYX-QUAD ---
Type: FCS
Price: 63000
Weight: 18
Energy drain: 38
Maximum Lock: 6
Lock Type: Wide
Text: Maximum of 6 lock-ons, horizontal sight.
Note: Great when you are boosting fast and can't keep people in your
lock while sidestepping.
Found: Shop (AC1)
QX-9009 ---
Type: FCS
```

Price: 96000 Weight: 24 Energy drain: 55 Maximum Lock: 6 Lock Type: Narrow & Deep Text: Maximum of 6 lock-ons, longest lock distance. Note: Great for sniper rifles and long range fighting. Found: Shop (AC1) FBMB-18X ---Type: FCS Price: 108000 Weight: 21 Energy drain: 65 Maximum Lock: 6 Lock Type: Wide & Shallow Text: Maximum of 6 quick, wide area lock-ons. Note: FASTEST missile lock ons, almost unreal. Found: Shop (AC1pp) RATOR ---Type: FCS Price: 12900 Weight: 18 Energy drain: 75 Maximum Lock: 2 Lock Type: Narrow & Deep Text: Max lock-on 2, suitable for long distance missiles. Note: Great for sniper rifles and long range fighting. Found: Shop (AC1pp) P/CV ---Type: FCS Price: 96000 Weight: 24 Energy drain: 55 Maximum Lock: 1 Lock Type: Standard Text: Wide area model well suited for close to mid range encounters. Note: Meh Found: Found hidden in "Assist MTs" find the 'bank' in that level. Find it and shot it and make it blow up. Now follow the tunnels to find the part (take the left). Hurry up in case your MTs die. 

# 

#### ~Generators...

Generators are the things that power your Acs 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. (AC1)

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 (AC1)

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 (AC1)

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 (AC1)

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 (AC1) 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 (AC1) 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: Shop (AC1) GBX-TL \*\*\*\* Type: Pulse Generator Price: 38000 Weight: 1582 Energy Output: 9055 Maximum Charge: 50000 Redzone: 22000 Text: Large output and capacity, offset by its heavy weight. Note: This is only good when you KNOW you can beat an opponent with one energy bar. Found: Shop (AC1pp) GBX-XL \*\*\*\*\*\* Type: Pulse Generator Price: 139000 Weight: 975 Energy Output: 8500 Maximum Charge: 52000 Redzone: 3300 Text: Modified GRD-RX6. Above average efficiency. Note: Would be great if it weighted a little less. Found: Shop (AC1pp) 

# 

# 

~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

Reload Time: 10

Text: Pod that fires single small missiles.

Note: Not strong, but accurate.

Found: You start with this part. (AC1)

WM-S40/2 \*\*\*\*\*

Maximum Lock: 1

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. (AC1) 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: Shop (AC1) 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 (AC1) 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 (AC1)
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 (AC1)
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: Shop (AC1)
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 (AC1)
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 (AC1) WM-X10 \* Type: Bomb Dispenser Price: 24800 Weight: 939 Energy drain: 105 Weapon Lock: None Attack Power: 675 Number of Ammo: 10 Ammo Type: Solid Ammo Price: 560 Range: 0 Maximum Lock: 0 Reload Time: 50 Text: Drops 16 ground-attack mines. Note: Even more crap, since it's even more heavier... Found: Shop (AC1) WM-P4001 \*\*\*\* Type: Dual Missile Price: 43800 Weight: 755 Energy drain: 320 Weapon Lock: Standard Attack Power: 830 Number of Ammo: 60 Ammo Type: Solid Ammo Price: 130 Range: 9000 Maximum Lock: 1 Reload Time: 10 Text: Fires 2 left or right curving indirect attack missiles. Note: Hard to hit with. Found: Shop (AC1) WM-PS-2 \*\*\*\*\*\* Type: Triple Missile Price: 66700 Weight: 1125 Energy drain: 360 Weapon Lock: Standard Attack Power: 830 Number of Ammo: 90 Ammo Type: Solid Ammo Price: 130 Range: 9000 Maximum Lock: 1 Reload Time: 10 Text: Fires 3 up-curving indirect attack missiles.

Note: Heavy and can be side stepped at the last second easily. Found: Shop (AC1) WM-AT \*\* Type: Large Missile Price: 256800 Weight: 1507 Energy drain: 382 Weapon Lock: Standard Attack Power: 9830 Number of Ammo: 4 Ammo Type: Solid Ammo Price: 3510 Range: 5800 Maximum Lock: 1 Reload Time: 35 Text: Most powerful missile in an AC's inventory. Note: This part got raped from the last game. With 6 less shots, 600 more weight and a quartered range. Found: Shop (AC1pp) WM-T0100 \*\*\*\* Type: Small Missile Price: 86200 Weight: 725 Energy drain: 290 Weapon Lock: Standard Attack Power: 230 Number of Ammo: 120 Ammo Type: Solid Ammo Price: 150 Range: 9000 Maximum Lock: 6 Reload Time: 5 Text: Lots of ammo, but low attack power. Note: Too weak to be that great. Found: Shop (AC1pp) WM-SMSS24 \*\*\*\*\*\*\* Type: Vertical Missile Price: 118300 Weight: 655 Energy drain: 308 Weapon Lock: Standard Attack Power: 1630 Number of Ammo: 40 Ammo Type: Solid Ammo Price: 420 Range: 9000 Maximum Lock: 4 Reload Time: 10 Text: Mortar shell. Launches vertically. Note: Only crappy indoors, great with the FBMB-18X Found: Shop (AC1pp) WM-MVG812 \*\*\*\*\* Type: Small Missile Price: 54000 Weight: 1016

Energy drain: 300

Weapon Lock: Standard
Attack Power: 830
Number of Ammo: 40
Ammo Type: Solid
Ammo Price: 300
Range: 10000
Maximum Lock: 4
Reload Time: 30
Text: A heat-seeking
Note: Although heavy,

Text: A heat-seeking missile that tracks its target. Note: Although heavy, it is a must to hit lights. Found: Defeat Advantage in the Sub-Arena (AClmoa)

WM-X15-EX \*

Type: Bomb Dispenser

Price: 86000 Weight: 580

Energy drain: 330
Weapon Lock: None
Attack Power: 1560
Number of Ammo: 60
Ammo Type: Energy
Ammo Price: 0

Range: 0

Maximum Lock: 0
Reload Time: 15
Text: Energy mortar.
Note: Sucks. Still.

Found: Defeat the Brothers in the Arena. (AC1moa)

~Back Unit General Magazines...

This is just the extra ammo unit in this game. These are usually needed if you prefer using just one weapon. If you're using a tank it's usually better just to use another weapon, but this can be good... Since things like the Karasawa and finger...

The magazines stats...

Price: How much it costs.

Type: What kind of weapon this part is.

Weight: How much it weighs.

Energy drain: How much it drains.
Text: What the game says for the part.

Note: My personal note.

Found: Where to get the part.

M118-TD \*\*\*\*
Type: Magazine

Price: 96300 Weight: 455 Energy Drain: 0

Text: Additional ammo. Increases a weapons ammo capacity.

Note: This adds 20% more ammo, which is 30% less than before... in

AC1pp.

Found: Shop (AC1pp)

# 

### 

#### ~Back Unit Rockets...

Rockets are very strong. They also come out very fast and come in a lot of ammo. So what balances these weapons? The lack of a true lock. All you get it 3 || red lines to aim with. Rocket take a lot of skill to use effectively. Rockets are also a good choice for bipeds and reverse joints has you don't need to kneel with them and can provide a kick just like a grenades launcher.

The back unit rocket'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.

# 

WR-S50 \*\*\*\*\*\*

Type: Small Rocket

Price: 15900 Weight: 218 Energy drain: 8

Energy drain: 8
Weapon Lock: None
Attack Power: 1310
Number of Ammo: 50
Ammo Type: Solid
Ammo Price: 110
Range: 12500

Maximum Lock: 0
Reload Time: 8

Text: Carries 50 small rockets Note: Good because they are light. Found: Shop (AC1) WR-S100 \*\*\* Type: Small Rocket Price: 32400 Weight: 846 Energy drain: 15 Weapon Lock: None Attack Power: 1310 Number of Ammo: 100 Ammo Type: Solid Ammo Price: 110 Range: 12500 Maximum Lock: 0 Reload Time: 12 Text: Carries 100 small rockets Note: Double the ammo for about quad he weight? Not worth it. Found: Shop (AC1) WR-M50 \*\*\*\*\* Type: Rocket Price: 27600 Weight: 677 Energy drain: 13 Weapon Lock: None Attack Power: 2240 Number of Ammo: 50 Ammo Type: Solid Ammo Price: 220 Range: 14000 Maximum Lock: 0 Reload Time: 12 Text: Carries 50 rockets Note: OK for its weight. Found: Shop (AC1) WR-M70 \*\*\*\*\*\* Type: Rocket Price: 36500 Weight: 718 Energy drain: 24 Weapon Lock: None Attack Power: 2240 Number of Ammo: 70 Ammo Type: Solid Ammo Price: 220 Range: 14000 Maximum Lock: 0 Reload Time: 16 Text: Carries 70 rockets Note: This is the best value for its weight. Found: Shop (AC1) WR-L24 \*\*\*\*\*\* Type: Large Rocket Price: 29400 Weight: 805 Energy drain: 18

Weapon Lock: None Attack Power: 3980 Number of Ammo: 24 Ammo Type: Solid Ammo Price: 417 Range: 17700 Maximum Lock: 0 Reload Time: 16 Text: This rocket has the greatest firepower of any single weapon. Note: STRONG! Found: Shop (AC1) WR-RST \*\*\* Type: Special Rocket Price: 176000 Weight: 759 Energy drain: 31 Weapon Lock: None Attack Power: 200 Number of Ammo: 12 Ammo Type: Solid Ammo Price: 2046 Range: 15500 Maximum Lock: 0 Reload Time: 40 Text: Launcher special rockets that disable their target's functions. Note: Would be good, but the ammo and damage is way to low. And the weight is way to high for the potential pay off of taking a lock box away from an opponent. Found: Conquer the Fromsoft Arena. (AC1moa) WRR-10 \*\*\*\* Type: Mine Dispenser Price: 143000 Weight: 351 Energy drain: 24 Weapon Lock: None Attack Power: 2240 Number of Ammo: 100 Ammo Type: Solid Ammo Price: 436 Range: 0 Maximum Lock: 0 Reload Time: 8 Text: Floating proximity mine. Note: More of a fun weapon than anything. Also, not even one mine would be able to fit in the little thingy... let alone 99 others. Found: Conquer the Guest Arena. (AC1moa) #----##---##---##---##---###---###---## #==####==###==###==###==##==##==##==###==###==##==##==##==## #==########======##==#==##==##==##==##=###==##==##==##==##== 

~Back Unit Cannons...

Back unit cannons are all very different from each other. They include chain guns, grenade launchers, and strong energy cannons. I'll try and explain these as best I can, remember they are very diverse.

#### NOTE!

All there things have a thing called "Cannon restrictions." If you are not using PLUS (which you should refrain), this could mean a world of difference.

-All humanoid, and reverse joint legs must kneel in order to use these cannons.

-Quads cannot fly and use cannons, but can use them when touching the ground. These are using the best choice for most back weapons, for speed. Even with PLUS, quad still cannot fly.

-Tanks can fly and do not have any restrictions at all, making them a very good choice.

The back unit cannon'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'm ranking each part as if it's on a good set of legs, EI no kneeling.

# 

WC-CN35 \*\*\*\*\*\*

Type: Chain Gun
Price: 32750
Weight: 593
Energy drain: 11
Weapon Lock: Special
Attack Power: 338
Number of Ammo: 250
Ammo Type: Solid

Ammo Type: Soli Ammo Price: 52 Range: 10000 Maximum Lock: 1

Reload Time: 2

Text: Fast reloading rifle. Easy to use.

Note: VERY fast killer. But it costs a lot for missions and is easy to

dodge.

Found: Shop (AC1)

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 (AC1) 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 Note: I never really liked this part... It's like a handgun. Found: Shop (AC1) 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 (AC1) 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 (AC1) 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: Shop (AC1) 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 (AC1) WC-SPGUN \*\*\*\*\* Type: Slug Gun Price: 89500 Weight: 912 Energy drain: 10 Weapon Lock: Special Attack Power: 208 Number of Ammo: 50 Ammo Type: Energy Ammo Price: 0 Range: 9200 Maximum Lock: 1 Reload Time: 8

Text: Fires a seven shell spread.

Note: Reloads quick, and is actually easy to hit with.

Found: Shop (AC1pp)

WC-IR24 \*\*\*\*\*\*\*\*
Type: Laser Cannon

Price: 159500 Weight: 1006 Energy drain: 806

Weapon Lock: Narrow & Deep

Attack Power: 3025 Number of Ammo: 20 Ammo Type: Energy Ammo Price: 0 Range: 15000

Range: 15000 Maximum Lock: 1 Reload Time: 40

Text: Triple barrel energy weapon.

Note: Almost doubled in weight... still great.

Found: Shop (AC1pp)

# 

# 

~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.
Found: You start with this part. (AC1)
RZ-A0 ---
Type: Radar
Price: 17900
Weight: 480
Energy drain: 387
Radar range: 11500
Radar type: Circle
Text: This radar uses 2 dished for enhanced enemy-search capability.
Note: ---
Found: Shop (AC1)
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 (AC1)
RXA-77 ---
Type: Radar
Price: 23000
Weight: 125
Energy drain: 274
Radar range: 8700
Radar type: Standard
Text: This radar can detect the approach of homing missiles.
Note: ---
Found: Shop (AC1)
RZ-A1 ---
Type: Radar
Price: 33000
Weight: 433
Energy drain: 403
Radar range: 15700
Radar type: Circle
Text: Expands the enemy-search range up to the current technological
limit.
Note: ---
Found: Shop (AC1)
RZT-333 ---
Type: Radar
Price: 27700
Weight: 343
Energy drain: 451
Radar range: 11700
Radar type: Octagon
Text: Combines both missile detection and wide-range search capability.
Note: ---
```

```
Found: Shop (AC1)
RZ-BBB ---
Type: Radar
Price: 40900
Weight: 454
Energy drain: 566
Radar range: 16300
Radar type: Circle
Text: Highest-quality radar with highest-class performance.
Note: ---
Found: Shop (AC1)
RZ-Fw2 ---
Type: Radar
Price: 82100
Weight: 352
Energy drain: 826
Radar range: 21300
Radar type: Octagon
Text: Wide forward search area.
Note: Lame prize, in my opinion.
Found: Shop (AC1pp)
~Dual Back Weapons...
These are just back weapons so big, they take up both back weapon
slots
~The dual 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.
```

WX-S800/2 \*\*\*\*\*

```
Type: Dual Missile
Price: 69400
Weight: 1650
Energy drain: 415
Weapon Lock: Standard
Attack Power: 1120
Number of Ammo: 60
Ammo Type: Solid
Ammo Price: 515
Range: 11000
Maximum Lock: 1
Reload Time: 12
Text: Fires 2 missiles with 1 lock-on.
Note: Easy to hit with. Can be equipped with the ANKS arms.
Found: Shop (AC1)
WX-S800-GF ******
Type: Dual Missile
Price: 90900
Weight: 1110
Energy drain: 656
Weapon Lock: Standard
Attack Power: 1120
Number of Ammo: 60
Ammo Type: Solid
Ammo Price: 515
Range: 11000
Maximum Lock: 1
Reload Time: 10
Text: Fires 6 missiles with 1 lock-on.
Note: SICK! The fastest/most missiles that can be launched. They also
weight a lot less than the other Dualies.
Found: Shop (AC1)
XCS-9900 ******
Type: Multi Missile
Price: 94500
Weight: 1480
Energy drain: 310
Weapon Lock: Standard
Attack Power: 980
Number of Ammo: 20
Ammo Type: Solid
Ammo Price: 1125
Range: 12000
Maximum Lock: 1
Reload Time: 15
Text: Fires 2 multi-warhead missiles simultaneously.
Note: The single shoulder multi missiles are more ammo/weight
efficient, but less time eff. These can also be equipped with the ANKS
arms.
Found: Shop (AC1)
WX-ED2 ***
Type: Plasma Cannon
Price: 74000
Weight: 1350
Energy drain: 750
Weapon Lock: Standard
```

Attack Power: 572

Number of Ammo: 160 Ammo Type: Energy Ammo Price: 0 Range: 12000 Maximum Lock: 1 Reload Time: 6 Text: Simultaneously fires two plamsa bursts. Note: Not worth the weight, or two back spaces. By the way, they spell plasma wrong in my game... Found: Found hidden in "Cavern Invasion" keep you view up and keep high. Once you are in a room with different tiles (not the mountainous rocks) and gun turrets, search for it in there. (AC1moa) WX-C/4 \*\*\*\* Type: Laser Cannon Price: 138000 Weight: 1670 Energy drain: 905 Weapon Lock: Standard Attack Power: 1259 Number of Ammo: 60 Ammo Type: Energy Ammo Price: 0 Range: 7600 Maximum Lock: 1 Reload Time: 32 Text: Laser cannon that can simultaneously fire four linked laser Note: If they all hit, they are just a tad better than a grenade (only in damage) Found: Defeat Sherbert in the Arena (AClmoa) PP7-ST ? Type: Stealth Price: 230000 Weight: 1760 Energy drain: 998 Text: Special equipment that gives the AC stealth capability. Note: I think it may screw up lock ons or take you off radar, but I never really used it nor picked up these when playing against it. Found: Conquer all the Arenas and all the AC Pilots. (AC1moa) ###=====###====###====############### 

###==###===###===###===###==########## 

# 

# ~Rifles...

Rifles are broken up into 2 main types. Regular rifles, with mid range, power, reload... basically the most average weapon. Or Sniper Rifles, long range and high power, only down side is its little lock box.

Rifles are average in missions.

```
The right arm rifle'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.
WG-RF35 **
Type: Rifle
Price: 11400
Weight: 415
Energy drain: 6
Weapon Lock: Wide & Shallow
Attack Power: 218
Number of Ammo: 200
Ammo Type: Solid
Ammo Price: 18
Range: 8500
Maximum Lock: 1
Reload Time: 5
Text: Standard portable rifle. Suitable for various missions.
Note: Two slow and weak. Buy something else.
Found: You start with this part. (AC1)
WG-RRM118 ******
Type: Rifle
Price: 95000
Weight: 512
Energy drain: 10
Weapon Lock: Wide & Shallow
Attack Power: 340
Number of Ammo: 200
Ammo Type: Solid
Ammo Price: 45
Range: 11000
Maximum Lock: 1
Reload Time: 5
Text: Improved fire speed.
Note: Don't under estimate this part, when up against it, it looks like
you aren't taking that much, but the shots really stack up.
Found: Shop (AC1pp)
WG-RF/5 ******
```

WG-RF/5 \*\*\*\*\*\*\*

Type: Sniper Rifle

Price: 41500

Weight: 235

Energy drain: 5

Attack Power: 530 Number of Ammo: 80 Ammo Type: Solid Ammo Price: 83 Range: 20000 Maximum Lock: 1 Reload Time: 10 Text: Long-barrel sniper rifle. Note: Good, especially when you consider its weight. Found: Shop (AC1) WG-RF/P \*\*\*\*\* Type: Sniper Rifle Price: 3310 Weight: 308 Energy drain: 4 Weapon Lock: Special Attack Power: 612 Number of Ammo: 60 Ammo Type: Solid Ammo Price: 95 Range: 16000 Maximum Lock: 1 Reload Time: 12 Text: Superior firepower and range, but low reload rate. Note: Slower and a lower damage cap then the other rifle. Found: Shop (AC1) WG-RF/E \*\*\*\*\* Type: Sniper Rifle Price: 71000 Weight: 412 Energy drain: 156 Weapon Lock: Special Attack Power: 3800 Number of Ammo: 10 Ammo Type: Energy Ammo Price: 0 Range: 22000 Maximum Lock: 1 Reload Time: 48 Text: Sniper rifle with significantly increased bullet velocity. Note: The fastest and about one of the strongest weapons in the game. Found: Given as a gift through the mail by winning in the arena. (AC1moa) #==####==####==###==##==##====##==## 

Weapon Lock: Special

~Machine Guns...

If you don't know what a machine gun does or what is used for, you shouldn't be playing this game. They are, of course, best used with a Wide and Shallow FCS.

The right arm Machine 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.

#### 

WG-MGA1 \*\*\*\*\*\*

Type: Machine Gun

Price: 14000
Weight: 370
Energy drain: 4

Weapon Lock: Wide & Shallow

Attack Power: 85
Number of Ammo: 500
Ammo Type: Solid
Ammo Price: 9
Range: 6300
Maximum Lock: 1

Maximum Lock: 1
Reload Time: 1

Text: Fast-reloading solid round machine gun. Low single-round

firepower.

Note: Good for when you don't have the cash for the other Machine guns.

It is accurate and fast, but you may run out of  $\ensuremath{\mathsf{ammo}}\xspace.$ 

Found: Shop (AC1)

WG-MG500 \*\*\*\*\*\*

Type: Machine Gun Price: 28400

Weight: 458 Energy drain: 4

Weapon Lock: Wide & Shallow

Attack Power: 135 Number of Ammo: 500 Ammo Type: Solid Ammo Price: 15 Range: 7800

Maximum Lock: 1
Reload Time: 2

Text: Enhanced version of the machine gun with higher firepower. Note: More accurate and strong than the 1000 shooter. It only lacks

ammo.

Found: Shop (AC1)

WG-AR1000 \*\*\*\*\* Type: Machine Gun Price: 42400 Weight: 516 Energy drain: 8 Weapon Lock: Special Attack Power: 105 Number of Ammo: 1000 Ammo Type: Solid Ammo Price: 12 Range: 7000 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 (AC1) WA-Finger \*\*\*\*\*\* Type: Machine Gun Price: 275000 Weight: 150 Energy drain: 120 Weapon Lock: Special Attack Power: 155 Number of Ammo: 500 Ammo Type: Solid Ammo Price: 8 Range: 3700 Maximum Lock: 1 Reload Time: 2 Text: Very powerful for close-in combat. Note: This got raped... it only has 1/6 as much ammo as before in AC1pp. Any ways, it still is a great weapon and is more balanced. It still loses 11/12 of its shots in Armored Core 3 Silent Line. Found: Shop (AC1pp) WG-MG500/E \*\*\*\*\*\* Type: Machine Gun Price: 56100 Weight: 415 Energy drain: 10 Weapon Lock: Special Attack Power: 186 Number of Ammo: 500 Ammo Type: Energy Ammo Price: 0 Range: 6800 Maximum Lock: 1 Reload Time: 2 Text: A new machine gun that fires energy rounds. Note: Awesome damage racing potential. Found: Defeat Bibs in the Sub-Arena. (AC1moa) #----##--##---##--#-#-#-#--##--###--###---##--###--###--##

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. Found: Shop (AC1) WG-HG512 ---Type: Hand Gun Price: 26200 Weight: 324 Energy drain: 10 Weapon Lock: Wide & Shallow Attack Power: 437 Number of Ammo: 120 Ammo Type: Solid

Ammo Price: 48 Range: 5800

```
Maximum Lock: 1
Reload Time: 8
Text: Lower performance but inexpensive.
Note: ---
Found: Shop (AC1)
WG-HG1 ---
Type: Hand Gun
Price: 72000
Weight: 283
Energy drain: 52
Weapon Lock: Wide & Shallow
Attack Power: 280
Number of Ammo: 100
Ammo Type: Solid
Ammo Price: 56
Range: 6300
Maximum Lock: 1
Reload Time: 8
Text: Upgraded hand gun.
Note: ---
Found: Shop (AC1pp)
WG-HG770 ---
Type: Hand Gun
Price: 59000
Weight: 210
Energy drain: 64
Weapon Lock: Wide & Shallow
Attack Power: 540
Number of Ammo: 100
Ammo Type: Solid
Ammo Price: 147
Range: 7300
Maximum Lock: 1
Reload Time: 7
Text: A scattershot handgun with improved target accuracy.
Note: ---
Found: Defeat Stunt Rider in the Sub-Arena. (AC1moa)
#==####==###==####==####==####==####==###==###
#======##==####==##===##======##===##==###==###==###==###==###
~Bazookas...
Bazookas are close range weapons that move slow. These are very easy to
dodge and anything but close range. These cause a lot of damage and
```

stun. Think of them as a bigger hand gun in a way.

I still say they are weak rockets with a lock, and were always similar to each other in every AC.

```
The right arm bazooka'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.
WG-B2120 *****
Type: Bazooka
Price: 59740
Weight: 778
Energy drain: 13
Weapon Lock: Narrow & Deep
Attack Power: 1150
Number of Ammo: 80
Ammo Type: Solid
Ammo Price: 163
Range: 8200
Maximum Lock: 1
Reload Time: 16
Text: High firepower but slow moving bazooka fire is easily avoidable.
Note: I say it's more of the situation which bazooka you pick.
Found: Shop (AC1)
WG-B2180 *****
Type: Bazooka
Price: 75900
Weight: 905
Energy drain: 16
Weapon Lock: Narrow & Deep
Attack Power: 1930
Number of Ammo: 50
Ammo Type: Solid
Ammo Price: 348
Range: 7800
Maximum Lock: 1
Reload Time: 22
Text: Ultra-attack bazooka for betting it all on one shot.
Note: ---
Found: Shop (AC1)
#==########==####==###==############
```

#----##--########## ~Miscellaneous... The right arms special 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. 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: Shop (AC1) WG-PB26 \*\*\*\*\*\* Type: Grenade Launcher Price: 113000 Weight: 681 Energy drain: 34 Weapon Lock: Wide & Shallow Attack Power: 2200 Number of Ammo: 15 Ammo Type: Solid Ammo Price: 1015 Range: 9000 Maximum Lock: 1 Reload Time: 10 Text: Grenade launcher, powerful but has limited ammo supply. Note: Faster reload, less weight, and biped friendly grenade launcher.

Found: Shop (AC1pp) WG-FGI-00 \*\*\*\*\* Type: Flame Shell Price: 62300 Weight: 315 Energy drain: 18 Weapon Lock: Wide & Shallow Attack Power: 200 Number of Ammo: 60 Ammo Type: Solid Ammo Price: 104 Range: 8600 Maximum Lock: 1 Reload Time: 15 Text: Napalm. Burns the area surrounding the point of detonation. Note: Good when you switch weapons, sucks by itself. Found: Defeat Eddy M. in the Master Arena. (AC1moa) #----##--####=-###=-##--###--###---###----## #==#######==#==##==##==##########==###==###==###==###==###==## ~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 EOUIP 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. Found: Where to get the part.

WG-XP1000 \*\*\*\*\*

Type: Pulse Rifle Price: 46000 Weight: 183 Energy drain: 246 Weapon Lock: Special Attack Power: 302 Number of Ammo: 180 Ammo Type: Energy Ammo Price: 0 Range: 15000 Maximum Lock: 1 Reload Time: 3 Text: Energy weapon. Noted for its long range and reload speed. Note: Good for missions and just starting one. Found: Shop (AC1) WG-XP2000 \*\*\*\*\* Type: Pulse Rifle Price: 61500 Weight: 265 Energy drain: 285 Weapon Lock: Special Attack Power: 435 Number of Ammo: 200 Ammo Type: Energy Ammo Price: 0 Range: 18000 Maximum Lock: 1 Reload Time: 6 Text: Energy weapon. Emphasizes its long range and number of shots. Note: More long term than the other pulse. Found: Shop (AC1) WG-XC4 \*\*\*\*\* Type: Laser Rifle Price: 51000 Weight: 686 Energy drain: 308 Weapon Lock: Special Attack Power: 820 Number of Ammo: 100 Ammo Type: Energy Ammo Price: 0 Range: 8000 Maximum Lock: 1 Reload Time: 10 Text: Energy weapon. High firepower and energy consumption. Note: A mini Karasawa that's also quad and tank friendly. Found: Shop (AC1) WG-1-KAWASAWA \*\*\*\*\*\*\* Type: Laser Rifle Price: 75000 Weight: 1000 Energy drain: 422 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: Shop (AC1)
WG-XFwPPk ******
Type: Laser Rifle
Price: 132000
Weight: 893
Energy drain: 395
Weapon Lock: Special
Attack Power: 1120
Number of Ammo: 100
Ammo Type: Energy
Ammo Price: 0
Range: 14000
Maximum Lock: 1
Reload Time: 10
Text: Rapid fire energy weapon.
Note: Another mini sawa.
Found: Shop (AC1pp)
WG-XW11 ******
Type: Laser Rifle
Price: 61000
Weight: 547
Energy drain: 451
Weapon Lock: Special
Attack Power: 549
Number of Ammo: 70
Ammo Type: Energy
Ammo Price: 0
Range: 10500
Maximum Lock: 1
Reload Time: 6
Text: Laser rifle that is capable of firing two simultaneous shots.
Note: Good, but double the drain...
Found: Defeat Noble in the Sub-Arena. (AC1moa)
###==####==####=############
~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.

#### 

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. (AC1)

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 (AC1)

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

hetter

Note: Use this till you get the Moonlight.

Found: Shop (AC1)

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: Shop (AC1)

LS-1000W \*\*\*\*\*\*\*

Type: Laserblade Price: 67500

Weight: 212

Energy drain: 71 Charge Drain: 2430 Attack Power: 1849

Text: An irregular blade that emits an energy wave.

Note: No blade at all, just waves. Doesn't do as much as the Moonlight,

but doesn't require PLUS to use.

Found: Given to you as a gift when you enter the arena. (AC1moa)

~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.

SP-MAW \*

Type: Radar option

Price: 14200 Slot Spend: 1

Text: Adds a missile display function to the radar.

Note: Useless Found: Shop (AC1)

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 (AC1)

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 (AC1)
SP-ABS *******
Type: Balancer Option
Price: 29600
Slot Spend: 1
Text: Reduces the recoil from shell hits.
Note: ---
Found: Shop (AC1)
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: Shop (AC1)
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 (AC1)
SP-AXL ******
Type: FCS Accelerator
Price: 24000
Slot Spend: 2
Text: Shortens lock-on time.
Note: ---
Found: Shop (AC1)
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 (AC1)
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 (AC1)
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 (AC1)
```

```
SP-E+ *******
Type: Energy Amplifier
Price: 45000
Slot Spend: 1
Text: Increase the firepower of energy weapons.
Note: Makes energy weapons stronger.
Found: Shop (AC1)
SP-DEhf ******
Type: Energy Reduce
Price: 245000
Slot Spend: 5
Text: Reduces energy weapon consumption by half.
Note: Great if you can't keep you gauge up.
Found: Shop (AC1pp)
SP-ABS/Re *******
Type: Balancer Option
Price: 68000
Slot Spend: 2
Text: Enhanced SP-ABS model.
Note: Great if you have the extra one slot.
Found: Conquer the Champion Arena. (AC1moa)
~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. The only way you can get it is through file
transfer from the original.
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