

Front Mission Alternative (Import) WAW Specs FAQ Final

by LegaiaRules

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FRONT MISSION ALTERNATIVE

WAW SPECS FAQ

VERSION FINAL (1.10)

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VERSION HISTORY

23-8-2013 - Made updates to WAW Equipment section.

9-6-2012 - Minor clean-up. Guide complete.

21-10-2010 - All data entries complete. Will make updates in the future for grammar and guide corrections.

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AUTHOR'S NOTE

It's about time I got the Front Mission Alternative guide set done! To those who are looking for information about parts and such, this guide is for you. Enjoy!

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I will consider allowing other sites to post this guide if I get an email on the address shown above. I'm usually open to allowing other sites to post my

guides provided that I am credited for my work. I assume anyone reading this is aware of the guide's purpose so I don't think I need to explain that. Also, don't try and pass this work off as your own. I've created this guide in a certain way that allows me to identify if someone has plagiarized from my guide. Respect those who spend a great deal of time making guides to help out other people. We don't do it just because guide writing is fun, you know!

1. INTRODUCTION

[INTR]

This is a WAW specs guide for Front Mission Alternative, released in Japan on the Sony PlayStation. This guide is to be used alongside my beginner's guide on GameFAQs. Specifically, this guide will detail information about equipment that can be equipped and used in the game. With that said, let's move onto the main attraction!

2. WAW EQUIPMENT

[WEQP]

The following section details all of the equipment that can be gotten in the game. For information on WAW setups, please look at my beginner's guide at GameFAQs.

* NOTE: All specs categories are in a shortened version. To identify one of the specs, use the following guide. *

WAW Shortened Specs Guide:

WAWS

ID - part ID.

HP - HP.

Mob - Mobility.

RDash - Roller Dash.

Notes - Notes about the weapon.

MOBILE WEAPONS

ID - part ID.

HP - HP.

Mob - Mobility.

Main Arm - Main Arm weapons.

Shoulder - Shoulder weapons.

Type - Weapon type.

BACKPACKS

ID - part ID.

Price - cost of the part.

Tgt - Target.

Hit - Hit.

Rng - Range.

Ammo - Ammo.

Mob - Mobility.

Duration - Time Duration.

WEAPONS

ID - part ID.
APow - Attack Power.
Hit - Hit.
Rel - Reload Time.
Rng - Range.
Ammo - Ammo.
HP - HP.
Mob - Mobility.
Ammo - Ammo.

WAWS

[WAWS]

All WAWS will be detailed in this section.

The data is read in the following format:

ID HP Mob RDash Notes

x x x x x

WAW MODELS

ID Guide:

- (1) - Bloodhound
- (2) - Bloodhound Mk.2
- (3) - Bull Shot
- (4) - Bull Shot Type S
- (5) - Greyhound
- (6) - Bloodhound G
- (7) - Bloodhound Mk.2 G
- (8) - Bull Shot Type X
- (9) - Bull Shot Type R
- (10) - Greyhound G
- (11) - Bull Dog

ID HP Mob RDash Notes

1 1800 100 No Platoon Member
2 3200 87 No Platoon Member
3 3400 112 No Platoon Member
4 5500 100 No Platoon Member
5 6000 138 Yes Platoon Member

6 2100 112 No Platoon Commander
7 3600 100 No Platoon Commander
8 4500 125 No Platoon Commander
9 6300 112 NO Platoon Commander

10 6500 153 Yes Platoon Commander

11 1800 100 No Supply Platoon

MOBILE WEAPONS

[MOBE]

All mobile weapons will be detailed in this section.

ID Guide:

(1) - T.C.K.-010

ID HP Mob Main Arm

Shoulder

1 22000 125 BULL HORN, BUGLE, CRAZY PECK

BIG NOSE, BEE HIVE, EGG SACK

ID Guide:

- (1) - BULL HORN
- (2) - BUGLE
- (3) - CRAZY PECK
- (4) - BIG NOSE
- (5) - BEE HIVE
- (6) - EGG SACK

ID Type APow Hit Rel Rng Ammo

1	CA	80*1	70%	-	0-4	-
2	MI	60*2	78%	-	0-2	-
3	VN	30*24	75%	-	0-1	-
4	CA	200*1	75%	-	2-5	16
5	MI	170*5	78%	-	1-5	20
6	MI	150*9	85%	-	0-5	36

BACKPACKS

[BACK]

All bolt-on backpacks will be detailed in this section.

AUTO-GATLING GUN

ID Guide:

- (1) - AMIS
- (2) - AMIS 2
- (3) - Bird Eater
- (4) - Dragon Swat
- (5) - Dragon Swat 2

Notes:

The Target parameter indicates how many missiles an Auto-Gatling Gun can shoot down at any given time.

ID	Price	Tgt	Hit	Rng
1	10000	3	10%	2
2	15000	4	15%	2
3	30000	8	15%	2-3
4	50000	8	30%	2-3
5	80000	12	50%	1-3

INFRARED CONTROL EQUIPMENT

ID Guide:

- (1) - ICE 01
- (2) - ICE 02
- (3) - ICE 03

Notes:

Infrared Control Equipment only decreases the accuracy of a missile launcher.

ID	Price	Hit
1	8000	-15%
2	12000	-30%
3	20000	-50%

FIRE CONTROL SYSTEM

ID Guide:

- (1) - FCS 11
- (2) - FCS 12
- (3) - FCS 21
- (4) - FCS 22
- (5) - FCS 23

Notes:

Fire Control System only increases the main arm weapon's accuracy.

ID	Price	Hit	Rng
1	8500	+5%	1
2	10000	+5%	2-3
3	18000	+10%	1-3
4	18000	+10%	3-5
5	35000	+15%	1-5

NIGHT VISION SCOPE

ID Guide:

- (1) - Owl Eye

Notes:

Night Vision Scopes will only change the visuals of Cockpit Mode for the unit who has it equipped. By default, Cockpit Mode focuses on Commander types. In the event they are destroyed, it will switch to Unit 2 or Unit 3 in a platoon. Night Vision Scope only increases the main arm weapon's accuracy.

ID Price Hit

1 8500 +35%

SPARE MAGAZINE

ID Guide:

- (1) - RShell 1
- (2) - RShell 2
- (3) - RShell 3
- (4) - RShell 4
- (5) - RShell 5

Notes:

The extra ammunition provided by a Spare Magazine is also replenished when the supply platoon is called in via the Reload option.

ID Price Ammo

1 500 +2
2 1000 +3
3 2000 +4
4 2500 +5
5 3000 +6

HIGH MOBILITY BOOSTER

ID Guide:

- (1) - Hi-Pack 01
- (2) - Hi-Pack 02
- (3) - Hi-Pack 03

Notes:

High Mobility Boosters take up both shoulder slots; any shoulder weapons that are equipped will be removed automatically. Conversely, equipping a shoulder weapon will result in the removal of High Mobility Boosters if they are still equipped on a unit.

ID Price Mob

1 5000 +3
2 8000 +5
3 13000 +7

SMOKE DISCHARGER

ID Guide:

- (1) - NINJA-03
- (2) - NINJA-04
- (3) - NINJA-06

Notes:

Smoke Dischargers decrease the accuracy of weapons for all player and enemy units in the area it was used in.

ID Price Hit Ammo Duration

1 2000 -30% 3 5 seconds
2 3500 -40% 4 8 seconds
3 6000 -50% 6 12 seconds

WEAPONS [WEAP]

All weapons will be detailed in this section.

The data is read in the following format:

ID APow Hit Rel Rng (MG/VN/SG/GN/RF/MI/RG)

x x x x x

ID HP Mob (SD)

x x x

ID APow Hit Rel Rng Ammo (CA/GR/MI/RO/LA)

x x x x x

MACHINE GUN

ID Guide:

- (1) - DINGUS
- (2) - WHANG
- (3) - BANGER
- (4) - ROOSTER
- (5) - DINK
- (6) - GLANS
- (7) - FLAPPER
- (8) - KNOT

ID	APow	Hit	Rel	Rng
----	------	-----	-----	-----

1	5*12	78%	1	0-1
2	8*14	76%	2	0-1
3	10*14	74%	2	0-1
4	13*12	74%	1	0-1
5	18*36	74%	3	0-1
6	14*20	74%	3	0-2
7	16*20	74%	3	0-2
8	22*24	74%	2	0-1

VULCAN

ID Guide:

- (1) - CANE
- (2) - PRONG
- (3) - JOCK
- (4) - JOINT
- (5) - WOODPECKER

Notes:

WOODPECKER can only be equipped on Greyhound and Greyhound G WAWs.

ID	APow	Hit	Rel	Rng
----	------	-----	-----	-----

1	16*16	74%	2	0-1
2	18*20	74%	2	0-1
3	20*24	76%	2	0-2
4	30*28	76%	1	0-1
5	20*48	75%	2	0-2

SHOTGUN

ID Guide:

- (1) - BEEHIVE

Notes:

The Attack Power value for Shotguns does not reveal the amount of rounds it fires in one spread. One spread fires approximately six to eight rounds. BEEHIVE can only be equipped on Greyhound and Greyhound G WAWs.

ID APow Hit Rel Rng

1 60*1 85% 1 0-1

HANDGUN

ID Guide:

- (1) - DORK
- (2) - RAMROD
- (3) - BUSHBEATER
- (4) - PUTZ
- (5) - DANG
- (6) - PRICK
- (7) - FAG

ID APow Hit Rel Rng

1 10*3 78% 1 0-1
2 14*3 76% 1 0-1
3 18*4 76% 1 0-1
4 22*4 82% 1 0-1
5 30*4 82% 1 0-1
6 26*4 80% 2 0-2
7 37*2 82% 1 0-1

ASSAULT RIFLE

ID Guide:

- (1) - PECKER
- (2) - GADGET
- (3) - DEAD STICK
- (4) - J.T.

ID APow Hit Rel Rng

1 42*3 84% 1 0-2
2 42*3 82% 3 0-3
3 52*4 84% 1 0-2
4 62*4 86% 2 0-3

HAND MISSILE LAUNCHER

ID Guide:

(1) - FIRECRACKER

Notes:

FIRECRACKER can only be equipped on Greyhound and Greyhound G WAWs.

ID	APow	Hit	Rel	Rng
----	------	-----	-----	-----

1	50*4	80%	2	0-3
---	------	-----	---	-----

RAILGUN

ID Guide:

(1) - TYPE 81

ID	APow	Hit	Rel	Rng
----	------	-----	-----	-----

1	82*6	90%	-	0-4
---	------	-----	---	-----

SHIELD

ID Guide:

- (1) - FLAT
 - (2) - DIAPER E
 - (3) - DIAPHRAGM H
 - (4) - ENVELOPE
 - (5) - SHEATH
 - (6) - BAGGIE
 - (7) - DIAPER P
 - (8) - DIAPHRAGM I
 - (9) - FALSIES
 - (10) - GOALIE
-

ID	HP	Mob
----	----	-----

1	2000	-10
2	2300	-5
3	2800	-10
4	3000	-5
5	3400	-5
6	3600	0
7	4500	-10
8	4700	-5
9	4800	0
10	7000	-10

CANNON

ID Guide:

- (1) - BLUE VEINER
- (2) - BONER
- (3) - HUNG
- (4) - PHALLUS

ID APow Hit Rel Rng Ammo

1	80*1	75%	4	2-4	4
2	120*1	75%	4	2-4	4
3	160*2	78%	5	2-5	6
4	220*3	81%	4	2-5	6

MISSILE LAUNCHER

ID Guide:

- (1) - STAFF
- (2) - MANHOOD
- (3) - DONKEY-RIGGED
- (4) - SCHLONG
- (5) - RAIL

ID APow Hit Rel Rng Ammo

1	100*1	85%	6	1-4	2
2	140*1	85%	5	1-4	4
3	180*1	85%	6	1-4	3
4	250*1	90%	8	1-5	2
5	200*1	95%	7	1-5	4

GRENADE LAUNCHER

ID Guide:

- (1) - WHOPPER
- (2) - WICK
- (3) - ENOB
- (4) - RAMMER

Notes:

Grenade Launchers deal half damage to any units that are hit by the ensuing explosion. Only the intended target takes full damage from the attack.

ID APow Hit Rel Rng Ammo

1	40*1	58%	3	0-2	8
2	50*2	58%	3	0-2	10
3	80*3	60%	4	0-2	9
4	100*2	58%	4	0-2	10

ROCKET LAUNCHER

ID Guide:

- (1) - PROD
- (2) - LENGTH
- (3) - POLE
- (4) - DING-DONG

ID	APow	Hit	Rel	Rng	Ammo
----	------	-----	-----	-----	------

1	70*2	60%	3	2-3	8
2	90*2	60%	3	2-3	12
3	110*4	55%	3	1-3	16
4	140*3	50%	4	1-4	20

BEAM CANNON

ID Guide:

- (1) - BLASSTY

Notes:

While BLASSTY does not register any ammo counts in WAW Equipment, it has 100 bullets when checking the weapon using the Platoon Information option.

ID	APow	Hit	Rel	Rng	Ammo
----	------	-----	-----	-----	------

1	255*1	99%	-	0-5	-
---	-------	-----	---	-----	---

3. CREDITS

[CRED]

Thanks to:

- GameFAQs obviously
- Front Mission: World Historica book for part wording and such
- Square Enix for the Front Mission series

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