

Front Mission 3 FAQ/Walkthrough

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Backtrak- taking you through those classic games you just have to play again

Front Mission 3 walkthrough version 0.25 (PS one)

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Developer: Squaresoft

*Part 1- Aliysa's story

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1. {Introduction} _____

Front mission 3 is one of the most fantastic games ever created, infact the whole series reeks of sheer genius. For me as a fan of the series, there couldn't be a more perfect formula in terms of the depth of everything in this game such as the characters which are amazing, the wanzer design is perfect.

Whats a wanzer? oh sorry let me explain, a wanzer is a combat unit with movement like a human being & looks kinda like the mechs in gundam wing. Let me stress that if you don't like robots in games you will be hooked after playing this game, anyway back to the point. The story is set in 2112 & takes place all over the world but starts in Okinawa, Japan where a young man named Kazuki Takemura is begining a training session as he is a wanzer test pilot later he meets his old friend Ryogo Kusama who is also a test pilot for the company known as the JDF, (I won't explain everything because you will see for yourself as you are playing the game) so Kazuki & Ryogo recieve orders to deliver some wanzer robots to a nearby JDF base & thats when all the trouble began with an explosion they witness & the creation of the MIDAS bomb. Ok, ok, so the story

is really hi-tech & requires some thinking but it will become much easier to understand as you get in to it. I guess that about wraps the introduction up phew! I hope the layout of this walkthrough is easy for you to follow

2. {Characters} _____

It's kinda like the good, bad, & the just plain ugly here. Did I say plain ugly ? sorry Lukav! :)

.....
Name:Kazuki Takemura:

Bio: He's a bit of a selfish & stubborn guy but he lightens up eventually, he is an excellent leader & main character.

Age:19

Best performance wanzers: Kazuki performs best in a Zenislev wanzers

Character rating: 10/10

Attack weapons: works well with a shotgun & a melee type weapon
.....

Name:Ryogo Kusama

Bio: Cool & chilled out wanzers pilot, Ryogo is Kazuki's best friend & loves battles

Age:19

Best performance wanzers: Ryogo performs best in speedy & evasive wanzers such as

Character rating: 10/10

Attack weapons: Ryogo is very good with machine guns & whatever else you decide to equip him with
.....

Name:Emir (Emma) Klamsky

Bio: An intelligent woman who has some dark secrets about herself

Age:22

Best performance wanzers: any wanzers that has a fair amount of hp & a decent weight limit

Character rating: 10/10

Attack weapons: Emma should be one of your missile experts as she will have missiles when you get her
.....

Name:Alisa Takemura

Bio: Kazuki's sister who was adopted at the age of 9 by Isao, Kazuki's father

Age:19

Best performance wanzer: (see Emma)

Character rating:9/10

Attack weapons:(see Emma)

.....

Name:Dennis Vicarth

Bio: Works for the USN & supports Emma with her job

Age:35

Best performance: it's hard to say really just don't keep him in the Rekson M4F unless you upgrade it significantly

Character rating:7/10

Attack weapons: Dennis is great with a rifle & shield

.....

Name:Yun Lai Fa

Bio:She's a cute hacker who never gives up & she loves making money hence her nickname money-maker

Age:17

Best performance wanzer: (see Kazuki)

Character rating:9/10

Attack weapons: (see Kazuki) or try double melee weapons

.....

Name:Lukav Minaev

Age:28

Best performance wanzer: Lukav gets the ultimate wanzer in the game so I don't think he'll be joining you!

Character rating: ?

Attack weapons: machine guns, rifles, melee weapons, beams etc.

.....

Name:Hei fong Liu (Liu for short)

Bio: A calm & composed spy who works for the DHZ

Age:32

Best performance wanzer:

Character rating: 10/10

Attack weapons: Liu is a good all rounder really, just try to avoid giving him missiles they will weigh him down too much!

.....

Name:Marcus Armstrong

Bio: He's big he's bad, & he means business when it comes to his drink & fighting

Age:43

Best performance wanzer: Wanzers that have brute strength are an excellent choice such as (grapple M1 or Lenghe)

Character rating:9/10

Attack weapons: if you can manage it give Marcus a flamethrower & a melee weapon or instead of the flame thrower have a machine gun.

.....

Name:Xiang mei Li

Bio: This guy can pack a punch, an excellent squad member in every way

Age: apparantly 43 but he doesn't look a day over 30

Best performance wanzer: Getty is a good wanzer to use but it can't boost to high platforms & buildings.

Character rating: 10/10

Attack weapons: if you can try to equip twin machine guns on Li cause it will make him more accurate & cause greater damage with ROF UP battle skills.

.....

Name:Xiao hua Lan

Bio: Lan can be either an ally or enemy depending who's story you choose, overall she's an excellent squad member.

Age:34

best performance wanzer:

character rating: 9/10

attack weapons: Lan is deadly with flamethrowers, her weapon class is by default quite high with it

.....

Name:Mayer Edward

Bio: Mayer isn't the strongest team member but she is a good stratagist

Age:28

Best performance wanzer: experiment I didn't use her too much.

Character rating: 5/10

Attack weapons: see above

.....

Name:Miho Shinjo

Bio: a female police officer who serves out justice.

Age:23

Best performance wanzer:

Character rating:8/10

Attack weapons: try a shotgun & melee weapon or twin machine guns if you can manage it.

.....

Name:Pham Luis

Bio: a bit of a snob at first, but by no means inexperienced when it comes to wanzer warfare

Age:17

Best performance wanzer: try using her default, Zeros wanzer or experiment with Lenghe parts

Character rating: 9/10

Attack weapons: works well with machine guns, flamethrowers or melee class weapons

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3. {Equipment & setting up}_____

Right lets get to the punch, when equiping weapons & backpacks (you need backpacks to carry healing or reloading items) you can't go past the set weight limit of that wanzer so always check the weapons weight in shops before you buy. The set up feature allows you to alter your wanzers parts for example if you want to change the arms for better ones with higher hp you could do that in set up but remember about weight limits, you can also name your wanzer & change it's colour which is useful so you know who your guys are(try to keep the colours separate from the enemy otherwise you can get confused about who you're players are. When you equip a backpack on your wanzer you can carry items but only as many as the red lines will allow as this is the capacity of the backpack, confusing? After you've played a couple of times you won't believe how easy it is.

4. {Weapon classes & leveling up}_____

The amount of damage your weapons do depend on the weapon class & it starts at A(amature) & S(supreme) is the best class, baisicly a wanzer is composed of several parts. Body, left arm,right arm, left leg, right leg, & the pilot if the body is put down to 0 hp then the wanzer is imediatly destroyed. If one of the arms goes then you can no longer use the weapon set to that arm & if both arms go you can't do nothing but move around. If the legs are destroyed you can only move one square at a time opposed to many if you have the wanzers legs intact,& if the pilot goes then that person dies & the wanzer will become neutral until someone gets inside it. These parameters effect you & the enemy so try to use them to your advantage, this is where leveling up your weapons

comes in because you get experience on your weapon for each enemy part you destroy & when the weapon bar becomes full your weapon will level up making its class go up therefore making it stronger. it is very important to level up your currently equipped weapons so you can deal more damage. All weapons start at A class & after one level up it will go to A class with one star, then two star, & finally three stars. After three stars the letter of the class will go up, example- A*** class (three star)- machine gun would become B class machine gun & so on.

5. {Battle skills} _____

Not only can wanzers wield heavy artillery but they can also use battle skills which can aid your attack on an enemy unit, you can equip battle skills of course you have to learn them first by using various weapons or fulfilling certain criteria on that wanzers, you can only equip so many battle skills in the wanzers computer & it works like the back-pack where the green lines show what's equipped & red show empty slots. when you learn a battle skill you can equip it straight away if your computer has enough slots left, once you learn a battle skill a screen will come up & to equip the skill you just have to move it over to the small slots on the right. Battle skills occur randomly but you can increase the likelihood of activating one by equipping the same skill in the wanzers computer if you learn it again, this also would make it possible to do the same battle skill twice in a row or three times etc. At the start of the game only your players can use battle skills but on later missions enemies can use them too & they can be nasty ones too, but if you come prepared you won't have to fear unless the enemy pulls out a battle skill, likewise you should try the same.

6. {Medals} _____

Medals mark how well you perform in battle & range from bronze to platinum, you gain a platinum medal if you don't take much damage & destroy all enemy wanzers etc. this is just optional to show your skill with wanzers & gaining every platinum medal will not gain you anything, apart from the money you win after a battle will increase. Got all that? I hope so, after playing a few times it really is very easy it's just getting the hang of things. Let's begin then shall we?!

(I've only explained the very basic actions but there are many tutorials in the game so watch them.)

* * * * *

7. {The Walkthrough} (Alisa's story)

Okinawa-Ocean city _____

After you view the opening you will awake in Kirashima industries, you will then be asked to name your character (note: this guide refers to the default name) after that it's time for action! You now begin a training session, it's very simple here just follow the scientists instructions until you reach the destination point. Along the way you will be told about AP & how to move your wanzers. When you do reach the destination point it's time to use your artillery! In this first battle you don't have to worry about being attacked so use the shotgun or press square to switch to a melee weapon (note: For melee class weapons you must be next to your enemy as it isn't ranged like a shotgun, due

U.S.N. fight 1

You shouldn't worry too much about winning just don't let Alisa die, & after a while the fight will be brought to a close & you will be saved by a man who introduces himself as Liu. When you arrive at the Yokosuka hanger talk to Liu & he will talk about making alterations to your wanzers to travel across the sea to escape the JDF don't worry this is done for you but be warned, don't stay as a hover wanzers for a long time as later you won't be able to use boost if you are in a hover wanzers but it can easily be reversed by changing your wanzers legs back to proper ones, but for now you will have to like & lump your wanzers as Liu would put it. After you've finished here you will see a scene at the docks & it's time for a showdown!

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Wanzers: Wanzers pilot JDF + 4  Enemy battle skills:None  Enemy weapon class:A  
                                           Battle rating:*Medium  
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In this fight you will have Kazuki, Ryogo, Alisa & Liu. Alisa is equipped with a rocket launcher that has limited ammo(you can reload it by using the missile item & you have one spare for this battle so use it well) so you might wanna save those missiles for an emergency, while Liu is equipped with a rifle which will come in useful. The rifle has unlimited ammo & does decent damage when it hits that is but for now you can't do anything about the accuracy of Liu's rifle. You should learn some battle skills here like Tackle for Kazuki, Panic shot for Alisa, & possibly Rofup1 for Ryogo.

Bear in mind these occur randomly so it's about luck. Start the battle by ganging up on a wanzers & you may even capture it which gives you the enemys wanzers at the end of battle so you can take parts off & move them around to your wanzers to learn new battle skills & get more Hp etc. Don't take one wanzers on for each person just have all your team attack one wanzers at a time. If you need to heal your wanzers use some items which by default you now have but you don't have much repair kits so only use them when you need them & try not to let key body parts equipped with weapons to be destroyed otherwise you won't be able to attack. Work as a team & take the JDF pilots down one by one spreading out at this stage in the game isn't really an option as you don't want anyone dying in battle giving you a major disadvantage. If you are really lucky here you could pick up the double assault battle skill for kazuki which uses both melee & any other gun together for a 2 hit combo! After this battle there will be an inter mission as always so save your game here or visit the network (there really isn't much to visit the network for at the moment)

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Miharu-cho, Yokosuka garage _____  
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There will be a scene with all your current party & Liu will explain he is from DHZ army (Da hang zong) when you get chance talk to Liu & he will continue to talk about the 'accident' at the JDF base & you will discover that the USN want their hands on MIDAS the new type of bomb that you saw cause the accident at the JDF base. once again after this talk to Liu & he will say the DHZ are here in Yokosuka to destroy MIDAS after this talk to Ryogo then Liu again & he will tell you he is leaving Japan. At this point Liu will join you & he will help you escape the JDF, after this Liu & Alisa will teach you about set-up if you are a novice or you are new to the game read through this very carefully. whether you know how to set up or not you will still have to go through the tutorial so just wizz through it if you know your Zenislev from your Shunyo. it's up to you how you set up your wanzers at this point but for now if you want a good advantage I would keep things as they are, once this is done make

fight easy you need all the help you can get. Alisa should use her missiles while Liu can aim longrange as before. Miho will attack at random so aid her with support fire with Ryogo & Kazuki on the closest chopper & take it from there. Try to take out the choppers as quickly as you can as they pose a big threat.

After the battle you will talk with Miho now save at the intermission shortly after.

Ashigara/ rest area _____

Here we take a break with Miho who also knows of the MIDAS bomb & she says that's why the JDF attacked her, looks like we have been framed by the JDF too! anyway we will get those chumps yet, talk to Miho who wants to come with your group but Liu has his objections. Talk to Liu & Kazuki will tell Liu that Miho is coming with the group for her protection, Liu agrees & it's off we go. Miho now joins your group!

Numazu Harbour _____

No rest for the wicked eh? the escape plan backfires & we gotta fight would you believe the JDF!

Wanzers:Wanzer pilot JDF+2 JDF chopper+3 JDF tank pilot Enemy battle skills:
Enemy weapon class- A* Battle rating-*Normal+

Pick a team of four from your characters I'd reccomend for now you use your default team & let Miho sit this one out because her shotgun isn't too great, Take down those choppers they will cause you much frustration & more to the point they are in the way!

Well now thats over & done with it's time to meet our friends eh? save & train little Miho a bit as well as change her parts & colour to your liking.also check your e-mail. after the intermission there is a scene between Kuroi & Sasaki.

DHZ submarine _____

You can have fun attempting to talk to Liu or you can do as he says & go to your room which is the crew room. Talk to Miho & you will rest the night. Alisa has a dream actually more of a memory & is woken by Miho, Kasuki is on the bridge so make your way there too. on to the Philippines we go! Say goodbye to Japan for now....

*****THIS CONCLUDES THE JAPAN CHAPTER*****

Liu will explain everything & then when you are ready talk to the commander Bamarm twice then move to your new crew room quarters, here you can talk with all your team so do so. Now when you are ready, move to go out in to the city of Davao it's time we did some real shopping! visit the bar while you are at it to get a new website adress by talking to the business women (this is automaticly added & you won't be notified so keep this in mind when you converse with other people in future) Leave the bar & go to the city & enter Davao shop. Whoops! did we come at a bad time? When the oppurtunity presents itself talk to the snotty girl after the event, watch the tutorial on purchasing & upgrades this will be very important to improve your wanzers HP, accuracy, etc so take note if you are a novice player! Right now down to business! select buy & choose a character & their wanzer now select what area such as weapon you want to change on the wanzer upgrade Kazuki's shotgun on the right hand to SPPG 14 & on the left hand upgrade his melee weapon to fear fist you may do as you please but this is a good setup to take either way get better weapons or parts here for the characters that need them especially Miho who you should give a better melee weapon & either a better shotgun like Kazuki's reccomendation or give her a machine gun like Ryogo the choice is yours. Make sure that before you leave the shop you also upgrade everyone's wanzers as much as possible & any parts you want upgrading hp & accuracy wise too this DEFINATLY applies to Liu & Alisa who's accuracy could be better anyway make sure you are fully prepared before you go, also don't bother upgrading all your parts that you have in stock because you waste more money pay direct attention to your current wanzers status. Below I'll list what you can buy here so you have a good idea of your options & how much each item & weapon costs. (note: if you need more money use simulator training to gain 300- 600 in prize money if you complete the training.) One last thing make sure you buy & equip backpacks to wanzers you want to carry items!

Davao shop products

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Weapons

Bone buster/Melee- 100 cash	weight-22	AP-1	
<hr/>			
Fear fist/Melee- 200 cash	weight-26	AP-1	
<hr/>			
Cleave axe/Melee- 200 cash	weight-21	AP-1	
<hr/>			
Sharp spike/Melee- 140 cash	weight-20	AP-1	
<hr/>			
Kodo SN990/machine gun- 160cash	weight-48	AP-5	
<hr/>			
DGS-25/machine gun- 240 cash	weight-56	AP-5	
<hr/>			
Odin M98/shotgun- 140 cash	weight-42	AP-3	
<hr/>			
SPPG 14/shotgun- 260 cash	weight-50	AP-3	
<hr/>			
Franbar FF/rifle- 120 cash	weight-45	AP-4	
<hr/>			
Mk9 sniper- 200 cash	weight-53	AP-4	
<hr/>			
Mk6 shield/shield 100 cash	weight-18	Durability- 4	AP- 2
<hr/>			
SN-100G/shield- 160 cash	weight-24	Durability- 6	AP- 2

Quill/R.launcher- 200 cash weight-81 AP-10

Wagtail 2/R.launcher- 380 cash weight-96 AP-10

Item

Missile- 100 cash

Repair- 100 cash

Repair max- 200 cash

Restore low -160 cash

Restore high- 300 cash

Restore max- 400 cash

Recover- 80 cash

Recover max- 140 cash

Shield repair- 120 cash

Shield max -200 cash

Computer

COM4- 200 cash (you already have this!)

Parts

Zenislev	(body) - 240 cash	weight
Meledyne M1	(body) - 240 cash	weight
Kyojun Mk107	(body) - 240 cash	weight
Jinyo Mk110	(body) - 240 cash	weight
Kasel M2	(body) - 240 cash	weight
Enyo Mk109	(body) - 240 cash	weight

Zenislev	(Legs) - 320 cash	weight
Meledyne M1	(Legs) - 320 cash	weight
Kyojun Mk107	(Legs) - 320 cash	weight
Jinyo Mk110	(Legs) - 320 cash	weight
Kasel M2	(Legs) - 320 cash	weight
Enyo Mk109	(Legs) - 320 cash	weight

Zenislev	(L.arm) - 100 cash	weight
Meledyne M1	(L.arm) - 100 cash	weight
Kyojun Mk107	(L.arm) - 100 cash	weight
Jinyo Mk110	(L.arm) - 100 cash	weight
Kasel M2	(L.arm) - 100 cash	weight
Enyo Mk109	(L.arm) - 100 cash	weight

Zenislev	(R.arm) - 100 cash	weight
Meledyne M1	(R.arm) - 100 cash	weight
Kyojun Mk107	(R.arm) - 100 cash	weight

Jinyo Mk110	(R.arm)- 100 cash	weight
Kasel M2	(R.arm)- 100 cash	weight
Enyo Mk109	(R.arm)- 100 cash	weight

Backpack

BX002 140 cash (you already have this!) capacity 4

BPT3A 200 cash(this back pack cannot store items it's for extra power!)
#Additional power 30

Upgrade

Level 1 upgrade (HP) _____

Body- 120 cash
L.arm- 50 cash
R. arm- 50 cash
Legs- 80 cash

Level 1 upgrade (defense-Class) _____

Body- 240 cash

Level 1 upgrade (Accuracy) _____

L.arm- 100 cash
R.arm- 100 cash

Level 1 upgrade (evasion) _____

Legs- 160 cash

Level 1 upgrade (Booster) _____

Legs- 160 cash

Phew! Well when you are done here Leave the shop & head back to the Rebels base, (now when you visit shops all the items & parts they sell are added to the network & you can buy them at intermissions via network or where ever you are! except for in a battle of course) check your e-mail then you will discuss your next mission with Liu, talk to Liu to listen to his plan. Well well the girl you met in the shop shows up for what seems like idle banter part 2, ok talk to Pham then to Bamarm to get their website & password BEFREE. Finally talk to Liu to get going, your next destination is then set you are going to Panay.

Panay

Well we crash the plane & it looks like we have company well at least it isn't the JDF, get ready for combat!

Wanzers:Wanzer pilot PHF +6 Enemy battle skills:None Enemy weapon class-A*
Battle rating- *Normal

When you select your characters be sure to allot AP in to the slots so you can take full advantage seeing as you just upgraded your wanzers, make sure you have at least 14 AP to move around with you can check this by viewing how much

max AP the character has which is displayed for you so make sure you have at least 14 or the very least 13 AP to conduct your moves. Also once you allot AP to your defence you can change the damage your wanzers is resistant to by pressing R1 or L1 when you select defence so select Anti-P (penetration) for this fight, also take in to account that if you are ejected from your wanzers or get out of it you will have to re-allot the AP again which isn't at all hard so be aware. Now let's begin, take the wanzers out one by one but try to get rid of the launcher wanzers first cause those rockets can hurt! Liu & Alisa have the longest range (provided you gave Alisa a rocket launcher & Liu kept a rifle weapon) & don't need to move far so use this to your advantage choose two other people either Kazuki & Ryogo or Miho to attack & pick off the nearby targets. this isn't a tough battle as long as you got equipped back in Davao store.

If you have captured any wanzers here sell 'em we can get these wanzers later, well their parts anyway. Save at intermission & you are done here. Lets moisey on.

SAM Missile base

If you exeeded nine turns in the previous battle there will be more enemies here so take this steady & don't rush the upcoming battle or you may die rather quickly.

Wanzers: Tank pilot PHF +3 Wanzers pilot PHF+5 Enemy battle skills:Non
 Enemy weapon class:-A* Battle rating:*Normal+

The less of the gun turrets mounted on the platforms you have to deal with the better take them out & finish the wanzers only after you take at least two of the three gun turrets out. bring missiles for Alisa so she can deal major damage to them. The first Wanzers you should take out should be the one's with the rocket launchers then eliminate the rest. On the plus side if there are more enemies you will get more money so it isn't all bad. Use anti-P defence for this battle.

After the battle it's time to blow the place to smitherines ha, ha, that will teach em! Save, restock your items & train if you like then it's time to press on our assault wanzers style!

Negros coast

You land on the coast in the boat

Wanzers: Wanzers pilot PHF+3, Tank pilot PHF+6 Enemy battle skills:None
 Enemy weapon class:A* Battle rating:*Easy

A few simple enemys & 3 crap setup wanzers, no problem right? If there is anything to watch out for it's only the three gun turrets & that's nothing a couple of missiles can't take care of, the turrets do have rather long reach so don't get within their range, if you do simply move out of it as they can't move around like the other units here.

Well that was a piece of cake, Anyway HQ is doing bad on there side or so Liu informs the group so we have to go meet up with them, Save then catch up on your e-mail & away we go again!

Negros fortress/Jungle

B-B-But I hate the sewers Liu! oh well orders are orders

Wanzers: Wanzers pilot PHF+5, Tank pilot PHF+3 Enemy battle skills:None
 Enemy weapon class:A* Battle rating*Easy+

Eh?! over all ready! Well at least we are looking good above all else so says Liu agh but the ghosts! save your game now & lets continue on to victory... or something like that.

Hanger

it's quiet... too quiet Tadahh! So the commander is ready to do battle at last eh?!

Wanzers: Manaro Felipe, Wanzers pilot PHF+5 Enemy battle skills:None
 Enemy weapon class:A* Battle rating*Normal+

Take out the main gun turrets by missile before they can cause any havock to you, watch out for the main wanzers because some are equiped with a fear fist that can cause heavy damage so use the battle skill Fast attack if you have learned it it should activate so you don't recieve a counter attack. make absolutly sure you bring repair kits & other aid items missiles etc to avoid defeat. Also take out the damn pilot who likes to aid Manaro in the missile frenzy otherwise you may lose more than just an arm or some legs! once the major threats are out of the way (rocket launcher wanzers!) take down Manaro, who won't be able to lay a finger on you at close range because the only counter you can expect to recieve is a pitful hardblow! If you are having difficulty give some wanzers a shield which can be bought from the network shop.

Phew! Glad that's over & done with, Save & continue

Negros command room _____

Looks like Pham has liked to us finally, talk to Bamarm now we commence our next mammoth operation. when you next can, talk to Liu again & then we head back to the DHZ submarine.

DHZ submarine_____

Pham is eager to join the squad now so talk to her then talk to Liu, looks like we have to split our forces in two this time & uh... yes Pierre is coming too well time to set sail!

Dagat Ahas

Watch the following scene that follows up with a battle.

Wanzers: -- Enemy battle skills -- Enemy weapon class -- Battle rating*Normal

For this battle you have to have Kazuki, Ryogo, Alisa & Miho so hopefully they are all prepared. Right about this battle, the enemy don't even start in wanzers so if you can kill them before they reach a wanzer this will be very very easy indeed. Should a soldier board a wanzer it will be equiped with quite a high caliber shield so try not to let it happen. This isn't hard & you will most likley get a platinum medal here.

Save at Intermission & especially make sure Liu is prepared before going on to the next mission! Also Pham has joined your squad now so give her another weapon besides her cleave axe such as a machine gun also Pham's wanzer Zeros is quite stong too but put repair kits in her backpack too in any case make effective preparation then proceed with the game.

Meanwhile on Liu's side we are a little off our target but just as we are gonna go further we are ambushed, oh yeah like we didn't expect that!

Wanzers: Wanzer pilot PHF+3 Enemy battle skills:None
 Enemy weapon class-A** Battle rating* Easy

Here you have Pham, Liu, & Pierre. Pierre is NPC & will attack automaticly when & who he wants, he has a rocket launcher & a shotgun so he won't be completly useless to you, you need to move on to the lift & I suggest you move both Liu & Pham to it first & end their turns so you can then press the switch to make the cargo lift go up. Move at least one square off from the cargo lift with both Liu & Pham so you don't go back down on the lift again now take out the lone wanzer at the top, once you have done this you now need to blow down the red shutter with any weapon where there is a lone soldier armed with a grenade launcher take him out & then smash down the next shutter on your next turn move over to take out the second wanzer, Don't worry about getting Pierre up on the lift as you can take care of these wanzers with just Pham & Liu provided they have good equipment. Liu will directly benefit from a shield if you can manage it to reduce the damage he takes but you don't have to keep it just using it for the remainder of the operation would be a good idea to save on repairing

his wazner's parts all too often. Once you have destroyed the second wazner walk over to the blue light then have Liu step on the lift or snipe from the top of the platform of the last remaining wazner & after it's destroyed you win.

Liu makes contact with Kazuki then Save at intermission, Now we head for the flight deck & are back with Kazuki's squad.

Flight Deck

Face to face with the enemy! Kazuki's team gets ready for battle with no alternative but to destroy the enemies before them to secure ground.

Wanzers:WZR Pilot PHF+3, Chopper pilot+2	Battle skills:None
Enemy weapon class-A**	Battle rating*Normal+

Watch out! two of the wanzers here have rifles that have long range they are also anti-impact defence which means shotguns & melee weapons won't be as effective against them, have Alisa take care of the two choppers while the others eliminate the wanzers on the ground. The one soldier can be left till the very end of this battle so pay him no mind. Once the two wanzers lose their rifles they are entirely helpless so you can then pick them off with ease.

After the battle check out the cool music! you will be hearing a lot of it later, now let's move & we are once again back with Liu's squad.

Wanzers: WZR pilot PHF+3	Battle skill: none	Enemy weapon class:A**
		Battle rating*Normal

Take out the wazner & the soldier straight ahead then activate the lift to go up, this lift can only hold one person at a time so if Pierre gets on let him go up to do battle then send either Liu or Pham up to assist him. If Pierre takes on too much damage aid him with a repair kit because he deals pretty high damage & is worth keeping alive at that. That's all really & Platinum medal is guaranteed here unless you completely mess up.

The bombs are set By Liu, then his unit retreats along with Kazuki's. Save & when we resume we travel to Mindoro to set up camp.

Mindoro camp ground_____

Here talk to Liu who talks with you about attacking Taal base, most of the

group think it's suicide but Liu informs everyone it won't be easy after this
Move to the hanger to get ready for the long haul, upgrade & buy more parts
such as Zeros & Genie. Here are the products & upgrade prices, using equip
after sale would be useful here too to trade in old weapons for reduced price
of new one's. Make sure to buy COM5 to gain more capacity for your battle
skills!

Mindoro Hanger products

^^^^^^^^^^^^^^^^^^^^

Weapons

Mk 10 fist/melee-300 cash	weight-	AP-
Mk9 Baton/melee- 300 cash	weight-	AP-
Mingda 2/machine gun- 460 cash	weight-	AP-
Chongdu 2/shotgun- 500 cash	weight-	AP-
Laoxing 6/rifle- 460 cash	weight-	AP-
Buckler/shield- 200 cash	weight- Durability- 4	AP-
Type 10 GR/grenade launcher- 400 cash	weight-	AP-12
Yunsheng 34/rocket launcher- 460 cash	weight-	AP-10

Parts

Zenislev *body- 240 cash	weight
Meledyne M1 *body- 240 cash	weight
KyojunMk107 *body- 240 cash	weight
Jinyo Mk110 *body- 240 cash	weight
Kasel M2 *body- 240 cash	weight
Enyo Mk109 *body- 240 cash	weight
Zeros *body- 240 cash	weight
Genie *body- 240 cash	weight

Zenislev *legs- 320 cash
Meledyne M1 *legs- 320 cash
Kyojun Mk107*legs- 320 cash
Jinyo Mk110 *legs- 320 cash
Kasel M2 *legs- 320 cash
Enyo Mk109 *legs- 320 cash
Zeros *legs- 320 cash
Genie *legs- 320 cash

Item

Missile- 100 cash
Repair- 100 cash
repair max- 200 cash
restore low -160 cash
restore high- 300 cash
Restore max- 400 cash
recover- 80 cash
recover max- 140 cash
shield repair- 120 cash
shield max -200 cash

Grenade- 100 cash

Computer

COM4- 200 cash Capacity:4 slots

COM5- 400 cash Capacity:5 slots

Backpack

BX002- 140 cash capacity 4

BPT3A- 200 cash (this back pack cannot store items it's for extra power!)
additional power 30

Upgrade

Level 1 upgrade (HP) _____

Body- 120 cash

L.arm- 50 cash

R. arm- 50 cash

Legs- 80 cash

Level 2 upgrade

Body- 170 cash

L.arm- 70 cash

R.arm- 70 cash

Legs- 120 cash

Level 1 upgrade (defense-Class) _____

Body- 240 cash

Level 1 upgrade (Accuracy) _____

L.arm- 100 cash

R.arm- 100 cash

Level 1 upgrade (evasion) _____

Legs- 160 cash

Level 1 upgrade (Booster) _____

Legs- 160 cash

If you have a lot of money upgrade some stock parts but again this can wait for now, anyway return to the main camp & tell Liu "you are ready" to leave the main camp. before you go check your e-mail!

Taal base

Save at intermission & do what you like until you feel ready to continue & get back to the action!

Taal base/Heliport

Ahhh nice fresh air & everything is peaceful, well kinda.... Kazuki blows the lock on the door & that's when our trouble's start oh boy!
Alisssssssssssaaaaaaa!

Wanzers:WZR pilot OCU+2, Hanniger+3 Enemy battle skills:none
 Enemy weapon class: A*** Battle rating:*Hard

Alisa is out of action for this battle so those choppers can only be taken down from close range unless someone has another rocket launcher, but you will have Liu who's range will make up for Alisa's absence in this battle. I find this battle rather annoying because the Hannigers always use missiles & they are usually too far out of range for you to counter attack unless you are Liu, If only for this battle I would advise replacing your Melee weapons with shields so you don't get put at a major disadvantage. There are also cannons mounted on platforms to left & right of you starting position so if possible avoid them because if they do hit it can cause a fair amount of damage.

I don't know about you but that battle was a load of crap! & on top of it all damn annoying, well nevermind Liu tries to reactivate the door then... we follow Kazuki heh.

Taal base/Research facility

Alisa! Who the? hm oh that guy it's just Lukav everyone, come on Kazuki let's kick his damn ass! well looks like he got away but only for now, we have to stop MIDAS getting away! Oh shit the plane! Jose huh? put yer dukes up pal.

Wanzers: Jose, OCU Hanniger, Tank pilot OCU+2, WZR pilot OCU+2
Enemy battle skills: None Enemy weapon class-B Battle rating*Easy

Best take those choppers down first then you can really do as you please because Jose doesn't have any battle skills so he isn't that much of a worry to you but in Emma's story he has the ROFUPII battle skill. You may even manage platinum here & on that note there isn't much more to say about this battle.

After coming all this way we fail?! Damn! well let's save & continue our next plan of action. Also before going on do some rounds of the simulator

Batangas

Here you witness an FMV of the awesome destructive power of the MIDAS bomb, Liu heads full speed ahead for Batangas. When you arrive the city is in ruins..... You also meet Emma again here oh & that damn Lukav who seems smug with the bomb's destructive capabilities. When you are presented with a choice of what to do talk to Alisa & Emma oh alright Emir will call Alisa by her real name Aliciana, then you see an FMV showing how Alisa knows Emma & this also explains some of her past. Then after Lukav tells you of a shocking truth (The bastard! I can't stand this guy!) talk to Emma then Liu will tell you we now need to escape the Philipines. Talk to Liu to head to the bar, he tells the group to head to the ambassador of Ravnui for help so our new target is DHZ lands. Talk with all your party & especially save first, you will see why in a minute. Then talk with the people in the bar & get ready. This new nemesis Serov will prove to be a real freak, Kazuki runs out to do battle & Liu & co follow up. Serov is outside & is obviously insane so we need to bring him down for good!

Wanzers: Serov, WZR pilot OCU+4 Enemy battle skills:None Enemy weapon class-B
Battle rating:*Hard

Nasty battle here, Serov has many weapons here such as rockets & a machine gun & a grenade launcher! firstly make sure you dispose of as many wanzers as you can, don't worry if you don't take them all out cause you will have some rather unexpected help there. If you haven't taken out many wanzers by turn 7 or 8 then Serov goes insane & yes he even attacks his own allies! this he usually does until they die or until your squad's wanzers are the only one's left. when attacking Serov & you defeat him something a little wierd happens, he instantly gains 500 hp back on his body! I call that cheating but guess there isn't much we can do about it so surround him & finish him off for good, Damn maniac! Whoever deafeats Serov after his regeneration will gain massive & I mean massive weapon exp well 774 exp to be exact!

After the battle listen to Serov banter on about crap all then see him get turned in to southern fried chicken as his wanzers gets blown to bits by Liu! Is ... Liu hiding something... Nah he wouldn't do that right? Anyhow Pham's luxury transport comes to the rescue & we take to the air just in time! But Pierre stays behind to protect Pham..... Save & check your mail, let's move on....

Taiwan/Xueshan/transport

Poor Pham, Kazuki gets mad when Alisa is talked about in conversation but Alisa is fine with it. Meanwhile anti- aircraft missiles are approaching & we have a major crisis at hand! No! we're going down. Liu has some witty sarcasm with Kazuki but Kazuki's having none of it so we jump off in our combat ready wanzers. Now prepare to meet your new neighbors in this country, the Hua Lian rebels! Gulp maybe not.

Wanzers: Hatta, WZR HL rebels+5, Enemy battle skills:None Enemy weapon class:B*
Battle rating*Hard

First of all don't group your wanzers together! The reason for this is that the

tank like crab wanzer has a grenade launcher that can hit all of the wanzers within quite a wide area range, be careful as some of the wanzers use a melee spike weapon that can stun your team. Missiles are recommended along with two of your team with fire armour, & the other two using impact. There are also various trees in place & you can tactically use these to reduce the enemy's chances of hitting you with a rifle, machine gun, or shotgun. This tactic will help you survive future battles so don't forget to use the environment to your advantage! With most of the wanzer rebels take them down one by one this will later allow you to focus your full attention on the crab wanzer..

Phew, to hell with that! Now let's save & make out for Jilong base

Jilong base

Meet with commander Han who looks like an alien I must say, you learn that our old friends the U.S.N are on the move talk to Han once again then after talk to your "real" commander Liu to find that we our meeting someone who is of real help, Thank god! At the bar talk to Man in a brown suit this guy is Clay who is ... wait ambassador for the U.S.N.! oh that's ok he's a spy as luck would have it, talk to Clay then after talk to him for a third time to recieve the Taal base mission in the battle simulator. Leave the bar to come out in the city of Taipei, yes that's right head for the shop before going anywhere else.

Taipei shop

Kazuki's pretty pissed off but Ryogo's still as happy as a bean. Right after the initial chat, get down to shopping for new weapons, re-stock you know the drill also you can buy level 3 upgrades for your wanzer here! I would highly reccomend you still keep Kazuki in a Zenislev but it is up to you, be sure to buy the new computers but choose COMB554 as I will explain the benefits later. Also you can purchase the first flamethrower here which can do extra damage at the cost of more AP. Don't feel the need to buy & upgrade everything at once because we can buy stuff later on the network terminal, Happy shopping!

Taipei shop products

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Weapons

Mk 10 fist/melee-	300 cash	weight-	AP-1
Mk9 Baton/melee-	300 cash	weight-	AP-1
Heavy spike/melee-	260 cash	weight-	AP-1
Mingda 2/machine gun-	460 cash	weight -	AP-
Chongdu 2/shotgun-	500 cash	weight-	AP-
Laoxing 6/rifle-	460 cash	weight -	AP-
Buckler/shield-	200 cash	weight -	Durability- 4 AP-
Huoliu 1/flamethrower-	200 cash	weight-	AP-4
Type 13 GR/grenade launcher-	600 cash	weight-	AP-12
Yunsheng 34/rocket launcher-	460 cash	weight-	AP-10

Item

Missile- 100 cash

Repair- 100 cash
repair max- 200 cash
restore low -160 cash
restore high- 300 cash
Restore max- 400 cash
recover- 80 cash
recover max- 140 cash
shield repair- 120 cash
shield max -200 cash
Grenade- 100 cash

Computer

COMB554- 1000 cash CAPACITY-6 slots FUNCTION- Activate% (ally) low,
combo% (enemy)low

COMC754- 1000 cash CAPACITY-6 slots FUNCTION- Activate% (enemy) high,combo%
(ally)high

COM6- 600 cash CAPACITY-6 slots FUNCTION- None

Parts

Pare PAW1 (body)- 240 cash weight
Foura M12A (body)- 240 cash weight
Rekson M4F (body)- 240 cash weight
Grapple M1 (body)- 240 cash weight
Yongsai 3 (body)- 240 cash weight

Backpack

Mk6 pack- 300 cash Capacity- 6

Mk5 E-pack- 200 cash #Additional power-30

Upgrade

Level 1 upgrade (HP) _____
Body- 120 cash
L.arm- 50 cash
R. arm- 50 cash
Legs- 80 cash

Level 2 upgrade
Body- 170 cash
L.arm- 70 cash
R.arm- 70 cash
Legs- 120 cash

Level 3 upgrade
Body- 220 cash
L.arm- 90 cash
R.arm- 90 cash
Legs- 150 cash

Level 1 upgrade (defense-Class) _____
Body- 240 cash

Level 2 upgrade

Body- 360 cash

Level 1 upgrade (Accuracy) _____

L.arm- 100 cash

R.arm- 100 cash

Level 2 upgrade

L.arm- 150 cash

R.arm- 150 cash

Level 1 upgrade (evasion) _____

Legs- 160 cash

Level 2 upgrade

Legs- 240 cash

Level 1 upgrade (Booster) _____

Legs- 160 cash

Level 2 upgrade

Legs- 240 cash

After you've been shopping it's time to report back to Alien Han, so go to leave the city to return to Jilong base.

Jilong base

Oh crap! curse you money maker! Han schemes & decides not to send back up

Taipei suburbs

Oh my is it? yes it really is! ohhh Cindy & the.. oh the U.S.N. I don't think they will just retreat do you? nah didn't think so either, here we go again!

Wanzers: Joe, Dennis, Cindy, Gastor Enemy battle skills: Chaff (cindy),
E-skill down (joe), TackleI (dennis), Initiative I (gastor)
Enemy weapon class:B** Battle rating*Hard

U.S.N. fight 3

Gastor & Joe pack quite a punch with those max weights as their main melee weapons sometimes taking off 300-400 HP of damage from your wanzers! They are the biggest threats so eliminate them fast, Dennis & Cindy really don't have much that can pose major damage to you because if you take out their main arms where their weapons are mounted they are helpless & like most enemies in this situation they will skip their turn or try a crap hard blow, If Alisa has multiple panic shots there is a good chance that when she fires her missiles she will launch several panic shots in a row thus destroying a major part of Joe or Gastor's wanzers. Then it becomes easier to immobilize them for the battle. For this battle come with anti-impact defence to reduce the damage Joe & Gastor dish out also having the battle skill fast attack will improve your chances of attacking without receiving a counter attack

Back to base we go! oh what joyful bliss.... Save at intermision & we return once again to Jilong base.

Jilong base

We have to go through the tunnels of Futai to get to the DHZ which isn't good as Liu explains, you are then back in town but if you have done what was required here before return to base to start the next mission. Talk to Liu once you return then tell him you are ready to go, after Han is scheming again can't he just go back to Mars or something? Anyway on to Futai tunnel your weapon class should be at least B** or beyond by now.

Futai tunnel

Wow, nice going Liu! that armoured train is sure to come in handy uh company? Marcus! man do we have to fight him? guess so

Wanzers: Marcus, WZR pilot U.S.N.+6 Enemy battle skills:None
 Enemy weapon class-B** Battle rating* Hard

The difficulty now starts to crank itself up in Alisa's story & this battle has no exeption because most of your enemy's not including Marcus have rifles! Use the armoured train as you have one now so you might as well put it to use, if you decide to pilot the train you will need to get out of your wanzer by using eject but make sure you are right next to the train so you are not left wide open on the battle field & can get straight in to the train. The train is armed with missiles & grenades I think, it also has a machine gun. Pass a turn & wait for the wanzers to come to you & If Kazuki has double assult with a shotgun or machine gun & a melee weapon in hand you are likley to take out both an enemy wanzer's arms. Marcus won't make a move right away so don't head straight for him because you can finish him off after you've used a few missile's from the train. Note that the train will still take on damage & it's probally a good idea to use anti-penetration defence on it & Allot most if not all your AP in to it providing you have over 15- 20 AP to spare for launching the attacks & moving, counter attcking etc. If you capture many of the grapple M1 wanzers I would keep one to use the parts then sell any additional one's for about 2000-4300 cash depending on what upgrades it had. This fight may take you a few tries but take your time & you will be victorious.

That takes care of that! Do the usual at intermision & we charge down that tunnel but Hault! More fun loving U.S.N.

Wanzers:WZR pilot U.S.N.+6 Enemy battle skills:None Enemy weapon class-B**
Battle rating- Hard

This is pretty much the same as before but the enemy will try to surround you in less turns than before plus most are again armed with rifles. Having Missiles is an a good option but usually if the enemy is within your missile range, then you will also be within rifle range! Play this battle carefully & try to anticipate the enemy moving to postions out of your reach.

Well there is light at the end of the tunnel then, Let's move people! What awaits us in the DHZ? Nobody knows. actually Liu knows but you will see what I mean later.

*****THIS CONCLUDES THE TAIWAN CHAPTER*****

Fuzhou/ Navel base

After meeting & talking with Liang, talk to him again & finally talk to him again to go to Changsha

Changsha

You've just come across the R.R.F, Liu will explain what that stands for, a woman is telling a pilot to search the train car for something. When she spots Liu's unit she gets a little too stubborn. Opps Hua Lian are out to play again, no avoiding conflict here! As if you would back down from this fight anyway!

Wanzers: Wuo Ben, WZR HL rebels+4, HL chopper Enemy battle skills: None
Enemy weapon class B*** Battle rating*Medium

Follow the same stratergy as when you fought them before at Xueshan, the only difference is that they are more resilient & damn annoying!

Look these rebels are obviously living in poverty, yet they are in wanzers which most likley cost a fortune what is the deal there huh?! nevermind save then we'd best be on our way. Liu says we can get suppllies though. Check your e-mail Pierre lives! as he will e-mail Pham.

Wan'an/supply base

Here you see Lan again but she won't pay you any mind as before. talk to Kou to get another simulator stage, this one's for Taipei. Now select go out to enter Wan'an city & yes folks you guessed it we should visit the shop so moisey on over there. Here you can upgrade your defence eveation etc to level 3 & get some new weapons most of which are rather heavy so it's up to you what you do here. Anyway here is the price list & the products.

Wan'an shop products

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Weapons

Mk12 fist/melee- 400 cash	weight		AP-1
Mk13 baton/melee- 400 cash	weight		AP-1
Mk22 spike/melee- 500 cash	weight		AP-1
Huida 3/machine gun- 620 cash	weight		AP-4
Chongta 3/shotgun- 660 cash	weight		AP-3
Laohu 3/rifle- 600 cash	weight		AP-
Huosai 2/flamethrower- 460 cash	weight		AP-4
Heavy shield/shield- 300 cash	weight	Durability- 6	AP-
Type 13 GR/grenade launcher-660	weight		AP-12
Zhiniao 50/rocket launcher- 660 cash	weight		AP-10

Item

Missile- 100 cash
Repair- 100 cash
repair max- 200 cash
restore low -160 cash
restore high- 300 cash
Restore max- 400 cash
recover- 80 cash
recover max- 140 cash
shield repair- 120 cash
shield max -200 cash
Grenade- 100 cash

Parts

Yongsai 3	(body)-	240 cash
Tiandong 3	(body)-	240 cash
Laiying 1	(body)-	240 cash

Backpack

Mk6 pack- 300 cash Capacity:6 slots

Mk5 E-pack- 200 cash #Additional power: +30

Computer

COMB603 cash- 1000 CAPACITY- 6

COMC654 cash- 1000 CAPACITY- 6

COM 6 cash- 600 CAPACITY- 6

Upgrade

Level 1 upgrade (HP) _____

Body- 120 cash
L.arm- 50 cash
R. arm- 50 cash
Legs- 80 cash

Level 2 upgrade

Body- 170 cash
L.arm- 70 cash
R.arm- 70 cash
Legs- 120 cash

Level 3 upgrade

Body- 220 cash
L.arm- 90 cash
R.arm- 90 cash
Legs- 150 cash

Level 1 upgrade (defense-Class) _____

Body- 240 cash

Level 2 upgrade

Body- 360 cash

Level 3 upgrade

Body- 480 cash

Level 1 upgrade (Accuracy) _____

L.arm- 100 cash
R.arm- 100 cash

Level 2 upgrade

L.arm- 150 cash
R.arm- 150 cash

Level 3 upgrade

L.arm- 200 cash
R. arm- 200 cash

Level 1 upgrade (evasion) _____

Legs- 160 cash

Level 2 upgrade

Legs- 240 cash

Level 3 upgrade

Legs- 320 cash

Level 1 upgrade (Booster) _____

Legs- 160 cash

Level 2 upgrade

Legs- 240 cash

Level 3 upgrade

Legs- 320 cash

Whoah! Now report back to Liu at the supply base for your new orders.

Suichuan

So the old fart wants to fight, fine by me I hate the Hua Lain to hell by now anyway. Let's finish this!

Wanzers: Yu, WZR pilot HR rebels+2 tanks Enemy battle skills: None
 Weapon class:C Battle rating*Easy

This is quite an easy battle to tell you the truth, as most of your enemies here are tanks that don't present any real challenge to take down. Take out the two wanzers before anything else & deal with Yu last so you can surround him for an easy take down. Yu does have a powerful Melee attack but that is really all he has going for him.

Lan arrives & I'm only too happy to oblige by what she says, the RRF destroy Suichuan reducing it to ashes, well our job's done here anyway save & let's continue. The e-mail for Liu here is a virus, from moneymaker it's your choice whether you read it but it won't make any difference because nothing can result from it only a short conversation with Liu & Miho.

Wan'an/supply base

Lan comes in to the supply base rather angry, talk to the soldier then to Lan. Now you must leave the supply base for a while so do so, now head to the bar for a chat with your team members. next talk to Wei then Kaszuki follow in pursuit! Talk to Wei in the empty house for some very shocking & quite disturbing infomation..... Wei then gets away. Return to Liu.

Watch the cool scenes that unfold here & we are flung in to battle yet again!

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Wanzers: Zhuwen, HR rebels+4, chopper +3    Enemy battle skills:None  
        Enemy weapon class:C               Battle rating*Hard  
-----
```

I am really sick of these guys now & I thought the JDF were bad, the choppers are armed with machine guns but most of the wanzers here including Zhuwen are armed with rifles so they kind of have the advantage but you do have a armoured car left over so use it if things get rough but it would be best to use it with someone who has a high weapon class with missiles or machine guns. If it is possible eliminate the threat of the Choppers A.S.A.P

After the battle we are saved by the Wulong! These guys are cool seriously & later on in the secrets section I'll tell you how to get thier wanzers for yourself! Anyway enjoy as Chang's jaw drops to the floor & the cowardly rebels withdraw! Rudolf does the introductions & you have some new allies but they won't join forces with you just yet. Liu knows these guys quite well & the centepide take us directly to Tian Lei... for a fee of course, don't worry everyone Liu's footing the bill! heh.

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Hengshan  
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After the drop off thanks to Rudolf & co we arrive on the Tianlei only to be scolded by Lan, Jiu talks to Liu about something suspicious. Now head to your room to rest. Liu talks about an imaginary number & you meet the rather strange Jared in the hallway, now go to crew room. Just as we get comfy the alarm is raised & no Ryogo it's not time for lunch just yet! Grrr Hua lain idiots!

```
-----  
Wanzers: Chang, HR rebels+5    Enemy battle skills:None    Enemy weapon class:C***  
                               Battle rating*Medium  
-----
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You do have some rather handy missile support from the launchers on the Tianlei & they attack after all your allies have had their turn.

The Imaginary numbers show up for clean up & it's time to aid the R.R.F, no rest? oh bummer. By the way if you e-mail moneymaker after reading Alisa's e-mail Alisa can win the beauty pageant but it's up to you, if you want to win pay 500 cash to moneymaker. ^_^

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Hengshan  
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Why am I not surprised... surley you can guess who shows up here?!

Ah now we find out where Liu is, why didn't you say before Miho!!! After the scenes you assume control of Lan so talk to Kwang in the brig. Then after Miho's blabbing we save Lan & Kwang so talk to Lan to escape. get ready to face more auto piloted wanzers!

Wanzers: Shangdi 1 +4, Wude 3 +2

Lan-w.rank -E, Alisa, Ryogo, Kazuki, Pham

This may be a tough fight alright, but to level the playing fields Lan is also assisting in this fight with her weapon rank of E no less!!!

Save at intermission then resume & Lan destroys Ryogo's wanzer! this was the plan right. then we go from Chongyan to Wuhan!

Wuhan supply base

After the convosation ends select go out to get ready for the trip to Shanghai. Yep head straight for the shop unless you want to visit the bar but there isn't much there anyway, In the Wuhan shop HP upgrades of level 4 are now available so upgrade & buy what you can. Other than the level 4 HP upgrade there is nothing major abot the Wuhan shop in the way of weapons.

:::~::~More soon!!!!::~:~::~:

Hey, hey. don't worry I'll be back soon with another version of this walkthrough, plus here is a littleinsider info I'm going to begin work on a full walkthrough for front mission 4! Stay tuned for updates on the front mission 3 walkthrough & keep it cool with Backtrak(c)

Mail me at <db_s_darkstar@hotmail.co.uk> for any questions or help or just to have a chat about games :)

8.{Frequently asked questions}

Q. How is the word "wanzer" pronounced?

A. It's a German pronunciation 'vanzer'

9.{Credits}

-Thank you to Square for making this game & the front mission series

-You for reading!

-Friends & family for their support in all my projects.

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