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| (1) Version History |
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ver. 1.0 05/24/2004 - FINALLY uploading this thing to gamefaqs! After ages of writing, editing and waiting I finally finished ver. 1.0 and am now uploading to gamefaqs!

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(2)

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| (4) Intro |

Front Mission is a sort of tactical, round based RPG/Strategy game. I hear it's similar to Final Fantasy Tactics or Advance Wars but I haven't played them yet. It was created by Square Soft and G-Craft in 1995 for the SNES (Super Famicom in Japan). As far as I know it actually has only been released in Japan so I (probably like most of you as well) am playing a translated rom. It was for a rather long time my favorite SNES game and as soon as I got it I played through it a whole of 8 times in a row (the last few times because of this walkthrough). Now it is still among my favorites.

| (4.1) Note on Lloyd's/Roid's name |

In the English translation the main character's name is 'Lloyd', yet I'm referring to him as 'Roid' because you will find that name in most other FAQs as well and it makes sense to me since Japanese usually confuse l with r in western words. After thinking it through again, I guess Lloyd was the intention of Square/G-Craft and Roid is about the closest you will get to that with Katakana (actually 'Roido' but what the hell) but now I already got used to 'Roid' anyway.

| (4.2) Note on ZSNES Emulation |

At some points you might find it very helpful using lots of Save States (like before an attack/guard to ensure that you don't screw it up) but this is A) very time consuming B) some people might think of it as a way of cheating, anyway I used lots of save states. Save States are most important if you want the maximum EXP possible. Or if you don't want to go round killing everyone with one or two body hits and waste 80% of the EXP you could have gotten. ALSO ZSNES has a REWIND button you can customize on any unused keyboard button. In this game it might also prove very helpful BUT (even bigger butt than before...) when using it be VERY careful! It will turn the game into the state it was around 10-15 seconds before pushing that key. Which means if you didn't save for a while and just died you can use this key to get back like 15 seconds, "heal" up and save then or if you screwed up an important shot you can rewind and do it again. But the major problem in this game is that when using it multiple times you might find yourself again in a situation you had screwed before because it happened the amount of time ago that you just rewound, so be REALLY careful about it and better keep a safe Save State from which you can always continue if you made a mistake that's too big to ignore. And now the biggest butt of all: Don't use the rewind key in other games without testing! I started using the rewind key really often but some games get into real trouble if you use it! They usually run on for a few seconds without sound and then freeze, although they even freeze immediately as well. Also don't mix Save States with in-game saves because this can corrupt all your saves! I don't know about Snes 9x or other Emulators but in ZSNES it can be dangerous!

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| (5) Basics |

| (5.1) Button Control |

A Button - Confirm, opens A button menu in Missions.

B Button - Cancel, opens B button menu in Missions.

Y Button - toggles off the blue squares you can walk. Pressing it or A again will show you the squares that the unit, the cursor currently is on, can walk (enemies and team mates). Pressing it or B again and then B will open a menu showing you the Machine Status, Pilot Status and Equipment View of the unit it is on. To toggle it off press L or R anytime or A or Y on an empty square.

X Button - Makes your current path and all units visible even if they are behind something.

R Button - Cycle through your units to the next one.

L Button - Cycle through your units to the previous one.

| (5.2) Stats |

Attack - The higher this stat is, the higher is the damage you will do. rifles, mgs, flame throwers, bazookas and grenade launchers always have only one score. The total Attack score of an mg is the number of bullets fired with every shot multiplied with the Attack score of a single bullet, sometimes surpassing a guns Attack, sometimes not. The final Attack score of missiles is the Attack score of a single missile multiplied with the amount of the missiles fired with every shot. Missiles often surpass the Attack scores of the other weapons.

HP - Hit Points, Health Points, whatever. This shows how much damage any given part of your Wanzer can take before it is destroyed. Use a Repair to 'heal' a damaged part but destroyed parts can only be restored by standing next to Peewee (this will happen automatically on the next round).

Defense - The higher this stat, the lower will be the damage enemies deal to any given part of your Wanzer.

HIT - This shows how likely you are to actually hit an enemy with any weapon equipped on this arm or when attacking with bare hands. The lower this stat is, the more you are likely to miss the enemy with a weapon equipped on this arm. Hitting and missing enemies is also greatly influenced by

your EXP in the category of the weapon you are attacking with.

>HD< Huffman Dollar, the currency on Huffman Island. Usually you will gain enough from Missions to buy everything you want and quite a lot more but if you feel that you need more you have to win Colosseum fights. It is important that if you think you will need more money you realize that early enough in the game because once after half of the game is over you will be too good and even when betting 5000HD you will only get like 50 when you win while parts cost 1000 HD and more.

| (5.3) Experience |
| _____ |

Your pilots have four different stats. They show how much EXP they have in

>Fight< Using fighting weapons or bare hands

>Short< Using any sort of gun and also bazookas and grenade launchers in close combat

>Long< Using either missiles or bazookas/grenade launchers to hit targets that are far away

>Agility< Shows how good your Wanzer is at dodging attacks and making the enemy miss

During a Mission you can also see the sum of all your EXP.

LEVEL UP

Gaining a level depends on how much exp you have overall and also on how much exp you have in a particular category. So for example if Sakata is close to a level up and has 6500 Short EXP but only 1500 Long exp, then destroys an enemy for like 300 exp he will gain a level if you used a Long weapon but not if you used a Short weapon. Since leveling up is based on how % of your current EXP in a category you are gaining through any given action (attack, guard, anything that gives you EXP) gaining 300 Long EXP when your current is 1500 is a whole 20% of your current Long EXP yet when you get that much Short EXP with currently 6500 it is only 4,6% and so if you need another 15% of your current overall EXP to level up you would need to gain at least 1000 EXP in Short or any combination of EXP that adds up to at least 15% of your overall EXP.

Your Wanzers also have their very own stats:

>Fight< shows you how much Attack your Wanzer is currently equipped with in fighting weapons or bare hands.

>Short< shows you how much Attack your Wanzer is currently equipped with in rifles, shot guns or mgs.

>Long< shows you how much Attack your Wanzer is currently equipped with in missile launchers, bazookas or grenade launchers.

>HP< shows your overall HP.

>W/P< will show you how much your Wanzer is 'packed', i.e. how much of the possible weight it can carry at the max it currently does carry. The lower this number the more mobile you are and the more squares you can walk.

When you place the cursor on a Wanzer during a Mission, on the bar at the bottom (or sometimes at the top) of the screen there are several stats. Most important is the one in the upper middle, it tells you the level of the pilot and how close he is to the next level. Left of this will be displayed how many HP that unit has left altogether. Besides that I don't know what the other stats are good for.

| (5.4) Items |
| _____ |

Repair - 'Heals' 50 HP of a single body part (not usable on other Wanzers).

Repair M - 'Heals' 100 HP of a single body part (not usable on other Wanzers).

Repair L - 'Heals' 200 HP of a single body part (not usable on other Wanzers).

Repair SP - 'Heals' 400 HP of a single body part (not usable on other Wanzers).

Smoke Grenade - This will reduce the HIT for both, the enemy it was used on AND your team mate that is attacking him close ranged.

Flash Grenade - This works much like the Stun Skill, it makes the enemy lose turns and neither do anything by himself nor reacting to your attacks.

Chaff Grenade - This is used on one of your own team mates. Although they will automatically guard, it doesn't do any harm. In fact it makes it more difficult for enemy Missilers to hit this Wanzer.

Acid Bomb - This lowers the enemy's Defense, making your team mates do more damage.

| (5.5) Menus |
| _____ |

Well, this whole game is like one big menu. But seriously you control Everything through menus and countless menus will pop up during the game.

In town Menus

Shop menu:->Setup->Machine Select->
Machine Select->Weapons->Left grip/Right Grip/Left Shoulder/Right Shoulder
Machine Select->Parts->Body/Left Arm/Right Arm/Legs/Computer/Backpack
Buy -\Weapons->Left grip/Right Grip/Left Shoulder/Right Shoulder
Sell-/Parts->Body/Left Arm/Right Arm/Legs/Computer/Backpack

Talk Items
Exit

>Setup< Lets you buy and immediately equip any parts and weapons the Shop has to offer. It's the best way to check if your engine can hold all the stuff you want.

>Buy< Here you can buy weapons, parts and items without equipping them.

>Sell< Lets you sell any weapons, parts or items you want to get rid of

>Talk< You can talk with the shop owner, idle chit-chat.

>Exit< Brings you back to the town menu.

Military Office menu:

By choosing this option you usually get your new orders and after you're finished you can go off to your next Mission. After Olson finished talking you can always look at the statistics of the next Mission, which are as following: In the upper left will be a polygon (kakui, ne?) 'picture' of the boss unit(s), if there are no bosses it will be a random Wanzer and in one Mission it will be a train. Maybe there will stand NO DATA which simply means that your next Mission doesn't include a boss unit Below it are the statistics of your team. The number of ALL your units (NOT the number of the units you can use in the next Mission), the summed up Attack of all of them, the summed up HP of all of your units and the name of your ace pilot along with his level. In the upper right there will be the stats of the boss unit, i.e. Fight, Short, Long, Agility and the sum of it. Below this are the statistics of the enemy, Normal Units, Boss Units and Supply Cars. So, like with your statistics, there is the summed up Attack and the summed up HP of all their units which IS only the number of units the enemy forces will use in the next Mission) and also their ace pilot along with the name (usually 'Commander') and his level. Sometimes you can return to the Military Office after you left it and watch the statistics as often as you want, sometimes no one will be in the office once you're out again and sometimes Olson will only say something like: Get your asses out there!

Bar menu:->Talk->Master
Exit
.....
.....

The Bar is pretty simple. You can only talk here, always with the Master and usually three guests. A couple of times you can have someone join (or not) when you talk to them in the Bar.

Colosseum menu:->Entry->Wanzer->Machine Select->Enemy->Bet
Vs Play->Auto->Guest/Regular
Exit Manual->Guest/Regular
Input
Delete
View

Entry is the main function of the Colosseum, it lets you choose one of your Wanzers with >Machine Select<, then choose your >Enemy< and how much you >Bet<. You can choose any of your Wanzers and any of the enemies available in the town

(sometimes an enemy will disappear from that menu because he has joined your team). You can only bet a fixed amount of money that is raised with every new town.

>Vs Play< lets you play against another Wanzer, either one of your own or one that was 'identified' through the password you can see in the Status Window. With >Auto< and >Manual< you decide whether the computer plays all by himself or player one vs player one (?). You can choose between >Regular< which lets you choose one of your own Wanzers or >Guest< which lets you choose a Wanzer you have 'identified' through >Input< where you can enter the password show in the Status Window and consisting of Romaji, Arabian numbers and some Katakana. With >Delete< you can delete the data of 'identified' Wanzers and with >View< you can view all the Wanzers you have already inputted. Pressing B will bring you back to the primary Colosseum menu. >Exit< will bring you back to the town menu.

Status Window:

This will show you (as the name suggests) the status of your team. You can skip to the other team mates with either pressing left and right or pressing the A button and choosing the one you want. Here you can see the name of your pilot, his call sign, his stats (without the sum), and his Skills (there are always 5 slots for Skills here, no matter how many Skills the pilot can really have). Also you can see all the info you ever wanted to know about his (or her) Wanzer: Machine name, equipment (parts and weapons), items and finally the password.

Setup menu:->Machine->Machine Select->Weapons->
Weapons->Left Grip/Right Grip/Left Shoulder/Right Shoulder
Pilot Parts->Body/Left Arm/Right Arm/Legs/Computer/Backpack
Exit Items->Stock/Trade/Drop
Paint
Name

First you have to choose whether you want to actually set up your Wanzers or rather check your pilots' EXP and Skills.

If you want to check the pilots you can choose any one of them and his EXP (without sum) will be displayed. When you press A another time a new window displaying his Skills will pop up.

Select the Wanzer you want with >Machine Select< and then select what you want to set up. With >Weapons< you choose the weapons your Wanzer should equip, with >Parts< you chose the parts it should equip. With >Items< you can add items from your bought 'pool' to the inventory of certain Wanzers or take them from a Wanzer and add the to the 'pool' again, with >Trade< you can exchange items between two of your Wanzers and with >Drop< you can delete items.

>Paint< lets you choose a color for your Wanzer, this distinct color will only show when the Wanzer is actually fighting, as long as it is only in menus or on the map it will have one of eight colors, the one which comes closest to the actual color you have chosen.

With >Name< you can choose any name that has up to eight characters for your Wanzer. Unlike in the Shop's Setup menu here you can also unequip weapons (not parts, except backpacks).

Save/Load menu:

Lets you save or load up to two different slots.

Exit menu:->Yes

No

With >Yes< you leave town and can travel to any sort of town (or Camp or whatever) that is available or to the next Mission.

With >No< you simply stay in town.

Mission Menus

A button menu:->Attack

End

Item

Cancel

>Attack< will only be available when one or more enemies are in reach. First you have to choose the enemy you want to attack (a 'Fire' box will appear above the enemy that is currently chosen) and then you have to choose with which weapon you want to attack him. After you chose it an 'OK?' box will appear above the chosen enemy and you can see all the squares you can reach with the weapon you chose to attack. With pressing A once again you will finally attack the designated enemy.

>End< Choosing this will end the round for the current Wanzer.

>Item< Lets you choose one of the items this Wanzer is currently holding (can be exchanged, filled up, etc. with the >Supply< option).

>Cancel< Choosing this will make the menu disappear again (same effect as pressing B).

B button menu:->Move

Attack

Use Item

Supply

Machine Status

Pilot Status

Equipment View

>Move< This will make the menu disappear once again.

>Attack< Will only be available if at least one enemy is in reach of any of your weapons.

>Use Item< Lets you use any item you have currently in this Wanzers inventory.

>Supply< This will only be available when Peewee is on a square next to this Wanzer. It will allow you to fill your missile launchers again (automatically happens when you chose it). Also you can exchange your weapons and your items here.

>Machine Status< This will show you the current and the maximum HP of all your Wanzer parts.

>Pilot Status< This will show you the current EXP this pilots has in all categories, as well as the sum of all and his (or her) current Skills. This will NOT show you how much EXP you still need for the next level up however.

>Equipment View< This will show you what weapons you have currently equipped,

along with how many bullets they have left (99 means infinite) and their range.

Start button menu:->Player phase End
Configuration->Control
Interruption Speed

>Player Phase End< Choosing this will immediately end your turn, regardless how many of your team mates you haven't used yet.

>Control< Lets you choose between 'Auto' and 'Manual'. I have no idea what this does. Apparently it does NOT switch on team AI to make your team mates move on their own

>Speed< Lets you choose between 'Fast' and 'Slow'. Again I have no idea what this should be good for.

>Interruption< Only useful if you don't emulate this game. It lets you save in the middle of the Mission, the way it is exactly now and at the start screen there will be the option 'Continue' which will allow you to continue from the exact point you chose the interruption. This way you can even save during a Mission without the danger of death on arrival.

| (5.6) Parts |
| _____ |

There are six different parts to your Wanzer altogether, four of them can be destroyed in battle (you won't lose them when they're destroyed, they will just be unusable until Peewee repairs them or the Mission is over).

All parts (except Computers) have a weight score. All parts except Backpacks and Computers (i.e. all destroyable parts) also have a DF score and a HP score.

Body->Engine: This is the total amount of weight your Wanzer can carry, your Body is the main source for Engine.

->Inter: I guess this means that your Body has an own Intergun or not but none of the Bodies you can buy actually has an Intergun, the only Wanzers that have an Intergun are those that only have one HP score but these are only usable by the enemy (large untis).

Arm Left/Arm Right->HIT: This influences your HIT score with the weapon you use or for the Punch if you don't use a weapon.

->Inter Punch/Inter Gun: This only means if this arm has an own gun and cannot equip another or if is a hand and can equip one or punch without a weapon. The Dasler Claw arm is Intepunch but cannot equip an additional weapon due to its claw. Besides that all Interpunch arms you can buy can equip a weapon.

Legs->Engine: Most Legs won't add anything to your Engine score but a few will do so.

->Move: This determines how many squares you can walk each of your turns, it

will be influenced by the W/P score of your Wanzer.

Computer->Fight/Short/Long/Agility: This says how much the computer will enhance your skill in these stats.

Backpack->Range: I have no idea, doesn't seem to make sense, a Backpack can't do anything that would require a Range stat.

->Item: Determines how many items it will allow you to additionally hold on your Wanzer.

->Engine: Determines how much it will add to your Engine score.

| (5.7) Weapons |

Just like Parts, Weapons also have a weight score.

Grip Weapons->Attack: Shows how much Attack this weapons has, MGs have the number of bullets X the Attack score for a single bullet.

->DF: is always 0, only Shields have a DF score but they are Shoulder Weapons.

->HIT: Determines how often you will hit when using this weapon.

->Range: For Rifles, MGs and Shotguns it's always 1 meaning you have to stand next to an enemy to use it. For a Fighting weapon it's always 0 meaning the same. Grenade Launchers and Bazookas have a different score meaning that they can be used up to this distance but also standing next to the enemy.

Shoulder Weapons have the same stats as Grip Weapons except:

Shoulder Weapons->Bullet: This tells you how often you can use a Missile Launcher before you have to refill it. For Shields it's always 0

Shields actually have a DF score, adding this amount to your Wanzers DF.

| (5.8) Skills |

Last but definitely not least: Skills.

If your EXP is high enough in a certain category you can learn a new Skill at certain levels. It is a lot more complicated than that and I have not yet understood it completely but the basic thing is that if you train someone in a category you will get the first Skill for that category at around lvl 14-17. The next Skill you can get (in the same category or another) will be around lvl 18-20, then 23-26, 28-32 and finally (only for those with enough Skill slots) the last Skill will be at lvl 34-37. Generally everyone can get every Skill if you train him/her well enough but there are exceptions. In fact there are some who can't ever get a certain Skill (like Paul who can't ever get Speed, no matter how well you train him, he CAN get all other Short Skills however but not Speed). Then there are others who gain Skills already at a different level

(like Gregorio who for his third Skill can already choose a lvl 2 Skill or Peewee who can ONLY gain Speed lvl 3).

Then again about every character advances in any given Skill at a different pace. Sakata for example might gain Guide lvl 1 but reach lvl 2 at the beginning of the next turn, before he even had a single chance using it.

Every single Skill works ONLY in a single category, with appropriate weapons. So if you have a Fight Skill and use guns it won't work under any circumstances even though it might theoretically be possible.

For every Skill there are 4 levels: 1 to 3 and Last. I don't know how to actually get Last. Even with pilots that have gained a Skill very early and have been using it really often, hitting 9999 in Short and Long EXP at around 70% of the game I couldn't get it.

FIGHT SKILLS: |

Double - Allows you to additionally attack with your second arm IF it is also equipped with a Fight weapon. If you hit or miss doesn't make any difference. You can attack more often than twice depending on your Fight EXP and the level of the Skill.

First - Fight attacks will ALWAYS go after guns, even if is the Fighter's turn But if the Fighter has this Skill he can attack first, even it is on the turn of the gun-using Wanzer.

Stun - This works exactly like a Flash Grenade. The stuned enemy will lose turns, neither doing anything on ghis own nor reacting if he is attacked. The stun lasts, depending on your Fight EXP and your Skill level, any amount of time from a few seconds, until the enemy attacks in the same fight (if he goes second) up to several turns. Stunned Wanzers are most likely to wake if the are attacked but that might not always happen.

SHORT SKILLS: |

Switch - Working just like Double this allows you switch your weapons and attack with more than one Just like with Double it doesn't make a difference as long as you have any combination of rifles, mgs, flame throwers grenade launchers or bazookas. Also, just like Double, the number of switches depends on your current Short EXP and the Skill level.

Speed - This Skill will (depending on your Skill level) add a number from 1-4 bullets to all attacks with an mg. For this Skill the effectivity isn't depending on the appropriate EXP but is only depending on the Skill level as it adds as many bullets as you have levels in this Skill. But if you have more Short EXP it is more likely to activate. Combined with the Switch Skill this Skill might kick in several times (always with the same amount of bullets added).

Duel - This Skill allows you to either pick any part of your enemy to shoot at (not necessarily to hit, in fact using this Skill to select certain body parts will usually reduce your Hit quite a bit) or to shoot at

any random part or more than one (like without this skill, in fact without this option it would suck a lot to attack with an mg). The effectivity of this Skill is based on your current Skill level and your current Short EXP.

LONG SKILLS: |

Guide - This Skill works exactly like Duel but for missiles and for grenade launchers and bazookas used long ranged. You can select any body part of the enemy to shoot at or to hit any random part (or more than one). The effectivity of this Skill is based on your current Skill level and your current Long EXP.

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| (6) Legend for the Equipment Guide part |

Marks in Brackets:

- A: Not available in shop but in your inventory
 - B: Currently in use by another Wanzer (first equip something else on this Wanzer, then equip named part/weapon on recommended Wanzer)
 - C: Already equipped
 - D: More HP but less HIT
 - E: More HIT but less HP
 - DE: Between max HP and max HIT, but more HP and less HIT
 - ED: Between max HP and max HIT, but more HIT and less HP
 - E/D: Right between max HP and max HIT
 - D/E: Right between max HP and max HIT
 - F: For exchangeable parts/weapons
 - #: For changed Setups, parts/weapons that are changed
- (2): Numbers in Parentheses indicate alternative Setups, an additional A means that it is only suitable for your Attackers, an M means it is only suitable for your Missilers
- +/-: For alternative Setups, marking the better/worse one (if more than 2 the more + the better, the more - the worse; if NOT marked there are no differences worth mentioning; if solitary parts are marked with a - they are usually not recommended)

The STANDARD always stands for a Setup you could generally use for any Wanzer.

| (6.1) Note on the Standard for Missilers |

The STANDARD for Missilers comes for the first time in Grey Rock and not before because there your first Missilers will be about ready. Although you should use Long weapons with Natalie and Keith more often than with other pilots (but not

more often than Short weapons) you shouldn't equip them like real Missilers unless the Setup would be almost identical for Missilers and Attackers. Since a Missiler Setup needs more engine and sacrifices shields for missile launchers Missilers cannot take as much damage as an Attacker. But if your Missilers cannot take full advantage of this kind of Setup due to their low LONG EXP they only have disadvantages with a Missiler Setup.

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| (7) General Strategies |

I STRONGLY recommend to destroy ALL parts of the enemy Wanzers. Because if you would only want to get the Missions done as fast as possible and try to destroy the body first, only destroying other parts coincidentally (like I did when I played for the first time), you'll end up having a REALLY hard time after one third or not later than the half of the game and you will also gain only very few skills, do little damage and generally be torn apart by the enemy if you don't use lots of save states or try each Mission a lot of times (also it's way more fun to tear 'em apart with Switch, Duel and Speed).

GO FOR THE ARMS FIRST!!! This way the enemy won't be able to continue attacking or countering and later all you gotta do is 'harvest' the EXP.

Also comes in handy when you got pilots that have a lower Level than the others and you can divide the EXP up between them.

I don't recommend fight weapons because:

- A) They suck!
- B) You can't use Duel with them, not allowing you to get all possible EXP
- C) They will always go AFTER any sort of gun which sucks even more
- E) In every town there are new guns but only a few actually have fight weapons and thus you would be stuck fighting with old weapons that are not nearly as good as the current guns or missile launchers which sucks ass as well
- D) They are not nearly as strong as MGs, with 2 MGs you can easily do up to 1300 damage on a regular basis while with fightin weapons you won't get passed like 800 and since you are likely just to take out the body first it usually won't come passed 400 sucking about most

Last but not least: always keep an eye on the Levels of your Pilots. Try to keep them as close together as possible and Roid only two or three Levels higher as them (you could also let other Wanzers have higher Levels than Roid but that doesn't really make sense because he'll be on every single Mission and will also be able to gain more skills earlier than the others, as well as the fact that you gotta equip the superior equipment you gain on Missions on someone and who would be better for that than your Ace Pilot?).

I won't comment ALL the equipment you gain during Missions, only the stuff you should equip.

| (7.2) A NOTE on NPCs |

In several Missions you'll be accompanied by NPCs that will fight along your

side. These NPCs will usually be other Wanzers and will usually be relatively easily destroyed by the enemy. Thank god for that! These NPCs will always be a huge waste of EXP as they will not just take your EXP when generally attacking but will as well destroy enemy parts, stealing your rightly earned main EXP source, either by destroying parts you have damaged or by sometimes even destroying whole parts themselves. The usual bonus of having an NPC survive is 1000 HD but sometimes you don't get a bonus for their survival and hence also no penalty for their destruction. Absolutely never is the 'survival' of an NPC necessary to finish the Mission as they will always survive the attack even though their vehicles might get destroyed and there is absolutely no story change if their vehicles get destroyed. Also you can get all NPCs regardless of their destruction so this leaves for them only the redundant 1000 HD bonus that you will hardly need as almost always the money you gain from simply finishing quests (and killing enemies but since you have to kill all enemies to finish a Mission the money will always be the same except for a few minor differences) and as well the huge disadvantage of wasted EXP. I strongly recommend to ensure the death of every single NPC that could stand between you and your EXP! You might even use save states to ensure it. In rare cases an NPC might have both arms destroyed and thus be disabled. In this rare case you might want to protect them again as they cannot waste any EXP and thus you could keep them alive to earn an extra 1000 HD but also keep all the possible EXP.

ALSO an armed NPC makes leveling extremely hard if not impossible.

| (7.2) About the Characters |
| _____ |

EXP when joining

	FIGHT	SHORT	LONG	AGILITY
Sakata	0	0	0	0
Natalie	0	0	0	0
Keith	0	0	0	0
JJ	0	0	0	0
Frederick	95	65	155	250
Yang	670	155	320	154
Paul	200	200	450	450
Alder	?	?	?	?
Gregorio	?	?	?	?
Maury	?	?	?	?
Porunga	?	?	?	?
Bobby	?	?	?	?
Yeelin	?	?	?	?

First on-level-up EXP

	FIGHT	SHORT	LONG	AGILITY
Sakata	11	19	13	12
Natalie	13	16	15	12
Keith	14	16	15	11
JJ	12	17	15	12
Frederick	?	?	?	?
Yang	?	?	?	?

Paul	?	?	?	?
Alder	?	?	?	?
Gregorio	?	?	?	?
Maury	?	?	?	?
Porunga	?	?	?	?
Bobby	?	?	?	?
Yeehin	?	?	?	?

There are 18 characters altogether. 7 of them are really good and THE REST SUCKS ASS! 1 by the way is your Supply Truck driver.

Roid - Main character, you have him from the beginning and can shape him exactly the way you want: He starts off with 0 EXP and with each levely gains equally much EXP in each category. He's the only character that HAS to be in every single Mission. According to how you shape him he is most likely to become the best of all characters in this category.

Sakata - Your second man. He is the only one who also is in the very first Mission (except that random OCU Soldier that you won't ever meet again). He is the best Attackers after Roid and become a decent Missiler if trained well.

Natalie - Your new Adjutant, joins before the second Mission. One of the best Attackers and a good Missiler as well.

Keith - Joining in the second Mission, just like Natalie he is one of the best Attackers but also a good Missiler. He can actually gain Double at lvl 2 but later on his FIGHT EXP won't rise nearly as much as his SHORT EXP will.

JJ - Also joins in the second Mission. One of the best Short Rangers. Can become an okay Missiler if trained well

Frederick - Joins after the third Mission. Useless piece of ****. The only thing he might be good for if anything at all would be getting his ass kicked really hard in every single Mission cause he's only good in Agility and won't get a single skill even if you train him REALLY hard.

Yang - Joins in Menasa. A nice Short and Long ranger and decent Fighter but rather useless as she has only 3 Skill slots altogether and 1 is already used.

Peewee - Your Supply Car driver. Joins at. Not much to say here. You can level him up or not, doesn't make too much of a difference. He can gain Speed lvl 3 but that will hardly ever kick in anyway. Besides that you had to train him ridiculously much (WAY to much for a truck driver) to make a good pilot out of him. But then again you are definitely not supposed (nor advised) to actually use him to fight. As the name suggests he is only there to supply you and since he won't just have far to low HP to survive a fight towards the end but also can't use any item he should stay as far away from the danger as possible.

Alder - Joins in Menasa. Nice Fighter and Attacker.

Paul - Joins in Grey Rock. Second best Missiler of the game. Joins in Grey Rock.

Hans - Best Missiler in the whole wide game (if Roid doesn't get better that is...). Only downside is the lack of enough Skill slots. Joins in Freedom City.

Gregorio - Joins after if you defeat him in the Colosseum in Freedom City. Best fighter of the whole game.

Maury - Joins after the ninth Mission. She isn't good for **** either. I wouldn't know of anything in particular she can actually do good at all.

Porunga - Joins in if you interrupt the fight in Beltchka City. Just like Frederick he is only good at Agility but isn't as much of a piece of **** as Frederick though.

Bobby - Joins together with Porunga. A rather decent Attacker but he won't actually gain more than a single Short Skill although he has more than 1 slot.

Yeelin - Joins after the fourteenth Mission. Pretty decent at Short and Long range but since he joins so late for his damn low level (around half of your team at this time) he isn't of much use. He does have potential and next time I finish this game I'll level him up like hell and see what he can do

Ralph - Joins if you defeat him in the Fort Monus Colosseum. Neat little Fighter and Missiler but at the time you get him his level is way to low and he useless as he doesn't actually have single free Skill slot.

Gentz - Yet another Fighter. Joins during the 23rd Mission. Last one to join. His level is so low for the time you get him that it's already beyond pointless. Besides that he is yet another useless fighter with no real potential

I strongly advise you to NOT USE ALL WANZERS. Only use a small group. WHY?

- EXP: instead of dividing it between all of the Wanzers and only getting rather low Levels you'll be having a small group with high Levels
- a small group will be WAY more powerful then all together, having both, more damage AND more Skills
- some of the Wanzers REALLY suck (mainly because thy can only get 3 instead of 5 Skills but for example Frederick won't ever gain the easiest skill, Guide even with 5000 Long EXP at lvl 22)

Of course it is also possible to actually get ALL your pilots to a decent level with more or less decent Skills but this is complicated because you can only use a certain amount of Wanzers in any given Mission (except the last one), usually between nine and eleven and it is extremely time consuming, taking ages beyond your mortal life. I haven't yet done so as I really have better things to do than shoving EXP up Frederick's ass...

Sure, in the beginning not using all Wanzers will make some of the Missions a little tough but soon the small group will be as strong as all together and not much later they will be much stronger than all together.

So the only Wanzers I advise you to use are:

Roid, 1st Mission;
Sakata, 1st Mission/Barinden;
Natalie, Barinden;
Keith, New Milgan;
JJ, New Milgan;
Paul, Grey Rock.
Hans, Freedom City

These are the ones I usually use but it shouldn't make too much of a difference if you use 8 or a maximum of 9 Wanzers. More are definitely not recommended as there are many Missions that allow only 9 Wanzers and having more will result in everyone having a different level.

If you still want to use more than 7 Wanzers keep to maybe Yang or Bobby as they are decent pilots and although they cannot actually gain enough Skills to be as good as the ones I use they can become pretty good. These 7 I picked can all get 5 or at least 4 (3 for Hans, but it can't be helped) Skills which is exactly how much you need: The only long range skill Guide and all 3 short range skills Speed, Switch and Duel (no Duel for Hans but that's ok). Paul cannot gain Speed, though. Keith can get Double at lvl 2 but it isn't important (you can have him get it as soon as possible because he will always have enough space left for the necessary Skills). Eventually they will level up so much that your fight score will rise high enough without a single time using a fight weapon/bare hands, only through the points you gain at a level up, that even with others than Keith you can get a fight skill. Maybe this doesn't have anything to do with their actual Fight EXP but rather they will gain the necessary level for the 5th Skill but since the Fight Skills are the only ones left they don't yet have you can pick one of them now.

Actually I think the best choice might be to stick to the 'Harcore Core', those Wanzers you have in the second Mission because they can all get 5 Skills, are the best Short rangers and also are pretty good at Long ranges. Since that's the way you'll play, mostly Short ranged backed up a bit by other Wanzers that aren't in range for Short attacks this is actually just fine but only 5 Wanzers will probably be too difficult to start with, so also using Paul and Hans will make things easier.

| (7.3) A Note on the Enemy Missilers |

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You shouldn't let your Wanzers stray or advance alone either for a longer period of time or into the attack range of more than two enemy Missilers. The enemy's Missilers really tend to pick on one of your Wanzers, they will choose one of your Wanzers, usually one of your own Missilers or another one that has no shield equipped. Then they usually attack this Wanzer as long as it is in attacking range and often will also move towards this Wanzer until it is in attacking range again, sometimes even ignoring others of your Wanzers that would also be in range. This will most of the time continue until you either destroyed both their arms at least once or you get the Wanzer that is picked on way out of their range AND get several other Wanzers (usually you do need more than one Wanzer) within their attacking range but most often they cease picking on a certain Wanzer when they are not within fighting range and run out of Missiles. But since this usually takes way too long and they will probably already have destroyed either the arms or even the body of the Wanzer that is picked on before that happens, you have to make them change their target as fast as possible. If one of the Wanzers they picked on has only few HP in one or more parts and either you don't want to or you cannot repair the damage, you should also be careful if the enemy Missiler lost their arms and had them repaired at a Supply Car. Even then they might just start again picking on the

Wanzer(s) they did before losing their arms.

One last thing, be sure to always carry some additional missile launchers and especially additional shields with you as soon as you get Peewee. So you can just change your Weapon Setup in the middle of the Mission to either get more firepower or more often to be able to defend yourself better.

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| (8) Walkthrough |
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(8.1)

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= FIRST MISSION =

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	Roid	Sakata
Body	33	33
Left Arm	24	24
Right Arm	24	24
Legs	26	26

Weapons:

	Left Hand	Right Hand	Left Shoulder	Right Shoulder
Roid	PAP 55 MG			Bone M-Launcher
Sakata	Ibis Rifle			

ENEMIES

2 Attackers in Gust Wanzers :

Level 1

Body	21
Left Arm	16
Right Arm	16
Legs	18

Weapons

Left Grip: Gust MG
Right Grip: Gust MG

Left Shoulder: n/a
Right Shoulder: n/a

2 Missilers in Calm Wanzers:

Level 1

Body 24
Left Arm 19
Right Arm 19
Legs 21

Weapons:

Left Grip: Calm Punch
Right Grip: Calm Punch

Left Shoulder: Piz 3 M-Launcher
Right Shoulder: n/a

Driscoll in Type 11DS Wanzer:

Level 40

Body 250
Left Arm 180
Right Arm 180
Legs 250

Skills: Stun lvl 3, Speed lvl 1

Weapons:

Left Grip: Type 11 Claw-B
Right Grip: Uranio MG

Left Shoulder: n/a
Right Shoulder: n/a

Your first Mission begins right after you start the game.

When the Player Phase starts move Roid and Sakata as far as possible towards the enemy BUT LEAVE THE OTHER OCU PILOT BEHIND! Whenever it's your Turn just leave him where he is, so he can't waste any EXP. You don't need him and you'll never again have him. Well that big badass looking fellow is Driscoll in his Type 11DS. It will be far from now until you can dare attacking him without getting toasted. But for now just ignore him, he won't attack on his own. After your first Turn Driscoll will destroy all of Karen's parts except for the body (even if he has Speed and would actually also hit her body). After your second Turn he'll kill her. After that the music will change but nothing else will happen, still move Roid and Sakata towards the enemy. If you place Roid as close as possible to the enemy one of the Attackers will attack you, a single square less and he won't reach you but you rather let him attack. Actually you

should only guard anyway. You can have Roid and Sakata level up in this Mission (even further than Level 2 but takes some time). Just never counter the enemy's attacks and from time to time don't even attack on your Turn, so you can collect EXP from guarding and don't destroy the enemies before you reached your desired Level (shouldn't be higher than Level 3 for both). Remember to use a Repair S when either your body or your weapon arm HP should drop below 10, if you want be careful or 5, if you want to use as few as possible (also works with less HP but only if you use save states).

Or you can use a Save State and attack the enemies, loading again if you don't have a level up.

Generally you can guess when you will level up by looking at the EXP bar in the Status Bar but that isn't really accurate, so if you want to get sure that you level up, use Save States. After reaching the desired Level destroy the rest of the enemy Wanzers. Then Driscoll will blow up the factory.

It doesn't matter at all if Sakata dies, this will have absolutely no effect on the rest of the game. Just that he cannot gain more EXP in this Mission.

Watch the intro for the Second Huffman Dispute and next you'll have to fight in the Colosseum. Your enemy 'The Great Sazaland' shouldn't be problem if your Level is higher than one and you also won't get any EXP for the fight. But if you're still Level 1 you can gain some EXP in this fight. It doesn't matter if you win or lose, afterwards Olsen will recruit you into the 'Carrion Crow' Mercenary Unit and give you 1000 HD.

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(8a)

BARINDEN

New Wanzers: Raioh (Sakata), Primrose (Natalie).

You might want to fight in the Colosseum once, against a stronger Wanzer to gain some money. It's not necessary but can be handy because you can setup Roid completeley without the annoyance of first having to sell parts before you can setup the rest and it also gives you a little money to start with (more than the 384 HD you'll have left after equipping Roid).

EQUIPMENT:

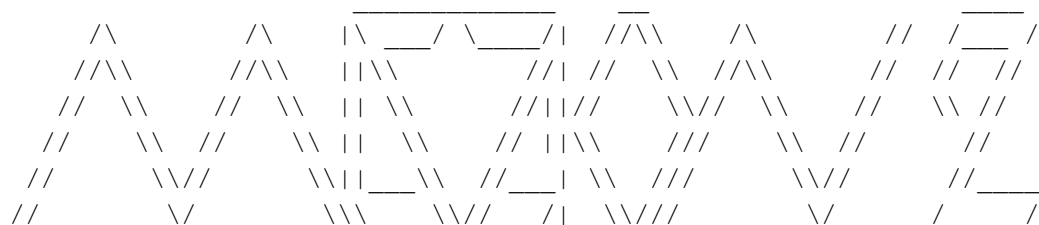
PARTS:

Wanzer	Body	Left Arm	
Shrike	PAVOT	ZOLA 3A	
Wanzer	Right Arm	Legs	Computer
Shrike	ZOLA 3A	ZOLA 3A	Zera ZR-06St

WEAPONS:

Wanzer	L.Grip	R.Grip
Shrike	Sieger[F]	Raptor[C/F]
Wanzer	L.Shoulder	R.Shoulder
Shrike	Piz 3 M-Launcher[A]	n/a

After equipping Roid you should go to the Military Office and say that you're finished. Olsen will introduce you to your new team members Sakata and Natalie and your second Mission starts, actually the first where you can decide about equipment at all.



(8.2)

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 = SECOND MISSION =
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	Sakata	Natalie	Keith	JJ
Body	33	39	42	45
Left Arm	24	24	25	26
Right Arm	24	22	22	25
Legs	26	24	24	27

Weapons:

	Left Hand	Right Hand	Left Shoulder	Right Shoulder
Sakata	Sieger Rifle			
Natalie	Siege MG			
Keith	Raptor MG			Piz 3 M-Launcher
JJ	Sieger Rifle			

 5 Attackers in Calm Wanzers:
 Level 1

Body 24
Left Arm 19
Right Arm 19
Legs 21

Weapons

Left Grip: Siege MG
Right Grip: Calm Punch

Left Shoulder: n/a
Right Shoulder: n/a

2 Missilers in Gust Wanzers:
Level 1

Body 21
Left Arm 16
Right Arm 16
Legs 18

Weapons

Left Grip: Calm Punch
Right Grip: Calm Punch

Left Shoulder: Piz 3 M-Launcher
Right Shoulder: n/a

1 Commander in Zola Wanzer:
Level 1

Body 30
Left Arm 22
Right Arm 22
Legs 24

Weapons

Left Grip: Siege MG
Right Grip: Zola Punch

Left Shoulder: Piz 3 M-Launcher
Right Shoulder: n/a

You'll be dropped by the airplane in the lower middle of the area. Send Roid and Natalie to the lose group of 2 Attackers, 1 Missiler and the Commander west to northwest of the landing place. Send Sakata to the solitary attacker that is southeast of your landing place. Send Keith and JJ to the northeastern group of 2 Attacker and the second Missiler.

Roid can't attack in the first round but in your second Turn you should attack the Missiler with the Piz 3 M-Launcher until it's empty. Sakata should take the single Attacker out part for part.

Natalie will be kept busy but shouldn't be in danger by the 2 Attackers that will concentrate on her.

Keith and JJ will deal with the 2 Attackers and the Missiler, eventually one or

two of the Attackers will make the way down to Sakata but don't let Sakata destroy too many of his parts because he should already have started the Mission with at least Level 2 and Keith and JJ are only Level 1, so you should finish the Attacker and the Missiler that are left off with Keith and JJ and then get down to the Attacker that went for Sakata. If however finishing them off should take too long, just interrupt that and leave for the Attacker that went off OR let Sakata lure the formerly northwestern Attacker and possibly also the southwestern Attacker towards Keith and JJ. If one or more of the enemies that are fighting with Keith and JJ should go for Sakata, you should get Keith or JJ closer to the enemies that don't concentrate on them anymore and attack them again, so that they'll probably lose interest in Sakata and will concentrate on Keith and JJ again. Roid should destroy the western Missiler and then move on to the Commander. He should gain a Level after he destroyed some of the Commander's parts and after that you should move him out of the way because the others need the EXP more than he does. Sakata should also be gaining a Level either shortly after destroying the southern Attacker or if the northwestern Attackers or the Missiler went for him, after he destroyed a few of their arts, so sooner or later you'll also have to move him out of the way so he won't be attacked because the others will be needing the EXP more than him. When Natalie is finished with the two Attackers send her towards the group of enemies around Keith and JJ or towards the one or two Attackers that went from northwest (just in case she hasn't gained a Level already). A few Turns after that you should be finished with every one. Now off to New Milgan!

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(8b)

NEW MILGAN

New Wanzers: Ms.Jerry (Keith), HunterJ (JJ).

EQUIPMENT

PARTS:

Wanzer	Body	Left Arm
STANDARD	(1) Husky Mk III	Husky Mk III
	(2) Vapor	Vapor
Shrike	Vapor	Vapor
Raioh	Husky Mk III	Husky Mk III
Primrose	Vapor	Vapor
Ms.Jerry	Husky Mk III	Husky Mk III
Hunter J	Husky Mk III	Husky Mk III

Wanzer Right Arm Legs Computer

STANDARD (2)	Husky Mk III	Vapor	
Shrike	Husky Mk III	Vapor	Licorne AX-7
Raioh	Husky Mk III	Vapor	Meteor VG-15PR[B]
Primrose	Husky Mk III	Vapor	Sechvie wst-288[B]
Ms. Jerry	Husky Mk III	Vapor	Sechvie wst-288[B]
Hunter J	Husky Mk III	Vapor	Licorne AX-7

WEAPONS:

Wanzer	L.Grip	R.Grip
STANDARD	Grave MG[F]*	RIM-3[F]*
Shrike	n/a	Winee Rifle
Raioh	Grave MG[F]	RIM-3[F]
Primrose	n/a	Winee Rifle
Ms.Jerry	Grave MG[F]	RIM-3[F]
Hunter J	Grave MG[F]	RIM-3[F]

Wanzer	L.Shoulder	R.Shoulder
STANDARD	Bone M-Launcher**	WS-2 Shield**
Shrike	n/a	Bone M-Launcher***
Raioh	Bone M-Launcher	WS-2 Shield
Primrose	n/a	Bone M-Launcher***
Ms.Jerry	Bone M-Launcher	WS-2 Shield
Hunter J	Bone M-Launcher	WS-2 Shield

*

When equipping a long range and a short range grip weapon, equip the short range weapon left and the long range weapon right. This way you still have one long range weapon even if you should lose one arm.

**

Always equip the missiles LEFT and the shield RIGHT because you always guard with your right arm.

You also could equip a WS-2 Shield instead of the Bone M-Launcher but the Missilers in the next Mission are very weak and the WS-2 Shield is not really necessary. Yet in the second next Mission the Missilers are stronger, inflicting more damage, so that you might want to change Primrose's Bone M-Launcher into a WS-2 Shield.

After equipping every one you should pay the Colosseum a little visit to level up. According to how you spread the EXP among your Wanzers in the last Mission you should let them have gain enough EXP for Roid to Level up to Level 4, Sakata also, if he finished the first Mission with Level 3 and the others (also Sakata if he finished the first Mission with Level 2) to Level 3. That might

just take a while but if you do it all your Wanzer will have a good start and should be able to deal with the enemy Wanzers much easier than if you left them at the Levels they had after completing the last Mission. That's it for now so go to the Military Office. You'll be sent off to your Mission.

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=====
= THIRD MISSION =
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Items gained: Egret R-Launcher

3 Missilers in Zola Wanzers:

Level 1

Body 30
Left Arm 25
Right Arm 25
Legs 27

Weapons

Left Grip: n/a
Right Grip: n/a

Left Shoulder: Piz 3 M-Launcher

Right Shoulder: n/a

3 Attackers in Calm Wanzers:

Level 2

Body 24
Left Arm 19
Right Arm 19
Legs 32

Weapons

Left Grip: Siege MG
Right Grip: Calm Punch

Left Shoulder: n/a

Right Shoulder: n/a

1 Attacker in Pavot Wanzer:

Level 2

Body 36
Left Arm 22
Right Arm 22
Legs 27

Weapons

Left Grip: Zola Punch
Right Grip: Siege MG

Left Shoulder: n/a (Egret R-Launcher)
Right Shoulder: n/a

1 Commander in Zenith Wanzer:
Level 2

Body 33
Left Arm 24
Right Arm 24
Legs 26

Weapons

Left Grip: Iguti Type 5 Rifle
Right Grip: Zenith Punch

Left Shoulder: Piz 3 M-Launcher
Right Shoulder: n/a

You'll start the Mission in the eastern middle. Send Roid, Sakata and Keith off to meet the enemy in the west. There'll be a group made up of the one Attacker in the Pavot Wanzer and two Attackers in Calm Wanzers, closing in on you and a single Missiler when you approach him on your second Turn. The Attacker in the Pavot Wanzer will gain an Egret R-Launcher after the second Turn, which is strong as hell and could really kick your ass because it can destroy parts of your Wanzers with the hit of only one missile, so be careful, VERY CAREFUL. As soon as Roid gets into reach you really should bone this guy and assure that at least one of the missiles hits his LEFT ARM because that's the arm where he'll equip the Egret R-Launcher, unless you destroy it already before he can recover the cargo, i.e. the first time you attack him. Otherwise you'll be still able to keep him from using that thing if you attack him a second time with Roid's Bone M-Launcher and destroy his left arm on your second attack. Roid is the only one who can do this because the other won't be able to reach him if you wouldn't proceed as fast as possible but this might already be too slow and could give him a possibility to use that thing. But don't forget your other Wanzers. Send Natalie and JJ up the 'stairs' to the north and from there to the northwest to meet the enemy on the plateau where Frederick is going to be attacked by the enemy. There are one Commander and two Attackers that will either keep on attacking and following Frederick OR will turn on you. That was different every time I played the Mission. Anyway have Natalie and JJ keep them busy and they'll be likely to ignore Frederick. Remember that NPCs are not that important but you'll lose 1000 HD of your Military Commission if Frederick gets destroyed. Actually there is another Missiler near them but he usually won't go for you. Together with the last Missiler he'll be waiting on the most western part of the plateau that is a little lower than the rest. After you got rid of their arms/all of them let 2 or more of your Wanzers (no

matter which ones but better more than one) go after the two Missilers that are left and have the others collect the rest EXP from the other enemies that will wander around aimlessly or will still follow Frederick although they can't even attack anymore. Sometimes enemies without the possibility to attack you and no way of recovery will follow YOU. Me thinks that kinda makes no sense at all 'cause you're the one destroying 'em and they should better get the hell away from you but I don't think anyone told 'em, so how should THEY know? Anyway after that you should be finished or only got literally unarmed enemies wandering around. After all are down you'll return to New Milgan.

 -IMPORTANT -

DON'T FORGET TO EQUIP THE EGRET R-LAUNCHER YOU JUST GOT!

You have to change Shrike's Setup or otherwise he won't be able to carry the Egret R-Launcher.

New Wanzers: Witness (Frederick)

PARTS:

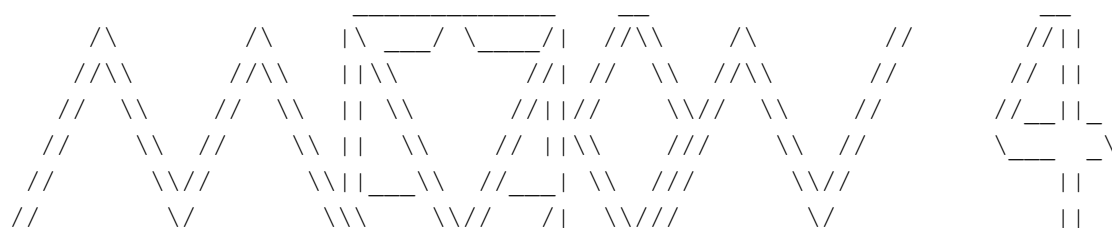
Wanzer	Body	Left Arm
Shrike	Husky Mk III#	Husky Mk III#

Wanzer	Right Arm	Legs	Computer
Shrike	Husky Mk III	Vapor	Meteor VG-15PR

WEAPONS:

Wanzer	L.Grip	R.Grip
Shrike	Grave MG#	Winee Rifle

Wanzer	L.Shoulder	R.Shoulder
Shrike	Egret R-Launcher[B]#	WS-2 Shield



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= FOURTH MISSION =

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IMPORTANT

Do not have still armed enemies with nearly destroyed parts wandering around!!!
When there are enemies that can still attack they will go for the Supply Cars
and since they are all at low Levels the Supply Cars do medium damage that
means they might waste a lot of EXP because enemies attack them but are already
damaged and will have either single parts or their whole bodies destroyed by
the Supply Cars.

5 Attackers in Zenith Wanzers:

Level 3

Body	33
Left Arm	24
Right Arm	24
Legs	26

Weapons

Left Grip: Grave MG
Right Grip: Winee Rifle

Left Shoulder: n/a
Right Shoulder: n/a

4 Missilers in Zola Wanzers:

Level 2

Body	30
Left Arm	24
Right Arm	24
Legs	26

Weapons

Left Grip: Zenith Punch
Right Grip: Zenith Punch

Left Shoulder: Piz 3 M-Launcher
Right Shoulder: MGR-IB

1 Commander in Galvo Wanzer:

Level

Body	42
Left Arm	25
Right Arm	25
Legs	32

Weapons

Left Grip: Grave MG

Right Grip: Sieger Rifle

Left Shoulder: n/a

Right Shoulder: n/a

You'll start in the southwest and should get all your Wanzers to the southern middle because that's where not only the closer group of enemies will be waiting for you but this way you can also stand in their way between them and the place where the Supply Cars are heading and if you don't deal with these enemy units first you'll have some Supply Car casualties and unnecessarily lose cash.

So Attack them with all your six Wanzers. Be sure to disable the one Missiler here and also be sure to keep two Egret missiles in your launcher. After you disabled one or two of the Attackers and the Missiler head north-northwest with Roid and two Wanzers of your choice. Leave the two others to disarm the remains but only for one or two turns. After that you should send one or two of them to the north to help out Roid and the two other Wanzers of your choice, otherwise it could happen that the three of them get into some serious trouble because this group of the remaining Wanzers is quite powerful since there is one Commander with more HP than the others, two Attackers that have strong Winee Rifles and will block your way and then three Missilers that will stay out of your reach and keep on bombing you with their MGR-IB until they're empty. And the odds for that group of six against your three are not really to your advantage, so send one or two your Wanzers that stayed in the south to back up your threesome. To get rid of the enemy Missilers that can REALLY be a pain in the ass in this Mission, So Bone 'em once with one Wanzers and then again with the next one. But be aware that it doesn't matter if you hit anything but right left arms twice because the main purpose of this is to take their MGR-IBs out.

About five to eight Turns later you should be finished and get your Commission. Now reconnoiter in Menasa! ASAP

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(8c)

MENASA

New Wanzers: Gyokuran (Yang).

First of all head to the Military Office and after a relatively long dialogue you'll be dismissed. Next go to the Colosseum and after an even longer dialogue you'll be out again just to get into the Colosseum once again. The fight against Gyokuran is a piece of cake. Afterwards head to the Shop and equip every one. Oh, and by the way: this Shop has the first Backpack (YEEHAAW!).

EQUIPMENT

PARTS:

Wanzer		Body	L.Arm
STANDARD	A	Husky Mk IV	Husky Mk IV
	M	Husky Mk IV	Husky Mk IV
Shrike		Husky Mk IV	Husky Mk IV
Raioh		Husky Mk IV	Husky Mk IV
Primrose		Husky Mk IV	Husky Mk IV
Ms.Jerry		Husky Mk IV	Husky Mk IV
Hunter J		Husky Mk IV	Husky Mk IV

Wanzer		R.Arm	Legs	Computer
STANDARD	A	Husky Mk IV	Husky Mk IV	Meteor VG-15PR
	M	Husky Mk IV	Husky Mk IV	Meteor VG-15PR
Shrike		Husky Mk IV	Husky Mk IV	Meteor VG-15PR[C]
Raioh		Husky Mk IV	Husky Mk IV	Meteor VG-15PR
Primrose		Husky Mk IV	Husky Mk IV	Meteor VG-15PR
Ms.Jerry		Husky Mk IV	Husky Mk IV	Meteor VG-15PR
Hunter J		Husky Mk IV	Husky Mk IV	Meteor VG-15PR

WEAPONS:

Wanzer		L.Grip	R.Grip
STANDARD	A	PAP55 MG[F]	Iguti Type 7[F]
	M		
Shrike		PAP55 MG[F]	Iguti Type 7[F]
Raioh		PAP55 MG[F]	Iguti Type 7[F]
Primrose		PAP55 MG[F]	Iguti Type 7[F]
Ms.Jerry		PAP55 MG[F]	Iguti Type 7[F]
Hunter J		PAP55 MG[F]	Iguti Type 7[F]

Wanzer		L.Shoulder	R.Shoulder
STANDARD	A	Galvados R-Launcher	WS-20 Shield
	M		Galvados R-Launcher
Shrike		Egret R-Launcher[C]	WS-20 Shield
Raioh		Galvados R-Launcher	WS-20 Shield
Primrose		Galvados R-Launcher	WS-20 Shield
Ms.Jerry		Galvados R-Launcher	WS-20 Shield
Hunter J		Galvados R-Launcher	WS-20 Shield

NOTE

This is the first time for a STANDARD Missiler Setup. Although Keith is your first Missiler and you get him earlier he shouldn't really be equipped with this Setup and I didn't include it in the previous towns because it will take some time for him and also every other Missiler you get to gain the Guide skill. Until that happens it would be better to equip your Missilers like your Attackers for the first Missions and switch to the Missiler Setup from not

earlier than 10th Level. Before that, it just doesn't make too much sense equipping them as Missilers because they can't really take advantage of this setup (although you can change their setup to carry 2 missile launchers if there are no grenade launchers available in this town). But when Keith reaches Level 14 to 16 he'll gain the Guide skill, Paul will gain it at about Level 12 to 13 and Hans at Level 11.

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(8.5)
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 = FIFTH MISSION =
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NOTE

Maybe you want to disable layer one. That way instead of all the buildings that keep you from seeing anything you'll only have black blocks on the ground but you can see the streets now. Also you can see where you can go and where the enemies are. Generally this is very helpful in all cities. Actually the X button will make all Units visible even if they were covered by buildings before but this way you'll also be able to see the way that you cannot go in this turn.

Items gained: Piz 8

6 Attackers in Galvo Wanzers:
 Level 4

Body 42
 Left Arm 25
 Right Arm 25
 Legs 32

Weapons

Left Grip: Grave MG
 Right Grip: Galvo Punch

Left Shoulder: n/a
 Right Shoulder: n/a

3 Missilers in Husky Mk. III Wanzers:
 Level 4

Body 39

Left Arm 24
Right Arm 24
Legs 30

Weapons

Left Grip: Husky Mk. III Punch
Right Grip: Husky Mk. III Punch

Left Shoulder: n/a
Right Shoulder: Bone M-Launcher

3 Commanders in Gizeh Wanzers:
Level 5

Body 45
Left Arm 26
Right Arm 26
Legs 34

Weapons

Left Grip: Gizeh Punch
Right Grip: Winee Rifle

Left Shoulder: Bone M-Launcher
Right Shoulder: n/a

Driscoll in Type 11DS Wanzer:
Level 40

Body 250
Left Arm 120
Right Arm 120
Legs 250

Skills: Stun lvl 3, Speed lvl 1

Weapons

Left Grip: Typell Claw-C
Right Grip: Typell MG

Left Shoulder: n/a
Right Shoulder: n/a

If you want to destroy Driscoll, save your missiles, don't attack anyone else with them except Driscoll!

In this Mission all Missilers have a double Boner so you should be more careful about them! You'll start the Mission in the south-southeast. So at this point probably all of the other walkthroughs will tell you to backup Paul at any cost and assure that he stays alive maybe even with using save states BUT NOT ME! Paul is a real pain in the ass. He keeps on attacking until the end and is a to great risk of wasting quite a lot EXP. So I would say use save states to assure that his body gets destroyed as fast as possible. There is just one possibility to keep him alive: it might happen that both of his arms take heavy damage in the first two Turns. If that should happen you can use save states to assure

that his both arms get destroyed. Obviously he'll stop attacking then and will flee from the enemy, then is the right time to back him up. Why? Because you only lose 1000 HD if he gets destroyed but nothing else happens, you can still accomplish the Mission and he still joins your unit. And when you compare the EXP that he can waste (really a lot if you let him attack until the end, like 500 EXP, that would be about one level for one of your Wanzers) to the 1000 HD that you don't even need because you get enough from destroying the enemies (especially if you destroy Driscoll) and even if that wouldn't be enough you could easily get the money in the Colosseum.

Well I talked about destroying Driscoll, NOW!?

Yeah, that's right there is an easy way to do so (I discovered it by pure chance). All you have to do is get one of your Wanzers to the ledge at the parking lot where Driscoll will be waiting until he starts attacking himself. Either he'll stand on the edge of the parking lot or (happened to me quite often for some reason) he'll be standing on the other end of the parking lot, with one other enemy Wanzer that have already taken some damage (usually a Missiler) in front of him. In both cases send one of Wanzers to stand directly in front of the ledge but not on it directly. Driscoll has only short ranged weapons and if you equipped your Wanzers like I wrote all of them should have Iguti Grenade Launchers. So Driscoll can't attack either because he can't move and the height difference only allows long ranged weapons or because he can't move and doesn't come close enough for a short ranged weapon, anyway he's disabled and waiting to be destroyed. The advantages of destroying Driscoll? Money, you get 7882 HD for destroying him. EXP, although you can't destroy the body of one other enemy Wanzer all your Wanzers will be gaining one or two levels just from shooting with their Iguti Grenade Launchers even if they don't destroy any parts. For destroying his arms you get 87 EXP each, not too much BUT for his legs and body you get 1006 EXP each, enough for 3 Level ups at once each. After destroying his arms you should get one of your Wanzers into the street that leads south-southwest from the parking lot, one should be diagonally one square to the west and the north and the other two should be ready to close the circle. This way Driscoll might just step into the trap and four Wanzers can attack him at the same time with their PAP 55 MGs what is quite faster than having only two Wanzers in short range and the other ones have to attack with long range weapons that are only half as accurate as the short range weapons. Also when attacking him after his arms are destroyed you should consider not using one of your Wanzers (except Roid). Then when destroying his arms and body you should let this Wanzer you didn't use to attack destroy either legs or body and Roid the other part. So Roid has a higher Level but not too high as when he would have destroyed both legs and body and since you didn't use the other Wanzer this one won't have leveled up like the others when attacking Driscoll and will through the 3 Level ups be only one or two Levels higher than the others. The disadvantage? Well the time. The last time I did it myself it took me like 1 1/2 hours. But even if you do not want to destroy him you need this tactic because otherwise you either have to also use the other two Wanzers you left behind, you have to destroy enemy's bodies before destroying all their parts or you won't be able to finish the Mission because Driscoll will attack with his 40 Levels and overall more than 700 HP and will tear all of your Wanzers apart within a handful of Turns. Even in the other cases he might come around causing one or two casualties. Only if you block his way you can accomplish the Mission easily. If you don't want to destroy Driscoll you have to block his way in time and with your other Wanzers you have to destroy the other enemies. When either all other enemies or he himself have been destroyed Driscoll will blow up the Hospital and the Mission is over. When Roid destroys Driscoll's body or legs he might gain his first skill depending on how you destroyed the part, Guide if you used any long ranged weapon and either Duel, Switch or Speed if you used a short range weapon or your Iguti Type 5 Grenade Launcher as a short range weapon.

So now to the general tactics for this Mission.

Send Roid to the street that leads from the middle to the northwest. Sakata and JJ should meet Paul's group of enemies (not to back him up, just because that's the western front). And finally Natalie and Keith should use the eastern street to meet the enemy. Frederick you should drag along with whom ever you see fit. It does make sense having him accompany Roid but he usually can take care of himself so if you see that at one of the fronts there's a little trouble just move him over. When you think that Natalie can take the eastern enemies alone draw Keith from there to send him to Roid's northern front and back him up. If the western front should crumble, send either Sakata or JJ to destroy the remains and send the other one back up Natalie or Roid and Keith, whoever should need more help.

Now it should be about time to get one of your Wanzers in position to block Driscoll. It's actually better to stand right in front of the ledge but if there should be other enemy Wanzers on the parking lot, too you should get your blocking Wanzer also on the ledge to first destroy all of the other enemy Wanzer you want to destroy first. You should leave on of the Commanders alive because their bodies only bring 49 EXP instead of the 66 for Attackers or 69 for Missilers. After destroying Driscoll or all others the Mission is over and you'll move on to Grey Rock.

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(8d)
 GREY ROCK

New Wanzers: Rainbow (Paul), Cowboy (Alder: talk to Herbert in Grey Rock's Bar then Alder in Menasa's Bar), Peewee (supply car).

So first of all you'll automatically talk to Olsen, then you should visit Hans to get Yang back (you can't even equip her until you've been to Hans' office), then go to the Bar to first get Paul into your unit, talk to Herbert and THEN go back to Menasa, to their Bar and talk to Alder, THEN fight him in the Colosseum and THEN you can finally go to the Shop in Grey Rock to equip your Wanzers. Especially the Paul part you should do BEFORE visiting the shop or you might forget it. You could get Paul also afterwards but not only would that suck big time, after the next Mission you can start the second next Mission without returning to Grey Rock and then you would be even more likely to forget poor ol' Paul.

EQUIPMENT:

PARTS:

Wanzer	Body	L.Arm
STANDARD	A Moth VR 5	Moth VR 5[D]
	A	Grop[E]

	M	Grop
Shrike	Moth VR 5	Moth VR 5
Raioh	Moth VR 5	Moth VR 5
Primrose	Moth VR 5	Moth VR 5
Ms.Jerry	Moth VR 5	Moth VR 5
Hunter J	Moth VR 5	Moth VR 5

Wanzer	R.Arm	Legs	Computer
STANDARD	A Moth VR 5[D] A Grop[E] M Grop	Grop	Crier NC-168
Shrike	Grop	Grop	Crier NC-168
Raioh	Grop	Grop	Crier NC-168
Primrose	Grop	Grop	Crier NC-168
Ms.Jerry	Grop	Grop	Crier NC-168
Hunter J	Grop	Grop	Crier NC-168

NOTE

If you use 1 Moth and 1 Grop arm, be sure to equip the Grop arm left and the Moth arm right. Always equip the arm with more Hp on the RIGHT side because if you guard it will usually be taking more damage than the Left arm.

WEAPONS:

Wanzer	L.Grip	R.Grip
STANDARD	A 22SN Leosocial M 22SN Leosocial	Gnoat
Shrike	22SN Leosocial	Gnoat
Raioh	22SN Leosocial	Gnoat
Primrose	22SN Leosocial	Gnoat
Ms.Jerry	22SN Leosocial	Gnoat
Hunter J	22SN Leosocial	Gnoat
Rainbow	22SN Leosocial	Gnoat

Wanzer	L.Shoulder	R.Shoulder
STANDARD	A Egret R-Launcher M Egret R-Launcher	WS-20 Shield[c] Egret R-Launcher
Shrike	Piz 8[A]	WS-20 Shield[c]
Raioh	Egret R-Launcher	WS-20 Shield[c]
Primrose	Egret R-Launcher	WS-20 Shield[c]
Ms.Jerry	Egret R-Launcher	WS-20 Shield[c]
Hunter J	Egret R-Launcher	WS-20 Shield[c]
Rainbow	Egret R-Launcher	WS-20 Shield[c]

If you use 1 Moth and 1 Grop arm be sure to equip the Gnoat left and the 22SN Leosocial Mg right. This way the weapon with the lower Hit is on the arm with more Hit, balancing a little.

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= SIXTH MISSION =
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This is your first Mission with an your Supply Car. First of all keep Peewee out of the line of fire. When you run out of missiles just get your Wanzer to a square next of him and on the next turn chose Supply by FIRST pressing B. If you should have destroyed parts they will automatically repaired and gain one HP even if you don't use Supply. Also you can change the Weapon Setup of your Wanzers. Peewee can take one or two attacks with missiles and two or three other attacks before he is in danger (but only in the beginning, after the half already one of either attack is enough to be dangerous). But be careful because PEEWEE CAN'T USE ITEMS. Although there stands 'Use Item' in the menu, when you highlight it and press A a window appears along with an alarm sound saying 'WARNING no Item'.

3 Missilers in Zigle 6B Wanzers:

Level 5

Body 42
Left Arm 30
Right Arm 30
Legs 30

Weapons

Left Grip: Zigle 6B Punch
Right Grip: Zigle 6B Punch

Left Shoulder: Egret R-Launcher
Right Shoulder: Egret R-Launcher

6 Attackers in Galvo Wanzers:

Level 5

Body 48
Left Arm 36
Right Arm 36
Legs 36

Weapons

Left Grip: Galv SV Punch
Right Grip: 22SN Leosocial

Left Shoulder: n/a
Right Shoulder: n/a

2 Commanders in Husky MK IV Wanzers:
Level 6

Body 51
Left Arm 39
Right Arm 39
Legs 39

Weapons

Left Grip: Grave-S MG
Right Grip: Empire Rifle

Left Shoulder: n/a
Right Shoulder: Egret R-Launcher

3 Missilers in Fly Swatter SAM Launchers:
Level 5

Body 100

You start the Mission loosely spread from the northwest over the north to the northeast. Send Roid and Paul right into the middle to have a broad field of operation, send Sakata, Keith and Frederick to take down the group of 3 Missilers in the west. Natalie and JJ should move to the east meeting the enemy on the way. After about two Turns Roid and Paul should leave the middle to move towards the enemy in the southwest. When there is only one enemy left in the east that is already damaged and the one in the south-southeast Natalie or JJ should move to meet the others in the west or otherwise you might be too slow and can't finish the Mission in the 10 Turns limit.

The group around Sakata will deal with several Missilers and there is not much space around there, so you might end up getting Sakata into serious trouble. After one or two turns of fighting the Missilers Sakata might have taken some damage and OTHER Wanzers from the right side of the trees sometimes get themselves into the tight opening and block your way. This way Sakata could be cut off from Keith and Frederick and has to deal alone with all those Missilers which can become quite dangerous. Try to either block the way of the enemies coming from the right side without any hole or get at least one other Wanzer with Sakata close to the Missilers.

Be sure to move Roid alone or with another Wanzer of your choice or two other Wanzers than Roid to the southeast in time, i.e. when you have at least 4 Turns left to already start fighting the one enemy Wanzer waiting in the south-southwest and the two SAM Launchers. If you can, try to involve Paul so he can gain some EXP, so let him destroy bodies for example but be more careful about the time than about his EXP. If you can't destroy all enemies in time you'll lose the 3000 HD Military Commission and of course the EXP you would've gotten from destroying them.

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=IMPORTANT=
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|DON'T start the next Mission (the one AFTER the SAM Launchers) immediately |
|FIRST go back to GREY ROCK and equip ALL THE WANZERS THAT ARE LEFT with the |
|STANDARD parts. But the computers do not necessarily have to be updated. Also|
|you might want to |stock up on |
|items. |
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= SEVENTH MISSION =

Items gained: Piz 8

6 Missilers in Galvo SV Wanzers:
Level 6

Body 48
Left Arm 36
Right Arm 36
Legs 36

Weapons

Left Grip: Galvo SV Punch
Right Grip: Galvo SV Punch

Left Shoulder: Sunowl M-Launcher
Right Shoulder: n/a

Miligan (Missiler) in Frost Wanzer:
Level 5

Body 120
Left Arm 60
Right Arm 60
Legs 72

Weapons

Left Grip: Frost Punch
Right Grip: Frost Punch

Left Shoulder: Egret R-Launcher

Right Shoulder: Egret R-Launcher

Reebath (Missiler) in Frost Wanzer:

Level 7

Body 120

Left Arm 60

Right Arm 60

Legs 72

Weapons

Left Grip: Frost Punch

Right Grip: Frost Punch

Left Shoulder: Egret R-Launcher

Right Shoulder: Goldias M-Launcher

Dave (Attacker) in Frost Wanzers:

Level 7

Body 120

Left Arm 60

Right Arm 60

Legs 72

Weapons

Left Grip: Empire Rifle

Right Grip: Ibis Rifle

Left Shoulder: n/a

Right Shoulder: n/a

Grieg (Attacker) in Frost Wanzer:

Level 12

Body 120

Left Arm 60

Right Arm 60

Legs 72

Skills: Switch lvl 1

Weapons

Left Grip: Empire Rifle

Right Grip: Ibis Rifle

Left Shoulder: n/a

Right Shoulder: n/a

Josie (Fighter) in Frost Wanzers:

Level 6

Body 108

Left Arm 60

Right Arm 60

Legs 76

Weapons

Left Grip: F-3 Handrod

Right Grip: F-2 Tonfar

Left Shoulder: n/a

Right Shoulder: n/a

Ghetta (Fighter) in Frost Wanzer:

Level 5

Body 120

Left Arm 60

Right Arm 60

Legs 72

Weapons

Left Grip: F-3 Handrod

Right Grip: F-2 Tonfar

Left Shoulder: n/a

Right Shoulder: n/a

Welcome to the hardest Mission of the beginning! Equip all your Wanzers and don't forget the items for your six favorites. You'll start the Mission in the west to southwest. Send Roid and JJ to the middle to meet up with Grieg, Dave and their Missilers. Sakata, JJ, Frederick and Paul should make up the southeastern front with Miligan, Reebath and their Missilers, you need that many shields because there are four Missilers, two of them are very powerful and have arms with lots of HP. Natalie, Keith and Alder should encounter Josie, Ghetta and their Missilers.

The weak Wanzer function as shields and can accelerate the process of destroying the enemy when they only damage but not destroy parts. Since after that this Mission often takes on wildly differing course and so the strategy is a little vague. When you notice that one of your fronts has a hard time, look if one of the others fronts can spare a Wanzer and send it to the front that needs it.

Also you should decide whether you want to get rid of the standard Wanzers first or want to take of the Mobile Squadron 64 threat first, i.e. if you first want to destroy the standard Missilers' missile arms or the arms of the Frost Wanzers, the standard Missilers are annoying, have three missiles (that might not always hit) and can cause some damage. The Frost Wanzers on the other hand have stronger arms and can cause more damage and although Reebath's Goldias M-Launcher can only fire twice the Frost Missilers' Punch is also quite powerful. Anyway, after getting rid of most arms you should take care of Paul's Level.

Since you couldn't afford to let him gain enough EXP in the last Mission leave him enough Frost legs and bodies to reach the other Wanzers.

After the Mission you should visit Grey Rock a last time to change Roid's Setup and equip the Left Frost arm you just got.

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=====
= EIGHTH MISSION =
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5 Missilers in Zigle 6B Wanzers
Level 7

Body 42
Left Arm 30
Right Arm 30
Legs 30

Weapons

Left Grip: Zigle 6B Punch
Right Grip: Zigle 6B Punch

Left Shoulder: Egret R-Launcher
Right Shoulder: Egret R-Launcher

4 Attackers in Pavot II Wanzers:
Level 7

Body 54
Left Arm 39
Right Arm 39
Legs 42

Weapons

Left Grip: Husky Mk. IV Punch
Right Grip: Dark Hog MG

Left Shoulder: n/a
Right Shoulder: n/a

3 Attackers in Galvo Wanzers:
Level 7

Body 48
Left Arm 39
Right Arm 39
Legs 39

Weapons

Left Grip: Husky Mk. IV Punch
Right Grip: Mostro 24 MG

Left Shoulder: n/a

Right Shoulder: n/a

1 Commander in Clavecih Wanzer:

Level 8

Body 60

Left Arm 48

Right Arm 48

Legs 48

Weapons

Left Grip: Husky Mk. IV Punch

Right Grip: 22SN Leosocial

Left Shoulder: Sunowl M-Launcher

Right Shoulder: n/a

1 Commander in Clinton Type Wanzer (SEC TR-5502):

Level 8

Body 310

Skills: Switch lvl 1

Weapon: Artassaut SP MG

2 Carriers in Natural Supply Cars (DAIAN TT-22):

Level 7

Body 200

Weapon: Empire Rifle

This is the first Mission against Supply Cars. Try to destroy one (best the southern one or all the southern Missilers will keep on repairing their arms, this is not just a pain in the ass but actually quite dangerous) and leave the other one either unharmed or so that you can destroy it with one attack. You'll start the Mission in the east. Send Roid, Sakata and Natalie to build a northern front meeting the commander and one Pavot II Attacker. Keith, JJ and Paul have to meet the enemy in the south. With both groups work your way to the Clinton Type Attacker and the northern Supply Car. But be careful because you can't draw one of your Wanzers from one of the fronts to backup at the other front until you already destroyed or disarmed three or four of the enemies and even then it takes two to three turns or maybe even more until your Wanzer can attack the enemy he is supposed to attack, which is probably too late anyway. So especially at the southern front you have to take care of the Missilers. Fortunately they only have few HP, so that you can easily disarm and also destroy them. Roid, Sakata and Natalie should save some missiles for the Clinton Type. If you don't have any missiles left, attack it with your Gnoat Bazookas. For a short ranged attack he does too much damage unless he is already so much damaged that you can destroy him with your short ranged attack. In time, i.e. when there are not more than three or four (maybe five if you want to start early) Wanzers are left at the northern front start to attack the Clinton Type with your saved missiles and destroy it. The southern front should

Hunter J	* Zeareid	Zeareid	Argento AGT-44
Rainbow	* Zeareid	Zeareid	Argento AGT-44
My Maria	* Zeareid	Zeareid	Argento AGT-44

WEAPONS:

Wanzer		L.Grip	R.Grip
STANDARD	A	Grave-S MG	Hexafire Rifle
	A -- (2)	Grave-S MG	Grave-S MG
	M	Grave-S MG	Hexafire Rifle
Shrike		Grave-S MG	Hexafire Rifle
Raioh		Grave-S MG	Hexafire Rifle
Primrose		Grave-S MG	Hexafire Rifle
Ms.Jerry		Grave-S MG	Hexafire Rifle
Hunter J		Grave-S MG	Hexafire Rifle
Rainbow		Grave-S MG	Hexafire Rifle
My Maria		Grave-S MG	Hexafire Rifle

Wanzer		L.Shoulder	R.Shoulder
STANDARD	A	Goldias M-Launcher	WS-14 Shield
	A -- (2)	WS-14 Shield	WS-14 Shield
	M	Goldias M-Launcher	Goldias M-Launcher**
Shrike		Piz8[C]	WS-14 Shield
Raioh		Goldias M-Launcher	WS-14 Shield
Primrose		Goldias M-Launcher	WS-14 Shield
Ms.Jerry		Goldias M-Launcher	WS-14 Shield
Hunter J		Goldias M-Launcher	Goldias M-Launcher
Rainbow		Goldias M-Launcher	Goldias M-Launcher
My Maria		Goldias M-Launcher	Goldias M-Launcher

(3)

Alternative Setup for Attackers:

Generally NOT recommended because the ONLY advantage of this Setup would be the 24 additional HP of the body that do not keep the balance with the loss of fire power (58: 2 for an optional Hexafire Rifle and 56 for a Goldias M-Launcher), as well as the loss of 12 HP for each arm, adding up to the 24 extra HP of the FROST body leaving for this Setup ONLY the actual loss of firepower.

*

The Missilers Hunter J, Rainbow and My Maria should be gaining the Guide skill on the next Mission. You should already equip them with 2 Goldias M-Launchers and no WS-14 Shield (especially because Goldias M-Launchers only have 2 missiles) so that you can take full advantage of this skill.

**

Because of the new Backpack and the low weight of the Goldias you are able to equip everyone with 2 Missile Launchers. since the enemy Missilers in this and also in the next Mission are pretty weak you don't really need to bother with a shield and can equip everyone with 2 Goldias.

When you enter the Colosseum you'll see a fight between Gregorio and Adam Raen. Gregorio will win and you'll be asked if you want to fight him, when you win (would be VERY hard to lose) he'll automatically join your team, you won't be asked if you want him. Directly after returning from the next Mission Keith and JJ will launch an attack themselves without orders, i.e. directly after the next Mission they'll be gone and you can't do a thing against it or prepare them after the Mission. That's it then for now: off to Lark Valley!

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=====
= NINTH MISSION =
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Lark Valley is indeed the town you see in the beginning behind the text about the outbreak of the Second Huffman Dispute.

There's a big problem in this Mission called Maury. Just like Paul before her she'll keep on attacking until either she or all enemies are destroyed. So try to get her destroyed OR if you can manage to do so, keep her away from the enemy, i.e. stand in her way and next to the enemy Wanzers in her moving range but that's not very easy and hardly worth the effort when you just as with Paul compare the 1000 HD to all the lost EXP she can cause if she keeps on attacking. But that's not all, the last two times I did this Mission he changed her behaviour. You can probably forget about rescuing her because even without arms she will attack the enemy! She might not be able to attack herself but she'll be standing in the way because she'll still move next to the nearest enemy and get herself killed at all costs!

5 Attackers in Genem Wanzers:

Level 8

Body	66
Left Arm	48
Right Arm	48
Legs	42

Weapons

Left Grip: PAP 55 MG
 Right Grip: Cats Ray Shotgun

Left Shoulder: n/a
 Right Shoulder: n/a

4 Missilers in Grop Wanzers:

Level 9

Body 54
Left Arm 54
Right Arm 54
Legs 48

Weapons

Left Grip: Moth Punch
Right Grip: Moth Punch

Left Shoulder: Sunowl M-Launcher
Right Shoulder: Bone M-Launcher

1 Commander in Moth Wanzer:
Level 9

Body 60
Left Arm 48
Right Arm 48
Legs 48

Skills: Switch lvl 1

Weapons

Left Grip: Smasher Bazooka
Right Grip: 22SN Leosocial

Left Shoulder :n/a
Right Shoulder: n/a

2 Carriers in Natural Supply Cars (DAIAN TT-22):
Level 7

Body 200

Weapon: Empire Rifle

You'll start the Mission in the south-southwest. Send Roid to the middle to keep him ready to go wherever he'll be needed and to be in position for attacking the Missiler in the street leading to the southeast and the Attacker in the street leading to the northwest. Send Sakata, Keith and JJ to the nearest street leading also to the northwest to attack the group of two Attacker and one Missiler that will be build there on the enemy's turn. Natalie, Paul and Hans should go to the south to take care of the enemies there. The whole Mission is not very hard at all rather pretty easy because: You just got a seventh good Wanzer to help you out, Your Levels should be around double as high as the enemy's and finally because your strong weapons in combination with your high Levels destroy the weak, low HP parts of the enemy very quickly, usually with one shot. So all you got to do is destroy all the enemies EXCEPT the Commander. Keep him and one Supply Car alive so that you can level Hans up to reach the others' Level. You can also additionally keep one or two Attackers alive but only if your other Wanzers also have to level up a bit and be sure to destroy them afterwards so that Hans has to deal only with the Commander, the other Attackers would only be unnecessarily

annoying. You could alternatively keep only one Attacker alive but it's better to keep the Commander alive because this way Hans is also gaining Agility every time the Commander attacks him with his Smasher Bazooka. Afterwards you'll go back to Freedom City.

New Wanzers: Tomy (Maury).

You will automatically report to Olsen and afterwards Keith and JJ will be gone but don't worry, there's no actual problem here. Only if you forget to Equip Maury. Right also equip her because she will be in the next Mission if you chose her or not. Since she will stay in the corner where she will be attacked all the time equip her with all Frost parts, a Race Horse backpack and two WS-14 Shields to offer her the best protection possible, otherwise you might just end up paying unnecessary Repair Costs (the backpack is necessary to raise the engine for carrying two shields, actually pretty ridiculous that Frost parts are that heavy and the body has such a low engine that you need a backpack just to be able to carry two shields). After all, equipping Maury with all this stuff is more expensive than losing her. I just do this because I don't like losing one of my Wanzers but if your short of money you shouldn't bother setting her up.

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= TENTH MISSION =

4 Missilers in Genem Wanzers:
Level 10

Body 66
Left Arm 54
Right Arm 54
Legs 54

Weapons

Left Grip: Genem Punch
Right Grip: Genem Punch

Left Shoulder: Sunowl M-Launcher
Right Shoulder: Sunowl M-Launcher

5 Attackers in Grop Wanzers:
Level 9

Body 54
Left Arm 42
Right Arm 42
Legs 42

Weapons

Left Grip: Grop Punch
Right Grip: Empire Rifle

Left Shoulder: n/a
Right Shoulder: n/a

3 Commanders in Moth Wanzers:
Level 11

Body 66
Left Arm 54
Right Arm 54
Legs 60

Weapons

Left Grip: 22SN Leosocial
Right Grip: Dark Hog MG

Left Shoulder: Sunowl M-Launcher
Right Shoulder: Egret R-Launcher

3 Carriers in Natural Supply Cars (DAIAN TT-22):
Level 11

Body 200

Weapon: Empire Rifle

The trees are a little tricky in this Mission. First they will keep you from advancing towards the enemy so that you end up using many missiles and second they will make it pretty hard to get to Maury for avoiding unnecessary repair costs. Anyway the enemy will run from you pretty often in this Mission, so either you will let even your Attackers use more often missiles than rifles or mgs or you will spend lots of turns only with chasing the enemy but not being in range for a short attack.

You'll start the Mission in the middle of the area and the enemy will be waiting closely in the immediate southwest of the middle, in the northeast and in the south. Send Roid, Sakata, Natalie, Keith and JJ to meet the group of enemies that will be build out of the loosely spread enemy Wanzers in the middle. Send Paul and Hans to meet up with the one Commander and the one Missiler that are in range to attack Maury. Even trickier than the trees in this Mission is how you can get Peewee to meet up with the rest of your team to be of any use. Since the enemy has three Supply Cars in this Mission I usually Level up at least once and because Missilers need missile supplies YOU need Peewee to be in Supply range of your Missilers.

To get Peewee in contact with your Wanzers as fast as possible move him 3 squares to the right in your turn, 1 right and 3 down in the next turn, then 1 right and 5 down After the group in the middle is dispatched, which will happen

very quickly, send Roid, Sakata, Natalie, Keith and JJ after them to hunt them down. When you get close to them the southern group of one Commander, one Missiler and one Attacker will start attacking, until then they will wait and do nothing. Anyway when they start attacking the others should already be destroyed. Waste 'em and Mission's over. Back to Freedom City!

After paying the Military Office another visit you'll already start the next Mission.

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=====
= ELEVENTH MISSION =
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5 Missilers in Bizant Wanzers:
Level 11

Body 72
Left Arm 54
Right Arm 54
Legs 60

Weapons

Left Grip: Moth Punch
Right Grip: Moth Punch

Left Shoulder: Bone M-Launcher
Right Shoulder: Bone M-Launcher

1 Missiler in Bizant Wanzer:
Level

Body 72
Left Arm 42
Right Arm 42
Legs 60

Weapons

Left Grip: n/a
Right Grip: n/a

Left Shoulder: Sun Owl M-Launcher
Right Shoulder: Bone M-Launcher

4 Attackers in Avenir Wanzers:

Level 11

Body 84
Left Arm 48
Right Arm 48
Legs 66

Weapons

Left Grip: Ibis Rifle
Right Grip: Avenir Punch

Left Shoulder: n/a
Right Shoulder: n/a

2 Commanders in Vasa Wanzers:

Level 15

Body 120
Left Arm 84
Right Arm 84
Legs 96

Weapons

Left Grip: Leo Stan MG
Right Grip: Vasa Punch

Left Shoulder: n/a
Right Shoulder: Egret R-Launcher

2 Commanders in Groster Wanzers:

Level 12

Body 120
Left Arm 70
Right Arm 70
Legs 100

Skills: Switch lvl 1

Weapons

Left Grip: Groster MG
Right Grip: Groster MG

Left Shoulder: n/a
Right Shoulder: n/a

1 Carrier in Natural Supply Car (DAIAN TT-22):

Level 11

Body 200

Weapon: Empire Rifle

After several Missions without, the enemies in this Mission again have double Boners, which is actually quite admirable as they would be way more dangerous with the missiles they already could have.

You'll start the Mission in the south. Send Roid, Keith, JJ, Paul and Hans to the middle of the river, don't worry about what Roid says in the beginning about being chased down in an instant, that's just a trick to make you use the tight bridge and have a hard time getting all your Wanzers at the same time on the other side. Not a single time I played this Mission I was 'chased down in an instant', rather I hunted down the enemy. When you attack from the middle of the river you won't leave the enemy the chance for an attack when you send five Wanzers (or four if you have to get Keith over the bridge). For some unknown reason Keith just gained the Guide skill so he fits quite well into the group of the other four Missilers but even without the Guide skill you should keep him along because an Attacker comes in quite handy when you run out of missiles, what you will definitely be doing since Peewee REALLY slows down a LOT crossing that river. He's anyway EXTREMELY slow on this particular terrain and Mission for no reason I could actually imagine because it's one of the few Mission where he's THAT slow (I can only imagine it's the terrain, otherwise he would be faster on the same terrain in other Missions, what would really ridiculous), so don't expect any backup from him, except after four to five turns because he will only be able to advance two or three squares per turn (looks like more because it's spread out into all directions but if you look closer he can really advance only that short in any particular direction). The additional Attacker will not only be handy when it comes to short ranged attacking but also because he'll have shield and some of the enemy Missilers will target him, reducing the damage they would actually caused to your shield less Missilers. The basic strategy in this Mission is to keep Sakata and Natalie advancing over the bridge to reach and destroy the enemies surrounding the Supply Car and have the others keep the enemies on the other side of the river busy. Primary is to keep the Missilers and the Vasa Commanders from Attacking with their missiles. Be careful about the Grosters, they're dangerous and will cause heavy damage, especially if they Switch weapons, so save one missile for each of their arms. Destroy either the rest or if you managed to destroy the Missilers and Vasa Commanders while keeping the Supply Car alive level your Levels! Something rather weird just happened, I trained Sakata with missile launchers and he gained the Guide Skill. Actually nothing strange as Sakata, though being about the best Short ranger after Roid, can be pretty good with missiles if you train him. But the actual weird thing is that the FIRST time using a missile launcher after he gained Guide lvl 1 I wanted to destroy the Supply Car and he already he lvl 2! I didn't know but it seems that the 'Hardcore Core' of your Elite (Sakata, Natalie, Keith and JJ, all those from the second Mission) gain Skills easily and even with little practice gain Guide lvl 2 (that's one of the reasons Frederick sucks so much. I tried to replace Hans with him not the last because other FAQs stated him as good at Long and he seems to be THE ONLY ONE who actually has any problems gaining Guide at all, while all others can get it with rather little effort).

Anyway on to Peseta!

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PESETA

In Peseta you can spend your Meseta, just about time for a new city.

New Wanzers: Natural (Porunga), Death (Bobby).

EQUIPMENT

PARTS:

Wanzer		Body	L.Arm
STANDARD	A	Zikade	Vasa[D] Zikade[E]
	A - (2)	Vasa	Zikade
	M	Zikade	Zikade
Shrike		Zikade	Vasa
Raioh		Zikade	Vasa
Primrose		Zikade	Vasa
Ms.Jerry		Zikade	Vasa
Hunter J		Zikade	Zikade
Rainbow		Zikade	Zikade
My Maria		Zikade	Zikade

Wanzer		R.Arm	Legs	Computer
STANDARD	A	Vasa[D] Zikade[E]	Zikade	Quo NC-268
	A - (2)	Zikade		
	M	Zikade	Zikade	
Shrike		Vasa	Zikade	Quo NC-268
Raioh		Vasa	Zikade	Quo NC-268
Primrose		Vasa	Zikade	Quo NC-268
Ms.Jerry		Vasa	Zikade	Quo NC-268
Hunter J		Zikade	Zikade	Quo NC-268
Rainbow		Zikade	Zikade	Quo NC-268
My Maria		Zikade	Zikade	Quo NC-268

WEAPONS:

Wanzer		L.Grip	R.Grip
STANDARD	A *	Artassaut MG[F]	Flame Fox[F]
	A - (2)	Artassaut MG	Artassaut MG
	M	Artassaut MG[F]	Flame Fox[F]
Shrike		Artassaut MG[F]	Flame Fox[F]
	**		Artassaut MG
Raioh		Artassaut MG[F]	Flame Fox[F]
Primrose	***		Artassaut MG

Ms.Jerry	Artassaut MG[F]	Flame Fox[F]
Hunter J	Artassaut MG[F]	Flame Fox[F]
Rainbow	Artassaut MG[F]	Flame Fox[F]
My Maria	Artassaut MG[F]	Flame Fox[F]

Wanzer	L.Shoulder	R.Shoulder
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STANDARD	A * Piz 8	WS-14 Shield
	M Piz 8	Piz 8

Shrike	Piz 8	Piz 8
Raioh	Piz 8	WS-14 Shield
Primrose	*** Piz 8	WS-14 Shield
Ms.Jerry	Piz 8	WS-14 Shield
Hunter J	Piz 8	Piz 8
Rainbow	Piz 8	Piz 8
My Maria	Piz 8	Piz 8

(2)

Alternative Setup for Attackers:

Generally not recommended but not too bad though. You have to trade in 24 HP from each arm (48 together) for only 24 from the VASA body and you can only use 2 Artassaut MGs losing 4 points of firepower for a Flame Fox that you should equip unless you have the SPEED skill.

You are losing the Piz 8 firepower only if you would want to equip two WS-14 Shields and trade in the 4 points of Flame Fox firepower for 66 points of Piz 8 firepower. It wouldn't actually matter if you are not planning on using long ranged weapons with that particular Wanzer in the next Mission. Yet the next Mission has a LIMIT of 8 rounds and if you should happen to be a little slow in this Mission the Piz 8 can come in quite handy but generally you should be able to easily destroy all the Wanzers AND recover the cargo even IF NOT every Wanzer uses missiles.

*

Generally if attacking an enemy that has one or more parts with less than a third of its max HP left with an MG you are likely to destroy 1 to 3 of these parts with an MG. A rifle or flamethrower will only damage one part but can often destroy whole parts with one shot. So if you think you don't really need an MG you can equip 2 Flame Foxes and no Artassaut because a Flame Fox has a max firepower that is 4 points higher than the Artassaut's firepower.

/

Two Artassaut MGs for Roid/Natalie:

Roid already had the Speed skill when I played so a Flame Fox might not be what you want to use but keep in mind that it's more powerful than an Artassaut MG.

After visiting the Military Office you'll hear the sound of a Wanzer Fight and see Porunga and Bobby fighting. If you stop the fight both will join, if not they won't. Then go on to take the train!

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= TWELFTH MISSION =
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NOTE

In this Mission you can gain extra items, when you stand in front of the open wagons at the end of your turn, whether you attack or not. Peewee can also collect these items if your Wanzers should be too busy but since he is just as slow as in the last Mission you probably won't be able to let him collect them, maximum one or two items.

3 Missilers in Zeareid Wanzers:

Level 12

Body	84
Left Arm	48
Right Arm	48
Legs	60

Weapons

Left Grip: Zeareid Punch
 Right Grip: Zeareid Punch

Left Shoulder: Egret R-Launcher
 Right Shoulder: n/a

3 Attackers in Crof Wanzers:

Level 13

Body	96
Left Arm	72
Right Arm	72
Legs	72

Weapons

Left Grip: Bonart Punch
 Right Grip: Dark Hog MG

Left Shoulder: n/a
 Right Shoulder: n/a

3 Attackers in Bonart Wanzers:

Level 13

Body 108
Left Arm 72
Right Arm 72
Legs 104

Weapons

Left Grip: Mostro 24 MG
Right Grip: Slab Rifle

Left Shoulder: n/a
Right Shoulder: n/a

1 Commander in Vasa Wanzer:
Level 15

Body 120
Left Arm 84
Right Arm 84
Legs 96

Weapons

Left Grip: Leo Stan MG
Right Grip: Vasa Punch

Left Shoulder: n/a
Right Shoulder: Egret R-Launcher

You'll start this Mission in the middle again. Send Roid and Sakata to the northeast, Natalie and Keith the shortest way towards the train and your Missilers to the southwest. Let them attack all Wanzers in their range. After about two turns start to move one or two of your Wanzers towards the train, even if you either had to make your Attackers use missiles or don't attack at all to be able to collect the items. But the only two items worth taking are an ERFOLG WST-48 computer in the upper most wagon, reachable from the left side and PRISOMEA body in the middle wagon, also reachable from the left side. The other items would be a Repair M in the lowest wagon, not worth taking since you should have already enough and can purchase as many as you want in every town for 100 HD, a Magic Box M-Launcher, ridiculous missile launcher, the only difference to the Piz 8 you have is that it's way heavier and the last item would be Repair SP, in the upper most wagon but only available if you take it from the other side of the train, i.e. your Wanzer has to stand on the RIGHT side of the train, I can only imagine that Square and G-Craft thought this would be the best of these items but soon it will also be available in all Shops and although it is the strongest Repair in the game it is still only a Repair that is even short of useless now because there is absolutely no difference if a Repair repairs 200 HP more or 400 if your parts have only less than 100 HP, when you will need Repair SP you will be able to get just as many as you want, so this Repair SP is not actually worth getting, I mean what is one Repair that isn't more effective as the other ones compared to a body or a computer of the second next generation (you can actually get the Prisomea body and the Erfolg WST-48 in the second next Shop). Anyway keep in mind that you have only eight turns to destroy the enemy but that shouldn't be a problem. Afterwards you'll move on to Beltchka City.

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(8g)

BELTCHKA CITY

PARTS:

Wanzer		Body	L.Arm
STANDARD	A	Indos	Novareid[E]
	A (2)		-S-Orcs[DE]
	M	Indos	Novareid
	M (3)		Novareid
	M (4)	Prisomea[A]	Cicada II
	M (5)		Novareid
	M (6)		Novareid
Shrike		Indos	Novareid
Raioh		Indos	Novareid
Primrose		Indos	Cicada II
Ms.Jerry		Indos	Novareid
Hunter J		Indos	Novareid
Rainbow	*	Prisomea[A]	Cicada II
My Maria		Indos	Novareid

Wanzer		R.Arm	Legs	Computer
STANDARD	A	Cicada II[D]	Indos	Saphir AGT-88
	A (2)	-S-Orcs[DE]		
	M	Novareid		Paraion ZR-28
	M (3)	-S-Orcs		
	M (4)	Cicada II		
	M (5)	Cicada II		
	M (6)	Novareid		
Shrike		Novareid	Indos	* Erfolg WST-48[A]
Raioh		Cicada II	Indos	Saphir AGT-88
Primrose		Cicada II	Indos	Saphir AGT-88
Ms.Jerry		Cicada II	Indos	Saphir AGT-88
Hunter J		Novareid	Indos	Paraion ZR-28
Rainbow	*	Cicada II	Indos	Paraion ZR-28
My Maria		Novareid	Indos	Paraion ZR-28

WEAPONS:

Wanzer		L.Grip	R.Grip
STANDARD	A	FV-24 Vulcan	Cobra Rifle
	A (13)		RIM-4 Grenade
	A (14)	RIM-4 Grenade	RIM-4 Grenade
	M	FV-24 Vulcan	Cobra Rifle
	M (3)	Cobra Rifle	Cobra Rifle
	M (4)	RIM-4 Grenade	FV-24 Vulcan
	M (5)	Cobra Rifle	RIM-4 Grenade
	M (6)	RIM-4 Grenade	RIM-4 Grenade
	M (7)	FV-24 Vulcan	FV-24 Vulcan
Shrike		FV-24 Vulcan[F]	Cobra Rifle[F]
Raioh	(8)	FV-24 Vulcan[F]	Cobra Rifle[F]
	(9)	RIM-4 Grenade	FV-24 Vulcan
	(10)	Cobra Rifle	Cobra Rifle
	(11)	Cobra Rifle[F]	RIM-4 Grenade[F]
	(12)	RIM-4 Grenade	RIM-4 Grenade
Primrose		FV-24 Vulcan	FV-24 Vulcan
Ms.Jerry	(8)	FV-24 Vulcan[F]	Cobra Rifle[F]
	(9)	RIM-4 Grenade	FV-24 Vulcan
	(10)	Cobra Rifle	Cobra Rifle
	(11)	Cobra Rifle	RIM-4 Grenade
	(12)	RIM-4 Grenade	RIM-4 Grenade
Hunter J		FV-24 Vulcan[F]	Cobra Rifle[F]
Rainbow	(4)	RIM-4 Grenade	FV-24 Vulcan
	(4)	Cobra Rifle	RIM-4 Grenade
	(5)	RIM-4 Grenade	RIM-4 Grenade
	(6)	FV-24 Vulcan	FV-24 Vulcan
My Maria		FV-24 Vulcan[F]	Cobra Rifle[F]
Wanzer		L.Shoulder	R.Shoulder
STANDARD	A	Ragos R-Launcher	WS-2B Shield
	M	Ragos R-Launcher	Ragos R-Launcher
Shrike		Ragos R-Launcher	Ragos R-Launcher
Raioh	(8)	Ragos R-Launcher	WS-2B Shield
Primrose		Ragos R-Launcher	WS-2B Shield
Ms.Jerry	(8)	Ragos R-Launcher	WS-2B Shield
Hunter J		Ragos R-Launcher	Ragos R-Launcher
Rainbow	(4)	Ragos R-Launcher	Ragos R-Launcher
My Maria		Ragos R-Launcher	Ragos R-Launcher

*

Of course you can only use these items if you got them in the last Mission.

Alternative Setup for Attackers:

S-Orcs arms are not very good compare to Novareid or Cicada II arms: they neither have the high HP of Cicada II nor the high HIT of Novareid. Both scores are pretty low anyway not able to make up for either the high HIT you lose from not equipping a Novareid arm OR they high HP from not equipping a Cicada II arm.

(3)

Alternative Setup for Missilers:

You can exchange the RIGHT NOVAREID arm with a S-ORCS arm BUT then you have to exchange the FV-24 Vulcan with another COBRA rifle.

(4)/(5)/(6)/(7)

Alternative Setups for the Missiler with the Prisomea body:

Chose whatever you like but equipping two RIM-4 Grenades is probably best. If you don't want that, equip at least one RIM-4 Grenade.

(8)/(9)/(10)/(11)/(12)

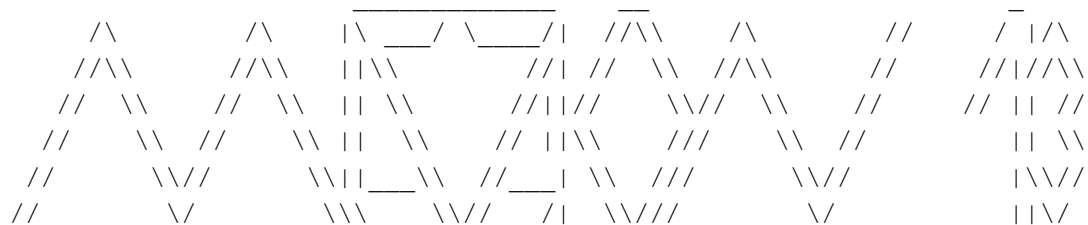
Alternative Weapon Setups for Attackers (actually ONLY Raioh and Ms.Jerry):

It can be advantageous to equip no FV-24 Vulcan because, if Sakata or/and Keith have gained the Switch skill, one of these Setups will likely cause them to destroy 2 parts in the same round.

(13)/(14)

RIM-4 Grenade Launchers for Attackers:

The RIM-4 Grenade Launchers has 4 more firepower than a Cobra Rifle but 20 less HIT. It is better to equip the RIM-4 Grenade Launchers only in combination with a Novareid arm to ensure that you can still hit your enemy otherwise it will be hard with low HIT arm AND a low HIT grip weapon.



(8.13)

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=====
= THIRTEENTH MISSION =
=====

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3 Missilers in Husky Wanzers:

Level 13

- Body 108
- Left Arm 72
- Right Arm 72
- Legs 90

Weapons

Left Grip: Desert MG

Right Grip: Desert MG

Left Shoulder: Ragos R-Launcher

Right Shoulder: DS-2B Shield

3 Attackers in Sand Vapor Wanzers:

Level 14

Body 108

Left Arm 72

Right Arm 72

Legs 90

Skills: Switch lvl 1, Stun lvl 1

Weapons

Left Grip: Desert MG

Right Grip: Desert MG

Left Shoulder: DS-2B Shield

Right Shoulder: DS-2B Shield

3 Commanders in Husky Wanzers:

Level 15

Body 108

Left Arm 72

Right Arm 72

Legs 90

Skills: Switch lvl 1, Stun lvl 1

Weapons

Left Grip: Desert MG

Right Grip: Desert MG

Left Shoulder: n/a

Right Shoulder: n/a

NOTE

Although all Wanzers look the same and also have the same HP in this Mission the description says 'Husky' for all three Missilers and all three Commanders instead of 'Sand Vapor' as for the Attackers. I think that's a mistake since Husky Wanzers are always way different to Sand Vapor Wanzers. Also odd is the fact that all Attackers and all Commanders have the Stun Skill but cannot use it as they are not equipped appropriately. And the third oddity is that in this Mission the enemies never almost never fight back if they are attacked but only Guard.

Well anyway this Mission is quite funny and quite some fun as well! Usually this is the first Mission where the combination of superior equipment and superior skill makes it possible to entirely wipe out enemy Wanzer that have full HP with only one attack. With the FV-24 Vulcan and the Speed and Switch Skills your Attackers should now be able to destroy all parts of an enemy with a single attack.

You will start in the middle of the area but the combination of Indos legs and

Ragos R-Launchers will allow you to attack not only just from where you will be standing when the Mission starts but also you will be able to attack any Wanzer from anywhere in that area except for rare cases when you are at the edge of the area but even then you will only need to waste one turn with moving without being able to attack instead of the usual three or four turns. The strategy for this Mission is just to attack any Wanzer you like. The only thing you should keep in mind is that you can only use five Wanzers and that there is a certain danger when you let one of your Wanzers alone because if that should happen the enemy is likely to circle your Wanzer making him unable to move. If that should happen attack one of the circling enemies with all your Wanzers and try to destroy it as fast as possible but be careful about the timing because if your circled Wanzer already took his turn before that enemy Wanzer was destroyed the enemy is likely to send another Wanzer to close the circle again on his next turn. So it might be better to keep the body of the enemy Wanzer you try to destroy alive even if you could destroy it now and wait until after the enemy's next turn to destroy it because then you can let your surrounded Wanzer escape. Otherwise the whole effort would have been for nothing. The Mission should be over soon and you will move on to the OCU Frontbase. Kinda funny that the possibilities to get new parts come after every Mission now but once your in Fort Monus you'll have to accomplish quite a few Missions before you can actually get new equipment again.

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(8h)

OCU FRONTBASE

EQUIPMENT

PARTS:

Wanzer	Body	L.Arm	R.Arm
--------	------	-------	-------

STANDARD	A (1)	Wildgoat	Zinc
	A (2)		Prisomea
	A (3)		Zinc
	A (4)	Zinc	Prisomea
	A (5)	Zinc	Prisomea
	M (6)	Prisomea	Zinc
	M (7)		Prisomea
	M (8)		Prisomea

Shrike	* Zinc	Prisomea
Raioh	Arpeggio	Prisomea
Primrose	Zinc	Prisomea
Ms. Jerry	Arpeggio	Prisomea
Hunter J	Wildgoat	Prisomea
Rainbow	Prisomea	Zinc
My Maria	Wildgoat	Prisomea

Wanzer		R.Arm	Legs	Computer
STANDARD	A (1)	Zinc	Indos [C]	Erfolg WST-48
	A (2)	Zinc		
	A (4)	Zinc		
	A (5)	Prisomea		
	M (6)	Zinc		
	M (7)	Zinc		
	M (8)	Prisomea		
Shrike	*	Zinc	Indos [C]	Erfolg WST-48 [C]
Raioh		Zinc	Indos [C]	Erfolg WST-48
Primrose		Zinc	Indos [C]	Erfolg WST-48
Ms. Jerry		Zinc	Indos [C]	Erfolg WST-48
Hunter J		Prisomea	Indos [C]	** Erfolg WST-48
Rainbow		Zinc	Indos [C]	** Erfolg WST-48
My Maria		Prisomea	Indos [C]	** Erfolg WST-48

WEAPONS:

Wanzer		L.Grip	R.Grip
STANDARD	A (9)	Cemetery 10 MG	Banish Bazooka
	A (10)	Cemetery 10 MG[F]	Hot Dog[F]
	A (11)	Cemetery 10 MG[F]	Hot Dog[F]
	A (12)	Cemetery 10 MG	Banish Bazooka
	M (13)	Banish Bazooka	Banish Bazooka
	M (14)	Banish Bazooka	Banish Bazooka
	M (15)	Cemetery 10 MG	Banish Bazooka
Shrike	*	Cemetery 10 MG	Cemetery 10 MG
Raioh		Cemetery 10 MG	Banish Bazooka
Primrose		Cemetery 10 MG	Cemetery 10 MG
Ms. Jerry		Cemetery 10 MG	Banish Bazooka
Hunter J		Cemetery 10 MG[F]	Hot Dog[F]
Rainbow		Banish Bazooka	Banish Bazooka
My Maria		Cemetery 10 MG[F]	Hot Dog[F]

Wanzer		L.Shoulder	R.Shoulder
STANDARD	A (9)	Slay M-Launcher	Fire Wall
	M (14)	Slay M-Launcher	Slay M-Launcher
Shrike	*	Slay M-Launcher	Fire Wall
Raioh		Slay M-Launcher	Fire Wall
Primrose		Slay M-Launcher	Fire Wall
Ms. Jerry		Slay M-Launcher	Fire Wall
Hunter J		Slay M-Launcher	Slay M-Launcher
Rainbow		Slay M-Launcher	Slay M-Launcher
My Maria		Slay M-Launcher	Slay M-Launcher

*

You could equip Shrike with the same Setup as Hunter J or My Maria, BUT since he probably got his second short ranged skill, it is better to use short ranged weapons then long ranged weapons, so that a second Slay M-Launcher is not really necessary.

(2)/(3)/(4)

Alternative Setups for Attackers:

You have to decide, if you want rather more hit and a long range weapon or more HP.

(2): You lose 8 Hit and the possibility to equip a long ranged Banish Bazooka, but gain 24 HP for the RIGHT arm

(3): You lose the possibility to equip a long ranged Banish Bazooka but gain 42 HP (24 for the Zinc arm and 18 for the Zinc body)

(4): You gain the possibility to equip a long ranged Banish Bazooka and 8 Hit for the Prisomea arm but lose 24 HP from not equipping a Zinc arm

(5)

Alternative Setup for Missilers:

Not really as good as the other one but it also has advantages. You lose 24 HP from the Prisomea body but gain 48 HP (24 each) from the Zinc arms.

Additionally you are able to carry 2 Banish Bazookas. BUT the Zinc arms have a much lower Hit then he Prisomea arms and combined with the already low Hit of the Banish Bazookas you are not really likely to hit the enemy nearly as often as with a Prisomea arm and a Cemetery 10 MG or a Hot Dog. If you even happen to use the GUIDE skill you will probably miss the enemy in most cases. So it's up to you to decide if you want a high Hit or rather more HP and 1 or 2 long range weapons, that are not likely to hit. If you only equip one Banish Bazooka and one Zinc arm, equip the Bazooka LEFT.

(13)

Only possible with a Wildgoat body.

(14)

Only possible with a Prisomea body.

NOTE:

Since Yang will be in the next Mission you might want to equip her with a new Setup to raise her HP and Guard but you can easily keep her out of the line of fire so it isn't really necessary to give her new Setup.

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(8.14)

=====
= FOURTEENTH MISSION =
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NOTE on Yang:

Yang will be in this Mission BUT you don't have to worry because although she'll only be an NPC for the first two turns while sh'll be way out of danger and there will probably no way the enemy can harm her if you just move her out of danger.

NOTE on Yeehin:

You don't need him destroyed to collect all EXP. He'll only damage the enemy if he gets attacked. Otherwise he'll seek a nice and quiet little place in the middle west and will stay there until the Mission is over, so don't worry about him. Also he shouldn't be in danger of the weak enemies.

3 Missilers in Cicada II Wanzers:

Level 14

Body 144
Left Arm 96
Right Arm 96
Legs 114

Weapons

Left Grip: n/a
Right Grip: n/a

Left Shoulder: Magic Box Launcher
Right Shoulder: n/a

4 Attackers in Grop SP-V Wanzers:

Level 14

Body 120
Left Arm 84
Right Arm 84
Legs 102

Weapons

Left Grip: n/a
Right Grip: Leo Stan MG

Left Shoulder: n/a
Right Shoulder: n/a

3 Attackers in Orcs II Wanzers:

Level 15

Body 96
Left Arm 60
Right Arm 60

Legs 78

Weapons

Left Grip: n/a

Right Grip: Mostro 24 MG

Left Shoulder: n/a

Right Shoulder: n/a

1 Commander in S-Orcs Wanzers:

Level 14

Body 132

Left Arm 90

Right Arm 90

Legs 96

Weapons

Left Grip: Grow Tusk Rifle

Right Grip: Raptor FX MG

Left Shoulder: Magic Box Launcher

Right Shoulder: Ragos R-Launcher

2 Carriers in Natural Supply Cars (DAIAN TT-22):

Level 14

Body 200

Weapon: Cannon

Roid: 37, Guide 3

Others:32

Keith: Speed

Natalie: Guide 2

You'll start this Mission in the west. Yang will be an NPC for the first three turns until she meets with Yeehin. Anyway first of all send all your controllable Wanzers towards the middle of the area. Since the enemies are barely more than a joke in this Mission and also because every single of my Wanzers already has the Guide skill (Hans, a Missiler even has the Duel skill) it doesn't really matter whom you send to fight which enemy so I'm not saying names in this Mission but only how many of your Wanzers you should send. So send two Wanzers to quickly dispatch the couple of Missilers in the north-northeast. Send the Attackers you have left towards the lose group of enemies advancing from the south and send the rest of your Missilers so that they are in attacking range. When only one or two Attackers are left leave them alive to level your Wanzers up until they are all of the same Level, you should be doing this since you just accomplished a Mission where not all of your Wanzers participated. Afterwards you'll go back to the OCU Frontbase and Yeehin will join the unit. Actually I think he's not bad but the fact that you get him that late and with such a low Level, (Level 14 while every one else is around Level 30 AND the enemy doesn't have single Supply Car in the next Mission, which makes it impossible to level up. I tried it once, it took me about 1 1/2 hours to level 4 Wanzers up only one Level) all this makes

me think he's not worth to join 'The Elite'.
After he joins finally you can attack Fort Monus. Actually you can also go to the Military Office again to get inform yourself on the next Mission, this is the only time you can go there more than once to only see the stats about the next Mission.

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(8.15)

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=====
= FIFTEENTH MISSION =
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Items gained: Type 90 body, Type 90 left arm.

3 Missilers in Type 65 Wanzers:
Level 16

Body 132
Left Arm 78
Right Arm 78
Legs 114

Weapons

Left Grip: n/a
Right Grip: n/a

Left Shoulder: Donkey M-Launcher
Right Shoulder: Egret R-Launcher

2 Attackers in Grop Wanzers:
Level 10

Body 54
Left Arm 42
Right Arm 42
Legs 42

Weapons

Left Grip: Empire Rifle
Right Grip: n/a

Left Shoulder: n/a
Right Shoulder: n/a

3 Attackers in Prisomea Wanzers:

Level 16

Body 132
Left Arm 84
Right Arm 84
Legs 108

Weapons

Left Grip: n/a; Type 65 Intergun
Right Grip: n/a; Type 65 Intergun

Left Shoulder: n/a
Right Shoulder: n/a

3 Attackers in Type 90 Wanzers:

Level 16

Body 168
Left Arm 120
Right Arm 120
Legs 114

Weapons

Left Grip: n/a
Right Grip: FV-24 Vulcan

Left Shoulder: n/a
Right Shoulder: n/a

Kirkland in Zinc Wanzer:

Level 20

Body 162
Left Arm 152
Right Arm 152
Legs 144

Weapons

Left Grip: Cemetery 10 MG
Right Grip: Banish Bazooka

Left Shoulder: Firewall Shield
Right Shoulder: Slay M-Launcher

4 Attackers in Defense MG (stationary Cannon):

Level 16

Body 150

Weapon: Defense MG

3 Commanders in Long Force Cannons (stationary Cannon):

Level 18

Body 250

Weapon: Long Force Cannon

Roid: 38

Others: 33

This Mission you start in the middle south. Be careful about the Defense MGs and especially about the Long Force Cannons. The range of the Long Force Cannons and Defense MGs is 3-6 squares, they can't hit you if you are further away or closer. Send Roid alongside Paul and Hans the eastern way. Sakata, Natalie, Keith and JJ you should send the western way. All you have to do is to waste all the enemy Wanzers in your way up. To avoid being hit by the cannons get rid of the Wanzers first, except for the case that they are waiting for you on the higher level. When there is no enemy Wanzer in your way get your own Wanzers in range to attack the cannons. If you could only get one Wanzer in range in this turn, rather wait until the next tun to get more of your Wanzers in range. This way you avoid that the Wanzer advanced alone gets hit to often by the cannons. You can take one maybe two hits from the Long Force cannons before you have to use a Repair immediately and about three to four hits from the Defense MGs. Kirkland shouldn't be a problem, he'll start attacking himself when all other Wanzers are destroyed but not necessarily all cannons. If you want you can leave one of the Defense MGs alive to raise every one's Agility and level those up that didn't make it by destroying enemies (the Long Force cannons do way to much damage without offering more EXP). If Peewee stays next to the Wanzer that is supposed to be attacked by the cannon, you might not even have to use Repairs because then your parts will automatically be repaired, not too much but over the time it really pays out, still you have to be careful to not let Peewee get into the cannon's shooting range, so let the targeted Wanzer stand on the last square that the cannon can attack. If your done destroy it and go back to the OCU Frontbase.

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+++++
+ OCU FRONTBASE +
+++++

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EQUIPMENT

PARTS:

Wanzer	Body	L.Arm	R.Arm	Legs	Computer
Shrike	(1) Type 90#	Zinc	Zinc	Indos	Erfolg WST-48
	(2)	Type 90			

Equip the Type 90 body on Roid, it has more HP and a lower weight than the Zinc body. Now you have to decide if you either want to equip another Zinc arm on him or if you want to equip the left Type 90 arm. The Type 90 arm has 18 more HP but also 48 less HIT. So you have to decide if you want an extremely low HIT score but more HP or moderate HP AND moderate HIT.

NOTE:??

For I don't know what kind of reason ALL, yes every single Missiler in the next Mission will be picking on YANG for THE WHOLE MISSION!!! Very weird but they start as soon as they come into attacking range and only stop if either they or Yang get destroyed, even if you should destroy both their arms or they run out of missiles they will just have their arms repaired from one of the Supply Cars and continue picking on her. So you should equip a Firewall Shield on her to lower the damage she has to take and also try to destroy not only the arms but also the bodies of every single enemy Missiler in the next Mission (but NOT if you had to destroy their bodies before every other part has been destroyed). Before I had the final cast I have now I was experimenting and trying out which are the best pilots to use and Yang proved as pretty good and so I played this game several times with her as part of the team. The only problem about Yang is that she doesn't have enough skill slots free. Actually she is a very good Missiler and you get her very early so that you can form her the way you want but although 3 skill slots is the minimum of skills you need for a Wanzer (Guide, Speed, Switch) one of her slots is already used for Double which is completely useless. The only other Wanzer with three Skill slots in the team is Hans but his slots are all free and his first skill is always Guide which is alright as he is one of the best Missilers anyway. Actually I tried to replace him with Frederick once. The first time finishing this game I had him use as many Missiles as everyone else but he was like the only one who wouldn't get Guide and I thought he'd suck for a long time until I thought that the reas on he didn't get it was probably only me not using him properly so I tried to replace Hans with him as a third Missiler (also because like all other walkthroughs would state him as a Missiler) but even with a whole 5000 in Long at lvl 22 he didn't get it which is extremely ridiculous not just because Hans would gain Guide at like 800 Long at lvl 11 but because EVERYONE else, even the Short rangers would gain Guide at that point. For example once I was playing Sakata just a little more Long than Short and although he gets like 28 Short and only 13 Long at every level up he easily got Guide at like lvl 16 before any other skill.

Alternatively thew Missilers tend to pick on hans and/or Paul if Yang isn't available

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(8.16)
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= SIXTEENTH MISSION =

7 Missilers in Arpeggio Wanzers:
Level 16

- Body 144
- Left Arm 102
- Right Arm 102
- Legs 108

Weapons

Left Grip: n/a
Right Grip: n/a

Left Shoulder: Skull M-Launcher
Right Shoulder: n/a

3 Missilers in Type 65 Wanzers:
Level 16

Body 132
Left Arm 78
Right Arm 78
Legs 114

Weapons

Left Grip: n/a
Right Grip: n/a

Left Shoulder: Slay M-Launcher
Right Shoulder: n/a

3 Attackers in Prisomea Wanzers:
Level 17

Body 132
Left Arm 84
Right Arm 84
Legs 108

Weapons

Left Grip: n/a; Type 65 Intergun
Right Grip: n/a; Type 65 Intergun

Left Shoulder: n/a
Right Shoulder: n/a

Grieg in Seaking Wanzer:
Level 12

Body 580

Weapon: Seaking Type Cannon

2 Carriers in Natural Supply Cars (DAIAN TT-22):
Level 16

Body 200

Weapon: Cannon

won't change. Just the HP and the damage of the enemies will rise much higher but that's about the only thing and since you can now carry lots of repairs with you and your Wanzers should be able to either completely destroy or at least wreck and disarm an enemy with every single attack or defense (short ranged).

PARTS:

Wanzer		Body	L.Arm
STANDARD	A (1)	Zeroa	Brizia[D]
	A (2)		Zeroa[E/D]
	A (3)		Prisomea[C][E]
	A (4)	Brizia	Prisomea[C]
	M (5)	Zeroa	Prisomea[C]
Shrike	(6)	Brizia	Prisomea[A]
	(7)	Zeroa	Zeroa
Raioh		Zeroa	Brizia
Primrose		Brizia	Prisomea[C]
Ms.Jerry		Zeroa	Brizia
Hunter J		Zeroa	Prisomea[C]
Rainbow		Zeroa	Prisomea[C]
My Maria		Zeroa	Prisomea[C]

Wanzer		R.Arm	Legs	Computer
STANDARD	A (1)	Brizia	Indos[C]	Potencia HR-YL
	A (4)	Zeroa		
	M (5)	Zeroa		Glans AX-1
Shrike	(6)	Zeroa	Indos[C]	Potencia HR-YL
	(7)	Brizia	Indos[C]	Glans AX-1
Raioh		Brizia	Indos[C]	Potencia HR-YL
Primrose		Zeroa	Indos[C]	Potencia HR-YL
Ms.Jerry		Brizia	Indos[C]	Potencia HR-YL
Hunter J		Zeroa	Indos[C]	Glans AX-1
Rainbow		Zeroa	Indos[C]	Glans AX-1
My Maria		Zeroa	Indos[C]	Glans AX-1

WEAPONS:

Wanzer		L.Grip	R.Grip
STANDARD	A (8)	Grey Eye MG	Iguti Type 702
	A (9)	Grey Eye MG[F]	Hexafire Mk. II[F]
	M (13)	Grey Eye MG	Iguti Type 702
	M (14)		Hexafire Mk. II
	M (15)		
Shrike	(6)	Grey Eye MG	Grey Eye MG
Raioh	(1)	Grey Eye MG	Iguti Type 702
	(2)	Grey Eye MG	Hexafire Mk. II
Primrose		Grey Eye MG	Grey Eye MG
Ms.Jerry	(1)	Grey Eye MG	Iguti Type 702
	(2)	Grey Eye MG	Hexafire Mk. II
Hunter J		Grey Eye MG	Iguti Type 702

Rainbow	Grey Eye MG	Iguti Type 702
My Maria	Grey Eye MG	Iguti Type 702

Wanzer		L.Shoulder	R.Shoulder
STANDARD	A (8)	Ceres M-Launcher	Firewall Shield
	A (10)	Wild Goose R-Launcher[F]	Ceres M-Launcher[F]
	A (11)	Ceres M-Launcher	Firewall Shield
	M (13)	Ceres M-Launcher	Ceres M-Launcher
	M (15)	Wild Goose R-Launcher[F]	Ceres M-Launcher[F]
Shrike	(6)	Ceres M-Launcher	Firewall Shield
	(7)	Ceres M-Launcher	Ceres M-Launcher
Raioh	(1)	Ceres M-Launcher	Firewall Shield
Primrose		Ceres M-Launcher	Firewall Shield
Ms.Jerry	(2)	Ceres M-Launcher	Firewall Shield
Hunter J		Ceres M-Launcher	Ceres M-Launcher
Rainbow		Ceres M-Launcher	Ceres M-Launcher
My Maria		Ceres M-Launcher	Ceres M-Launcher

NOTE

Don't even THINK of equipping a Prozion arm. They definitely do suck because they're even weaker than the Prisomea arms. They have not just less HP than the Prisomea arms but also less HIT so that there's actually no reason at all to equip them!

(1)/(2)/(3)/(4)

Alternative Attacker Setups:

	HP	HIT
Prisomea	78	86
Zeroa	108	80
Brizia	132	76

Brizia has lots of HP but low HIT, Prisomea is not available in this Shop anymore but still the arm with the highest HIT score and Zeroa is right in between. One Brizia arm and one Prisomea arm keep the balance between HP and HIT. When equipping a Zeroa body you could equip a Prisomea arm BUT the Zeroa HIT is also pretty high and the Brizia HIT is not too low so a Prisomea arm is not necessary for the HIT score, i.e. rather don't equip it because it has to low HP.

(4)

If you equip a Brizia body you won't be able to equip two missile Launchers and you won't be needing the extra HP that much so better don't go for the Brizia, except you want to be extra careful.

(6)/(7)

Alternative Setups for Roid:

Basically this is the decision for either Attacker or rather Missiler. I chose the Missiler Setup for him because he already had 9999 EXP in Short when I came to Fort Monus.

(8)/(9)

Alternative Attacker Weapon Setups:

An Iguti Type 702 Grenade Launcher has reach and is also a long range weapon but a Hexafire Mk. II Rifle has 2 more attack power. Decide which one appeals more to you.

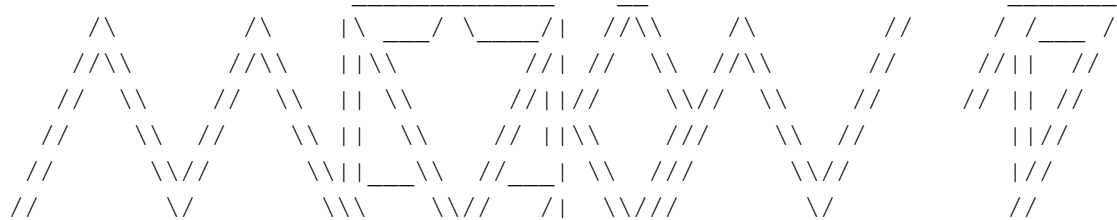
(10)/(11)/(12)/(13)/(14)/(15)

There are several possibilities for both, Attackers and Missilers. Since the enemy Missilers are not that much of threat until the next setup you can equip to missile launchers even for your Attackers or if you choose the safe way you can stick to shields. I recommend using 2 missile launchers though, one Ceres and one Wild Goose as they work together very well. While the Ceres can only hit targets that are far away, the Wild Goose can only hit targets that are very close.

When equipping both you should be able to hit a lot more enemies than if you would only equip 1. If you have to equip a shield than you have to decide if you want the stronger Ceres with longer reach that can't hit near targets and has both two missiles and two ammo or if you want the slightly weaker Wild Goose than has only short reach but three missiles and three ammo. Basically I'd say go for whatever you fancy more, the Wild Goose is only slightly better but not really enough to make a difference.

So Welcome to Fort Monus! The city where you will stay for the longest period of time in the whole game! The city that by far doesn't have parts that are superior enough to make up for the long time you cannot get new parts! The City that is the most annoying city on whole Huffman Island! Dammit, I hate this city! All the time you have to accomplish Missions without being able to equip better parts and for one Mission you even have to completely change all Setups because only, ONLY near the point you start this Mission is no way that you can go with Indos legs and since they add whole 20 to your engine you have to change everything because now you can neither equip heavy weapons anymore nor arms with more HP.

Anyway if you want you can go to the Colosseum to fight against Ralph in Cancer and have him join after you won, I just wouldn't know what this would be good for. I mean Ralph is Level 21 and his stats are really nice, for a Level 21 pilot. That's just the problem, you get him when all others are already about Level 35 and all their stats are higher and in those stats where he is best they're four times or more higher than him. Besides that he is even a Fighter, okay he is also good at long range but the won't save him: he is and stays way too weak, no matter what you say.



(8.17)

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=====
= SEVENTEENTH MISSION =
=====

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5 Missilers in Ratmount Wanzers:

Level 17

Body 132
Left Arm 78
Right Arm 78
Legs 114

Weapons

Left Grip:
Right Grip:

Left Shoulder:
Right Shoulder:

3 Attackers in Orgel Wanzers:

Level 17

Body 150
Left Arm 108
Right Arm 108
Legs 120

Weapons

Left Grip: n/a
Right Grip: Cemetery 10 MG

Left Shoulder: n/a
Right Shoulder: n/a

3 Attackers in Zinc Wanzers:

Level 17

Body 162
Left Arm 108
Right Arm 108
Legs 144

Weapons

Left Grip: n/a; Ratmount Intergun
Right Grip: n/a; Ratmount Intergun

Left Shoulder: n/a
Right Shoulder: n/a

Gentz in Richter (Orgel Wanzer):

Level 17

Body 150
Left Arm 108
Right Arm 108
Legs 132

Weapons

Left Grip: n/a
Right Grip: n/a

Left Shoulder: n/a
Right Shoulder: n/a

1 Carrier in Natural Supply Car (DAIAN TT-22):
Level 17

Body 200

Weapon: Cannon

Another Mission you'll start rather in the middle of the area. Send Roid and Hans towards the helicopter. Send Sakata, JJ and Paul to meet up with the group of three Missilers and one Attacker near the helicopter landing place. Finally send Natalie and Keith towards the Supply Car. All three groups should quickly dispatch the enemies in their range and only leave scattered rests. When you quickly destroy the Supply Car it will be a very short Mission. Anyway the Mission is actually too short for all Wanzers to gain a Level, especially for Roid. It is absolutely of no importance if the helicopter is destroyed or not, you don't even get less money if it is destroyed. So just get rid of the enemies and that's it, go back to Fort Monus (first time).

After you've been to the Military office another time get ready for the next Mission.

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(8.18)

=====
= EIGHTEENTH MISSION =
=====

6 Missilers in Ratmount Wanzers:
Level 18

Body 168
Left Arm 102
Right Arm 102
Legs 156

Weapons

Left Grip: n/a
Right Grip: n/a

Left Shoulder: Skull M-Launcher
Right Shoulder: Slay M-Launcher

1 Attacker in Type 65C Wanzer:
Level 18

Body 168
Left Arm 78
Right Arm 108
Legs 132

Weapons

Left Grip: Banish Bazooka
Right Grip: n/a; Type 65C Intergun

Left Shoulder: n/a
Right Shoulder: n/a

3 Attackers in Type 65C Wanzers:
Level 18

Body 168
Left Arm 102
Right Arm 84
Legs 132

Weapons

Left Grip: Grave II MG
Right Grip: n/a; Type 65 Intergun

Left Shoulder: n/a
Right Shoulder: n/a

2 Attackers in Algem Wanzers:
Level 18

Body 120
Left Arm 84
Right Arm 84
Legs 102

Weapons

Left Grip: Ibis II Rifle
Right Grip: n/a

Left Shoulder: n/a
Right Shoulder: n/a

1 Commander in Prozion Wanzer:
Level 20

Body 120
Left Arm 102
Right Arm 102
Legs 116

Weapons

Left Grip: Cemetery 10 MG
Right Grip: n/a

Left Shoulder: Skull M-Launcher
Right Shoulder: n/a

1 Carrier in Natural Supply Car (DAIAN TT-22):
Level 18

Body 200

Weapon: Cannon

In this Mission you will start in the south-southwest. Send any two Wanzers (better to take Missilers but Attackers will also do just fine) to take care of the three Missilers in the south-southeast and send the rest to attack the broad and rather lose group that is made up of all the other enemies. There is no real strategy after that. Just get the two Wanzer to meet the other after they got rid of the three Missilers in the south. In the middle of the Mission Olsen will tell you that the war is over but that doesn't matter, just continue fighting. When you're finished return to Fort Monus (second time).

When you're back in Fort Monus go to the Military Office and Olsen sends you to the Front Infirmary.

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(8j)
FRONT INFIRMARY

You'll automatically talk to Dr. Brown the first time when you arrive. After that just go to the Tent, Lunchroom and Warehouse in any order. When you did that the Field Hospital will be attacked.

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(8.19)

=====
= NINETEENTH MISSION =
=====

3 Missilers in Orgel Wanzers:

Level 17

Body 156
Left Arm 78
Right Arm 78
Legs 156

Weapons

Left Grip: n/a
Right Grip: n/a

Left Shoulder: n/a
Right Shoulder: Slay M-Launcher

3 Attackers in Prozion Wanzers:

Level 19

Body 120
Left Arm 108
Right Arm 108
Legs 116

Weapons

Left Grip: Grave II MG
Right Grip: n/a

Left Shoulder: n/a
Right Shoulder: n/a

3 Attackers in Zeroa Wanzers:

Level 19

Body 156
Left Arm 96
Right Arm 96
Legs 120

Weapons

Left Grip: n/a
Right Grip: Grey Eye MG

Left Shoulder: n/a
Right Shoulder: n/a

1 Commander in Ratmount Wanzer:
Level 21

Body 168
Left Arm 108
Right Arm 108
Legs 120

Weapons

Left Grip: Snow Man
Right Grip: n/a

Left Shoulder: n/a
Right Shoulder: Egret R-Launcher

This is definitely one of the most pathetic Missions of the whole game! It took me only 2!!! rounds to destroy all enemies!
But there is one tricky thing about this Mission: one of the Missilers is off screen, too far to the east that you can see him from the screen you see when you start, so just don't forget him. Generally there is no actual strategy for this Mission, the enemies are too few and too weak, so just WASTE'EM! When you finished them off Hans will discover that they actually were from the OCU and Dr. Brown will explain why they attacked. Now go back to Fort Monus (third time).

Back in Fort Monus go straight to the Military Office to get the order for just another Mission.

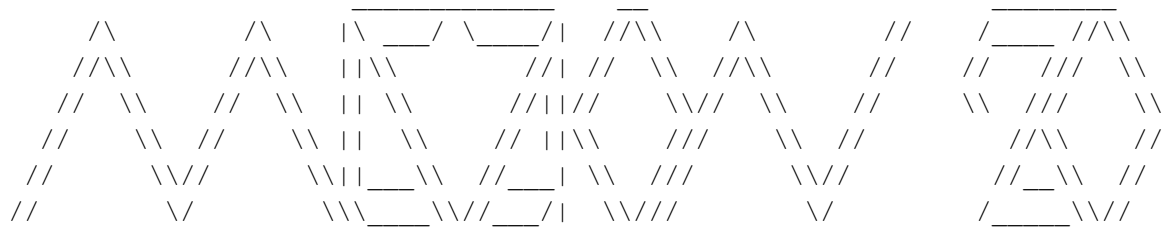
EQUIPMENT

Since your Wanzers should by now be already very close to 9999 in SHORT and LONG or maybe already have reached the max you can't gain more EXP or levels by attacking enemies with guns or missiles. The only way to still gain levels would be to either use fight weapons and gain levels through raising your fight score which would be completely wrong as they suck AND you'd do really low damage as your fight score is extremely low and even if you would get your fight score to a nice level you still could only gain one additional fight skill (which you might already have gotten anyway) but all of this doesn't make sense as you don't really want to raise your fight score because you already specialized in Short and Long. So the second way is to raise your Agility score. Makes A LOT more sense as you will always need this to lower the damage from enemies and to raise the chances of the enemies missing you. So equip all your Wanzers with 2 shields for the next Mission if you want to still gain levels and raise your Agility.

Note

By now I all my Wanzers had 9999 in both short and Long so that I don't have Attackers or Missilers anymore but only all-rounders as they will now do equally much damage with both types of weapons. Even if you didn't level up that much you should reach this state soon and already there shouldn't be too much of a difference between your Attackers and your Missilers when using these

two weapon types.



(8.20)

=====
= TWENTIETH MISSION =
=====

5 Missilers in Zeroa Wanzers:

Level 20

Body 156
Left Arm 72
Right Arm 72
Legs 120

Weapons

Left Grip: n/a
Right Grip: n/a

Left Shoulder: Donkey DX M-Launcher
Right Shoulder: n/a

6 Attackers in Orgel Wanzers:

Level 21

Body 150
Left Arm 120
Right Arm 132
Legs 120

Weapons

Left Grip: n/a; Ratmount Intergun
Right Grip: n/a

Left Shoulder: n/a
Right Shoulder: n/a

Gentz in Richter (Orgel Wanzer):

Level 17

Body 150

Left Arm 108
Right Arm 108
Legs 132

Weapons

Left Grip: n/a
Right Grip: n/a

Left Shoulder: n/a
Right Shoulder: n/a

1 Carrier in Natural Supply Car (DAIAN TT-22):
Level 21

Body 200

Weapon: Cannon

Driscoll will be in this Mission and he will mercilessly destroy any enemy Wanzers in his range. Which is very nice of him. So don't forget to say 'Thank you, Driscoll, for doing all the work'. When starting this walkthrough I still thought that this would be a real threat but it isn't. By now you really should have enough EXP to get along very well until the end of the game even without any additional EXP, which you'll get plenty of in the next Missions anyway. And even if you saved the enemies from being destroyed by Driscoll by destroying them all by yourself, it wouldn't make much of a difference! You either had to employ Wanzers you had never used before which is just as much of a waste as it is letting Driscoll gain the EXP OR your Attackers had to destroy them short ranged and your Missilers long ranged, which is also a waste of EXP as they should by now have 9999 or be already too close to bother or actually make a difference. So the only good thing to do here is to train your Wanzers in their weak stats and let Driscoll gain EXP so that he won't be as much of a sissy as possible when you fight him. Anyway before that Mission all my Wanzers already had 9999 in both, Short AND Long, so that the only to level up would be to raise their Agility score. One thing you COULD do to still gain levels is to let Driscoll do all the work and never attack yourself, if you think that your Wanzers can take it you could also never defend and let Driscoll kill EVERYONE himself. I don't think that they have any chance against him but this will anyway require AL LOT of repairs. With equipping 2 shields you reduce the damage to the minimum and with enough repairs (don't hesitate to buy like 50 Repair L or so cause you can easily afford A LOT more) you shouldn't be in too much trouble. BE CAREFULL ABOUT PEEWEE! Since you're not attacking and suffer lots of damage you might simply drag Peewee along the Wanzers for support but that could be fatal! There are lots of Missilers with Donkey DX Launchers in this Mission and Peewee can take only a single hit before he is already in danger. So always keep Peewee a few squares behind your Wanzers, this way he'll be able to help if necessary but will hardly be in the line of fire at all. While I was doing this Mission, the enemies focused only on Paul and Hans, thus they gained a lot of EXP and quickly leveled but almost everyone else was ignored. Also the had been circled so I had to shoot my way out and destroyed most of the enemies in the south. So don't have only a few Wanzers apart from the others but only either one large group of all your Wanzers or have them spread narrowly with only 1, maximum 2 squares distance to keep such a thing from happening.

After all enemies are destroyed just head back to Fort Monus (fourth time).

-IMPORTANT-

After visiting the Military Office Frederick will leave the unit and soon you'll have to fight him. So depending on you equip him now he'll be in that Mission but he won't attack you anyway and since he neither counts as one of your destroyed Wanzers (I'm not sure if you get money for beating him) nor provides a challenge to destroy in one go with his current Setup you don't really need to bother.

Anyway for now just start the next Mission.

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(8.21)

=====
= TWENTY FIRST MISSION =
=====

6 Missilers in Ratmount Wanzers:

Level 21

Body 168
Left Arm 108
Right Arm 108
Legs 120

Weapons

Left Grip: n/a
Right Grip: n/a

Left Shoulder: Donkey DX M-Launcher
Right Shoulder: Donkey DX M-Launcher

7 Attackers in Orgel Wanzers:

Level 23

Body 150
Left Arm 108
Right Arm 108
Legs 144

Weapons

Left Grip: n/a
Right Grip: Hexafire Mk II

Left Shoulder: n/a
Right Shoulder: n/a

2 Carriers in Natural Supply Car (DAIAN TT-22):
Level 21

Body 200

Weapon: Cannon

Since all your Wanzers should by now already have at least Guide 1 and like 5000 in Long it doesn't really matter which Wanzers you send to do what in this Mission. In the beginning send everyone up the narrow path to reach the plateau except for 2 Wanzers, have them stand on the right side of the plateau from where they can easily attack most of the enemies with their missile launchers. Just keep sending your Wanzers up the plateau and destroying enemies but you should keep one (or two if you want to do it really quick) Wanzers at the left side of the plateau to take care of single enemy that will be waiting on the higher level. Besides that there is no more strategy just destroy all enemies.

A wonder has happened!

After to finish this Mission you can leave Fort Monus and move on to SOLEIT!

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(8j)

Soleit

IMPORTANT

Don't sell your Indos legs, after the next Mission you can use them again. It isn't necessary to keep them but maybe you'll want to change your setup after the next Mission.

EQUIPMENT

PARTS:

Wanzer Body L.Arm

STANDARD	A/M(1)	Perzea	Perzea
	A/M(2)		Perzea
	A (3)		Brizia II
	M (6)		Prisomea[A]
	M (7)		Prisomea[A]
	M (8)		Prisomea[A]

Shrike	Perzea	Perzea
Raioh	Perzea	Perzea
Primrose	Perzea	Perzea
Ms. Jerry	Perzea	Perzea
Hunter J	Perzea	Perzea
Rainbow	Perzea	Perzea
My Maria	Perzea	Perzea

Wanzer	R.Arm	Legs	Computer
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STANDARD	A/M(1)	Brizia II	*Perzea	Proximo VG-15KY
	A/M(2)	Perzea		
	A (4)			Eicos WST-489
	M (5)			Elwakt NC-5481
	M (6)	Brizia II		
	M (7)	Perzea		
	M (8)	Prisomea[A]		

Shrike	Brizia II	Perzea	Proximo VG-15KY
Raioh	Brizia II	Perzea	Proximo VG-15KY
Primrose	Brizia II	Perzea	Proximo VG-15KY
Ms. Jerry	Brizia II	Perzea	Proximo VG-15KY
Hunter J	Perzea	Perzea	Proximo VG-15KY
Rainbow	Perzea	Perzea	Proximo VG-15KY
My Maria	Perzea	Perzea	Proximo VG-15KY

WEAPONS:

Wanzer	L.Grip	R.Grip
--------	--------	--------

STANDARD	A (9)	Black Star MG	Black Star MG
	A (11)	Black Star MG[F]	Winee RR[F]
	A/M(12)	Black Star MG[F]	Thunder Bolt[F]
	A (3a)	Black Star	Black Star
	A (3b)	Black Star[F]	Winee RR[F]
	A (3c)		Thunder Bolt

Shrike	Black Star MG	Black Star MG
Raioh	Black Star MG	Black Star MG
Primrose	Black Star MG	Black Star MG
Ms. Jerry	Black Star MG	Black Star MG
Hunter J	Black Star MG	Thunder Bolt
Rainbow	Black Star MG	Thunder Bolt
My Maria	Black Star MG	Thunder Bolt

Wanzer		L.Shoulder	R.Shoulder
STANDARD	A (9)	Crane M-Launcher	Crane M-Launcher
	A (10)		WS-14B Shield
	A (11)	Crane M-Launcher	Crane M-Launcher
	A/M(12)	Crane M-Launcher	Crane M-Launcher
	A (3a)	Crane M-Launcher[F]	Ceres M-Launcher[AF]
	A (3b)	Crane M-Launcher	WS-14B Shield
Shrike		Crane M-Launcher	Crane M-Launcher
Raioh		Crane M-Launcher	WS-14B Shield
Primrose		Crane M-Launcher	WS-14B Shield
Ms.Jerry		Crane M-Launcher	WS-14B Shield
Hunter J		Crane M-Launcher	Crane M-Launcher
Rainbow		Crane M-Launcher	Crane M-Launcher
My Maria		Crane M-Launcher	Crane M-Launcher

*

For first Mission after reaching Soleit you have to equip humanoid legs because at your starting point (only at your starting point, not ANY where else) there are steps you cannot cross with other legs.

(1)/(2)

With the Perzea body you'll be able to equip anything without trouble but since the Brizia II body is the only other one worth using because of the high HP but has a whole 100 engine less you can't equip it without leaving either one grip empty or equipping two shields (or older missile launchers). A Brizia II arm has 144HP and 78 HIT, a Perzea arm 96 HP and 82 HIT. Equipping one of each is a good balance of HP and HIT, yet if you feel that you want to go more for the HIT, equip two Perzea arms.

(3)

Not recommended as you either have to equip either an older missile launcher and two Black Stars or a Shield and any grip weapon you like. The overall HP of the new parts don't make a shield that necessary BUT in the next Mission there are a lot of annoying Missilers who will have the possibility to shoot you for a few turns when you won't be able to return the fire because you first have to reach them.

(4)/(5)

You have to decide if you either want a computer that has 80 in all stats or 96 in one and 72 in all others.

(6)/(7)/(8)

If you want to go for more HIT you can use Prisomea arms BUT by now their HP are actually too low. If you equip them better, equip a Brizia II arm on the other side to make up for the low HP. A Prisomea and a Perzea is a lot more but also a lot less HP and not really recommended, finally two Prisomea arms give you a sure HIT but also a sure loss of an arm.

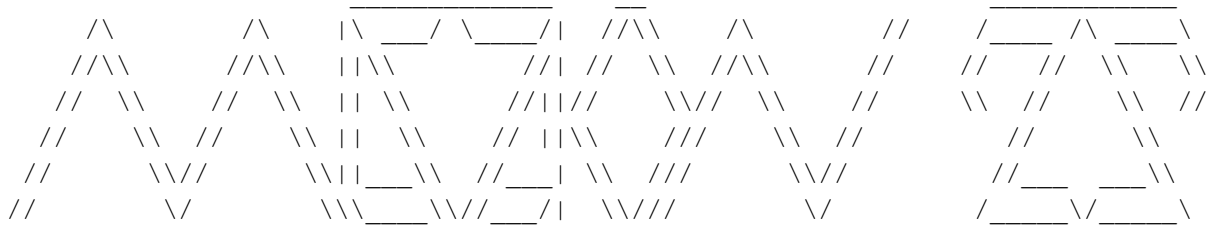
(9)/(10)/(11)

I might not make any sense to equip any rifles or bazookas because all your Attackers should already have the Speed skill. Since the next Mission has lots of annoying Missilers that will have a few free shots before you reach them you might consider using a shield instead of an additional missile launcher.

=====
=IMPORTANT=
=====

As soon as you visit the Military Office after the next Mission, Natalie, Keith and JJ will leave the unit for a few Missions, when they join again it will be in the middle of a fight. That shouldn't be too much of a problem as they should already be strong enough to even kick ass with old equipment but if you want to make sure that they take as little damage as possible you might want to equip two shields.

So head to the Military Office just as usual and get your orders, then head to the next Mission.



(8.22)

=====
= TWENTY SECOND MISSION =
=====

6 Missilers in Fagot Wanzers:
Level 22

Body 174
Left Arm 96
Right Arm 96
Legs 180

Weapons

Left Grip: n/a
Right Grip: n/a

Left Shoulder: n/a
Right Shoulder: Donkey DX M-Launcher

4 Attackers in Orgel Wanzers:
Level 23

Body 150

Left Arm 108
Right Arm 108
Legs 144

Weapons

Left Grip: n/a
Right Grip: Hexafire Mk II

Left Shoulder: n/a
Right Shoulder: n/a

1 Attacker in Algem Wanzer:
Level 23

Body 300
Left Arm 140
Right Arm 140
Legs 200

Weapons

Left Grip: n/a; Algem Intergun
Right Grip: n/a; Algem Intergun

Left Shoulder: n/a
Right Shoulder: n/a

Frederick: at any level you left him at, with any Setup you left him at

1 Carrier in Natural Supply Car (DAIAN TT-22):
Level 21

Body 200

Weapon: Cannon

You'll start this Mission in the literally high north. While all enemies are at the bottom of the valley, you start at the highest point of the area. Send all your Wanzers down into the melee. In the first turns your Wanzers will get attacked mercilessly by the enemy Missilers but that doesn't really matter, as this is not only far from dangerous with your equipment and by now high Agility that lowers the damage and lets missiles miss, you'll even benefit from it because it will give your Agility score a nice boost. As soon as you get into missile reach start attacking with lots of missiles taking out the enemy Missilers' missile arms first. After that simply start attacking and advancing until all are destroyed.

So now after the Mission just return to Soleit.

EQUIPMENT

PARTS:

Wanzer	Body	L.Arm	R.Arm	Legs	Computer
STANDARD -A (1)	Type 67C	Perzea	Perzea	Indos[A]	Proximo VG-15KY
A (2)			Brizia II		
--A (2)	Brizia II	Perzea	Perzea		

WEAPONS:

Wanzer	L.Grip	R.Grip	L.Shoulder	R.Shoulder
STANDARD A (1)	Black Star	Black Star	Crane M-Launcher	WS-14B Shield
A (1/2)	Black Star[F]	Winee Rifle[F]		
A (2)	Black Star	Thunder Bolt		

(1)/(2)/(3)

If you want to, you can now change your Attackers' setup to give them a Brizia II or a Type 67C body in exchange for a missile launcher and in the case of the Brizia II even the optional Brizia II arm. Doesn't really make sense as a Type 67C body adds only 12 HP that don't actually make up for the lost missiles, while a Brizia II body would be plain stupid as you only lose firepower and don't gain any additional HP since you have to give up the Brizia II arm which adds just as much HP as the body.

Though, in case you anyway want to equip one shield for your Wanzers, you can go for the Type 67C body.

With a Type 67C and two Perzea arms you can equip any weapon, with a Type 67C body, a Perzea arm and a Brizia II arm you can equip an additional Black Star and a Winee RR and with a Brizia II body and two Perzea arms you can only equip two Black Stars.

So After you went to the Military Office Natalie, Keith and JJ are gone. Though you won't get any new Mission from Olson just leave town. Before you can the others will take you to the Bar and then you can start the next Mission and guess what? Peewee even got a new Supply car! Although the only actual difference would be the new gun it still is nice (even if totally unimportant).

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(8.23)

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=====
= TWENTY THIRD MISSION =
=====

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3 Missilers in Perzea Wanzers:
Level 23

Left Arm 96
Right Arm 96
Legs 132

Weapons

Left Grip: n/a
Right Grip: n/a

Left Shoulder: Donkey DX M-Launcher
Right Shoulder: Wild Goose R-Launcher

3 Attackers in Type 67C Wanzers:
Level 23

Body 168
Left Arm 132
Right Arm 96
Legs 132

Weapons

Left Grip: n/a
Right Grip: Thunder Bolt Bazooka

Left Shoulder: n/a
Right Shoulder: Wild Goose R-Launcher

3 Attackers in Type 67C Wanzers:
Level 23

Body 168
Left Arm 108
Right Arm 96
Legs 132

Weapons

Left Grip: n/a; Type 67C Intergun
Right Grip: Black Star MG

Left Shoulder: n/a
Right Shoulder: n/a

Driscoll in Type 11DS Wanzer:
Level 40

Body 250
Left Arm 250
Right Arm 110
Legs 200

Weapons

Left Grip: n/a; Type 11DS Interclaw
Right Grip: n/a; Type 11DS Intergun

Left Shoulder: n/a
Right Shoulder: n/a

1 Carrier in Natural Supply Car (DAIAN TT-22):
Level 21

Body 200

Weapon: Cannon

Driscoll will be in this Mission and FINALLY YOU CAN KICK HIS ASS! Also Gentz will be in this Mission, he will be on your side, even under your control though.

I recommend only using the four Wanzers that are left of your Elite as they can easily take care of the enemies in this Mission alone.

You'll start the Mission in the north west. In this area there are only two possible ways to advance into the south. Have Roid advance to the south west alone and Sakata, Paul and Hans advance to the south east. Peewee drag along wherever you see fit but with some distance because the enemy Missilers will love to shoot him or simply leave him where he is as this Mission will be over far before you could need him. Same goes for Gentz, you could use him as a shield, even equipping him with spare shields (or any sort of weapons if you think you'll need this, which shouldn't be the case) but all that isn't actually necessary, just leave him where he is and ignore him.

Sakata, Paul and Hans will take perfect care of the Attackers, mowing everything down in their path and taking only a little damage, just be sure to use a repair if one of your parts should get too damaged by one of the enemies' Thunder Bolts.

Roid on the other hand will care about the Missilers. Since his Agility was 9999 before I even started this Mission the enemies had a hard time hitting him and absolutely no chance damaging him, as his Agility is too high to hit him from Long and his Black Stars far too deadly to score even a single hit from Short before he destroys the enemy.

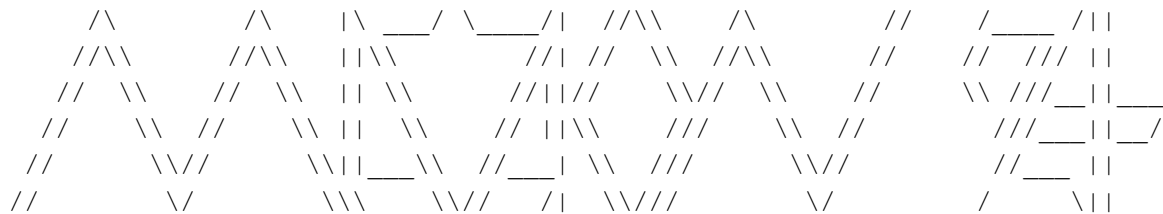
Again after you destroy all other enemies Driscoll will simply run away, so leave one of them alive to kick Driscoll's sissy ass big time! You can keep the Supply car alive if you haven't maxed out your stats yet but that might make things a lot more difficult as every enemy that is still alive might just think of revenge and attack again after getting at least 1 HP back into his lost limbs.

Anyway Driscoll should be a neat little piece of cake by now, if you think that you can't take him alone with Roid (I always have Roid mow him down with two Black Stars and take out at least two thirds of his whole HP with the first attack, usually even destroying his weaker gun arm so that he can't even use a weapon himself and since he won't attack himself, on the next turn I always destroy him completely) just start off by shooting missiles from the distance to take out the arms and then close in for the kill with mgs.

After you've completed the Mission you can immediately start the next one. If you want to stock up on items or change your setup, just go to Soleit first and then start the next Mission.

New Wanzers: Richter (Gentz)

Just like any other Wanzers that came this late Gentz is of absolutely no use, especially because he is also a fighter.



(8.24)

=====
= TWENTY FOURTH MISSION =
=====

3 Missilers in Brizia II Wanzers:
Level 23

Body 204
Left Arm 144
Right Arm 144
Legs 180

Weapons

Left Grip: n/a
Right Grip: n/a

Left Shoulder: Crane M-Launcher
Right Shoulder: n/a

6 Attackers in Fagot Wanzers:
Level 24

Body 174
Left Arm 132
Right Arm 144
Legs 114

Weapons

Left Grip: n/a
Right Grip: Winee RR Rifle

Left Shoulder: n/a
Right Shoulder: n/a

4 Attackers in Perzea Wanzers:
Level 24

Body 156
Left Arm 144
Right Arm 132
Legs 132

Weapons

Left Grip: Thunder Bolt Bazooka
Right Grip: n/a

Left Shoulder: n/a
Right Shoulder: n/a

Driscoll in Type 11DS Wanzer:
Level 40

Body 250
Left Arm 120
Right Arm 120
Legs 200

Weapons

Left Grip: n/a; Type 11DS Intergun
Right Grip: n/a; Type 11DS Intergun

Left Shoulder: n/a
Right Shoulder: n/a

1 Carrier in Natural Supply Car (DAIAN TT-22):
Level 21

Body 200

Weapon: Cannon

Well if isn't the factory site from the very first Mission! Now everything's pretty much wrecked, no wonder after that explosion. Driscoll will be standing exactly where he stood in that first Mission, too long ago to remember and killed Karen. And guess what? She is also here! In his machine, as his computer! Time to make that Bastard pay big time! You'll start the Mission exactly where you started the first. Send Roid into melee to the western front with a little backup by Paul. Since Roid's Agility was 9999 in this Mission the enemy had a hard time hitting him and even if they did, with a mere missile launcher on his shoulder Roid could easily absorb the damage and go unharmed. On the eastern front do the same with Sakata and Hans. Peewee stand next to any Wanzer (except Roid) the enemies seem to pick on but be really careful as now the enemies start doing enough damage to take him out with a single shot. Once you've taken care of the enemy Missilers you can also send Paul and Hans into melee as by now they should be just as good as your 'Attackers'. But you should be ready to repair any time as the enemy's Winee RR and Thunder Bolt are very strong and can almost take out a limb with a single hit. Well, this time Driscoll isn't that much of a sissy boy as usual because he want run away as soon as everyone else is down. So if you want to you can keep him to the end and then wipe the floor with him.

After you defeat all enemies, Roid will ask Peewee to install Karen, no Driscoll's computer in his own Wanzer. I always wondered why he is asking Peewee since he is just a Supply Car driver and no mechanic but anyway you'll be able to continue your Journey to the Weapon Trader's Camp.

Shrike	Terran	Terran
Raioh	Terran	Terran
Rainbow	Terran	Terran
My Maria	Terran	Terran

Wanzer	R.Arm	Legs	Computer
--------	-------	------	----------

STANDARD	A/M(1) *Terran	Terran	Terna RG-0645
	A/M(2) Pegase		

Shrike	Terran	Terran	Karen Device BD-6Kr
Raioh	Terran	Terran	Terna RG-0645
Rainbow	Terran	Terran	Terna RG-0645
My Maria	Terran	Terran	Terna RG-0645

WEAPONS:

Wanzer	L.Grip	R.Grip
--------	--------	--------

STANDARD	Terran Intergun	Terran Intergun
	A/M(2) Terran Intergun	Boa 40 Bazooka
	A (3) Terran Intergun	Artassaut SP MG
	A (4) Terran Intergun	Ibis III Rifle

Shrike	Terran Intergun	Terran Intergun
Raioh	Terran Intergun	Terran Intergun
Rainbow	Terran Intergun	Terran Intergun
My Maria	Terran Intergun	Terran Intergun

Wanzer	L.Shoulder	R.Shoulder
--------	------------	------------

STANDARD	Albatross R-Launcher	Albatross R-Launcher
	A/M(2) Albatross R-Launcher	Albatross R-Launcher
	A (4) Albatross R-Launcher	WS-14B Shield

Shrike	Albatross R-Launcher	Albatross R-Launcher
Raioh	Albatross R-Launcher	Albatross R-Launcher
Rainbow	Albatross R-Launcher	Albatross R-Launcher
My Maria	Albatross R-Launcher	Albatross R-Launcher

*

You could also equip some other stuff like Sakata Type 150, the first decent Sakata model (weird that Sakata is supposed to be the best company, beating all others but sells only low quality crap). But that doesn't make much sense as by now all your Wanzers really should have a lot in Short and since the Terran arm also allows for a shoulder weapons and has the highest HIT in the whole game there is no real downside to equipping two of them. Type 150 is good as it has a pretty high HIT but also nice HP BUT still it can't compare to the ultimate Terran Intergun arm.

If you want to, you could equip a Pegase arm for HP and an astonishingly high HIT for the arm with most HP but I wouldn't really recommend that.

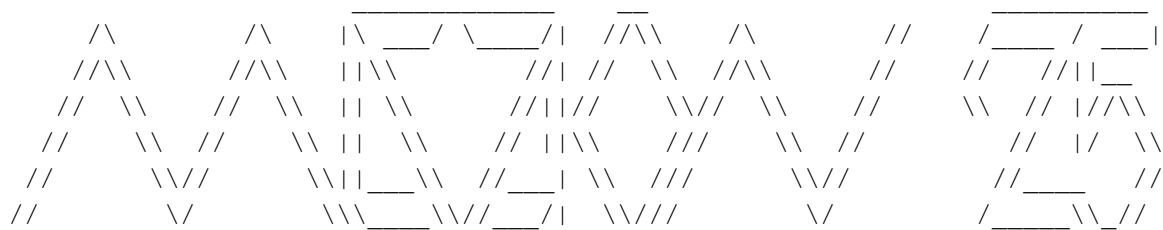
(2)/(3)/(4)

If you have to, you can equip a Pegase arm and a Boa Bazooka for the reach, an Ibis III Rifle for almost as much damage as the Boa but with a higher HIT or an Artassaut SP MG for a poor replacement of the Terran Intergun.

(5)

For a lot of safety you can equip one of the WS-14B Shields you hopefully didn't sell (even if, you can easily buy new ones after the next Mission).

After You finished setting up all your Wanzers and buying spare parts just choose exit and start the next Mission.



(8.25)

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=====
= TWENTY FIFTH MISSION =
=====

```

6 Missilers in Brizia II Wanzers:

Level 23

```

Body      204
Left Arm  144
Right Arm 144
Legs      180

```

Weapons

```

Left Grip: n/a
Right Grip: n/a

```

Left Shoulder: Crane M-Launcher

Right Shoulder: n/a

4 Attackers in Brizia II Wanzers:

Level 24

```

Body      204
Left Arm  132
Right Arm 144
Legs      180

```

Weapons

Left Grip: n/a

Right Grip: Circular Shotgun

Left Shoulder: n/a

Right Shoulder: n/a

2 Attackers in Perzea Wanzers:

Level 24

Body 156

Left Arm 144

Right Arm 144

Legs 132

Weapons

Left Grip: Black Star MG

Right Grip: Winee RR Rifle

Left Shoulder: n/a

Right Shoulder: n/a

2 Commanders in Banyan SEC TR-5509

Level 27

Body 450

Weapon: Cannon

Olson in Eldos Wanzer:

Level 38

Body 228

Left Arm 156

Right Arm 156

Legs 204

Weapons

Left Grip: FV-24B Vulcan

Right Grip: n/a

Left Shoulder: n/a

Right Shoulder: Paraina M-Launcher

1 Carrier in Natural Supply Car (DAIAN TT-22):

Level 21

Body 200

Weapon: Cannon

You'll start the Mission in the south. Natalie and the rest of your lost team mates will be in the north west. After the first turn Natalie will turn against Olson and all will be under your control again. If you equipped them with shields they should be just fine but if not they are in danger because there are a lot of Missilers near them. With Roid, Sakata, Paul and Hans just blast the two Missilers and the two Attackers near your starting point away and then advance to the north. Natalie, Keith and JJ can also engage in the fight but since their equipment is old and weak be careful and quickly repair them when their parts have half of their HP left or less.

For the rest of the tactic: just keep advancing with your lowr Wanzers and let your upper Wanzers take out all that attack them, shouldn't be too difficult, even with inferior equipment. The Banyan Commanders have reach and can attack short ranged so don't come too close because they can deal quite some damage.

After you destroyed all enemies don't head to the next Mission but first somewhere where you can equip your rejoined team mates with the stuff you kept for them from the carrier Camp. Just equip them after the last table in the way you prefer.

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(8.26)
 =====
 = TWENTY SIXTH MISSION =
 =====

3 Missilers in Type 103 Wanzers:
 Level 26

Body 192
 Left Arm 108
 Right Arm 108
 Legs 144

Weapons

Left Grip: Boa Bazooka
 Right Grip: n/a

Left Shoulder: n/a
 Right Shoulder: Panther M-Launcher

3 Missilers in Pegase Wanzers:
 Level 26

Body 228

Left Arm 156
Right Arm 156
Legs 204

Weapons

Left Grip: n/a
Right Grip: n/a

Left Shoulder: Panther M-Launcher
Right Shoulder: n/a

3 Attackers in Type 150 Wanzers:
Level 27

Body 192
Left Arm 120
Right Arm 120
Legs 156

Weapons

Left Grip: Artassaut SP MG
Right Grip: n/a

Left Shoulder: n/a
Right Shoulder: n/a

1 Commander in Gavel Sakata Type 1285:
Level 27

Body 800

Weapon: Cannon

1 Carrier in Natural Supply Car (DAIAN TT-22):
Level 27

Body 200

Weapon: Cannon

You'll start the Mission in the north. No real strategy in this Mission, the combination of superior stats, superior skills and superior equipment makes it really easy to blow everything away. Just keep Peewee away from the line of fire and that should do. The Gavel shouldn't provide any challenge but if you want to be safe just do some damage with missiles first and then do the rest with your mgs (alternatively you can take it out completely with missiles but that's not really necessary). Usually when in play this Mission one or two enemy Wanzers and the Supply Car flee from you to the lowest corner of the area and you'll wonder why you haven't already won the Mission because all the buildings block your sight and you can't see them. Just deactivate layer one and hunt them down.

After the Mission Dr. Brown will show you a warehouse. Just choose City from the menu to get to Rupidis.

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(81)

Rupidis

Welcome to the last town on Huffman Island. Here you will find the ultimate equipment, the best of the best.

EQUIPMENT

PARTS:

Wanzer	Body	L.Arm
STANDARD	A/M(1) Valiant	--Terran[C]
	A/M(2)	
	A/M(3)	--Terran
	A/M(4)	-Caroc
	A/M(5)	-Caroc
	A/M(6)	-Caroc
	*A/M(7)	Zenith V
	*A/M(8)	Zenith V
	A/M(9) Zenith V	Terran[C]
	A/M(10)	-Caroc
	A/M(11)	Zenith V
	A/M(12)	Valiant
	A/M(13)	Zenith V
	A/M(14)	-Caroc
	A/M(15)	Terran[C]
	A/M(16)	-Caroc

Shrike	Valiant	Zenith V
Raioh	Valiant	Zenith V
Primrose	Valiant	Zenith V
Ms Jerry	Valiant	Zenith V
Hunter J	Valiant	Zenith V
Rainbow	***Zenith V	Zenith V
My Maria	Valiant	Zenith V

Wanzer R.Arm Legs Computer

STANDARD	A/M(1)	--Terran[C]	Zenith V	Fahta RG-0624z
	A/M(2)	Zenith V		
	A/M(3)	-Caroc		
	A/M(4)	-Caroc		
	A/M(5)	Zenith V		
	A/M(6)	Valiant		
	*A/M(7)	Zenith V		
	*A/M(8)	Valiant		
	A/M(9)	Valiant		
	A/M(10)	-Caroc		
	A/M(11)	Valiant		
	A/M(12)	Valiant		
	A/M(13)	Zenith V		
	A/M(14)	Zenith V		
	A/M(15)	-Caroc		
	A/M(16)	Valiant		

Shrike	Zenith V	Zenith V	Karen Device BD-6Kr
Raioh	Zenith V	Zenith V	Fahta RG-0624z
Primrose	Zenith V	Zenith V	Fahta RG-0624z
Ms Jerry	Zenith V	Zenith V	Fahta RG-0624z
Hunter J	Zenith V	Zenith V	Fahta RG-0624z
Rainbow	***Zenith V	Zenith V	Fahta RG-0624z
My Maria	Zenith V	Zenith V	Fahta RG-0624z

WEAPONS:

Wanzer	L.Grip	R.Grip
--------	--------	--------

STANDARD	A/K(17)	Terran MG	Terran MG
	A/M(18)	Terran MG	FV-24B Vulcan[F]
	A/M(19)		Firebird Rifle[F]
	A/M(20)		Banish II Bazooka[F]
	A/M(22)	Caroc MG	Caroc MG
	A/M(23)	Caroc MG	FV-24B Vulcan
	A/M(24)		Firebird Rifle[F]
	A/M(25)		Banish II Bazooka[F]
	A/M(26)	FV-24B Vulcan[F]	FV-24B Vulcan[F]
	A/M(27)		Firebird Rifle[F]
	**A/M(28)		Banish II Bazooka[F]
	**A/M(29)	Firebird Rifle[F]	Banish II Bazooka[F]
	**A/M(30)	Banish II	Banish II
	A/M(31)		

Shrike	FV-24B Vulcan	FV-24B Vulcan
Raioh	FV-24B Vulcan	FV-24B Vulcan
Primrose	FV-24B Vulcan	FV-24B Vulcan
Ms Jerry	FV-24B Vulcan	FV-24B Vulcan
Hunter J	FV-24B Vulcan	FV-24B Vulcan
Rainbow	*** Banish II	Banish II
My Maria	FV-24B Vulcan	FV-24B Vulcan

Wanzer	L.Shoulder	R.Shoulder
--------	------------	------------

STANDARD	A/K(17)	Albatross R-Launcher[C]	Albatross Launcher[C]
	A/M(31)	Albatross R-Launcher[C]	WS-14B Shield
Shrike		Albatross R-Launcher[C]	WS-14B Shield
Raioh		Albatross R-Launcher[C]	WS-14B Shield
Primrose		Albatross R-Launcher[C]	WS-14B Shield
Ms Jerry		Albatross R-Launcher[C]	WS-14B Shield
Hunter J		Albatross R-Launcher[C]	WS-14B Shield
Rainbow	***	Albatross R-Launcher[C]	Albatross Launcher[C]
My Maria		Albatross R-Launcher[C]	WS-14B Shield

*

Only possible if you equip at least one WS-14B Shield.

**

Only possible if you equip not more than 1 Valiant arm.

I equipped Paul this way because he hadn't yet gained Speed (I wonder why as he had passed the point for a new Skill with 9999 Short). And it is good to have one with lots of Long firepower if all others have mostly Short firepower.

(1)

For the highest possible Short firepower choose this setup with a Valiant body that because of the low weight of the Terran arms and lacking grip weapons can provide you with lots of body HP. The HUGE and probably unignorable downside of this is the EXTREMELY low HP of the Terran arms. In the coming Mission the enemies will have an annoyingly high Attack and do loads of damage. Their damage is sometimes enough to take out a Terran arm with a single blow, i.e. if you get attacked you might not just not be able to counter, you might stand there without even a SINGLE arm, which really sucks cause then you have to not just waste two turns on healing, before you can even do that you first have to stand next to Peewee, which can prove extremely dangerous to Peewee because the enemies' damage could possibly take him out in one, maximum two shots. Then you would stand there, without arms and without possibility to recover them and be damned to lose the Mission. So if you HAVE to use a Terran arm, use ONLY one or you won't be able to use them for long.

(2)/(3)/(4)/(5)/(6)

If going for one of these setups you should first decide which of the Intergun arms you want go for: Terran has 4X25 Attack, 50 Defense, 90 HIT and 108 HP but Caroc has 4X23 Attack, 52 Defense, 84 HIT and 168 HP. While you can ignore the two point Defense of the Caroc arm, you cannot ignore the 2 point Attack advantage of the Terran arm as it sums up to a total of 8 points, a rather big advantage especially because it's an mg. Still Caroc has a whole of 60 more HP and possibly the enemies will do enough damage in the coming Missions to destroy a Terran arm with only one shot. Since your Short EXP should already be high enough and you should deal enough damage to wipe out your enemies with one attack even without a Terran MG, I'd say you should rather go for the Caroc if you want to have an Intergun.

|

(7)/(8)

After that you have to decide for either for higher HP but both, lower HIT (82) and lower Defense (52) if you take a Valiant arm or for a little less HP but a higher HIT (86) and a higher Defense (56), if you pick the Zenith V arm. The Zenith V arm is the better choice as has a 4 point higher HIT and only 12 less

HP but a 4 points higher Defense than the Valiant which means that the slightly lesser HP will be made up for because it will take slightly less damage but the Zenith V arm still has more HIT. Yet these Setups only work if you equip at least one WS-14B Shield.

(9)/(10)/(11)/(12)/(13)/(14)/(15)/(16)

These Setups are about the same as the ones with a Valiant body but they allow for two missile launchers and any combination of arms (even two valiant arms). Of course at the cost of 84 body HP.

(26)/(27)/(28)/(29)/(30)

The FV-24B Vulcan is slightly weaker than the Terran Intergun because, although the Attack still sums up to 100, it has five bullets which means that one bullet itself is weaker than a Terran bullet and so for Speed you will not get an additional 25 Attack per bullet but only an additional 20 per bullet. The Caroc Intergun is slightly weaker than the FV-24B Vulcan as $4 \times 23 + 3 \times 23 = 161$ for the Caroc Intergun but $5 \times 20 + 3 \times 20 = 160$ for the FV-24B Vulcan. YET the usual way Switch will kick in is one attack with Speed and a second without Speed which sums up to: $4 \times 23 + 2 \times 23 + 4 \times 23 = 253$ for the Caroc Intergun and $5 \times 20 + 3 \times 20 + 5 \times 20 = 260$ for the FV-24B Vulcan So the FV-24B Vulcan will be of more advantage as not only you have the damage advantage but also will have the HP and possibly a HIT advantage because a Zenith arm has 12 more HP and 4 more HIT while a Valiant arm has the same HIT but 24 more HP.

As always nowadays a Rifle is a huge waste of firepower but if you can't help it you could chose the Firebird for a 13 point lower Attack than the FV-24B Vulcan and the Terran Intergun but 6 point lower Attack than the Caroc Intergun, yet it has 1 point more Attack than the Banish II Bazooka. Speaking of which, it has the reach advantage but that's it as it is the weakest of the grip weapons one could reasonably equip (the others are simply weaker than the ones listed and have not a single advantage).

(17)/(18)/(19)/(20)/(21)/(22)/(23)/(24)/(25)

Of course these Setups are only possible if you equipped one of the Intergun arms.

(31)

Since your Short and Long EXP should be high enough to deal heavy damage with any sort of weapon and most enemies won't be out of reach for a long time you don't really need two missile launchers, even for your Missilers. Of course one is still necessary and recommended for both, Attackers and Missilers, because being in need of a long ranged weapon and not having one really does suck (be it for assisting a surrounded team mate or for hunting down an enemy before he can reach a Supply Car and become dangerous again).

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=====
= TWENTY SEVENTH MISSION =
=====

3 Missilers in Pegase Wanzers:
Level 27

Body 228
Left Arm 156
Right Arm 156
Legs 204

Weapons

Left Grip: n/a
Right Grip: n/a

Left Shoulder: Panther M-Launcher
Right Shoulder: n/a

3 Attackers in Terran Wanzers:
Level 28

Body 204
Left Arm 144
Right Arm 144
Legs 156

Weapons

Left Grip: Ibis III Rifle
Right Grip: n/a

Left Shoulder: n/a
Right Shoulder: n/a

2 Attackers in Type 150 Wanzers:
Level 28

Body 192
Left Arm 120
Right Arm 120
Legs 156

Weapons

Left Grip: Boa Bazooka
Right Grip: Artassaut Deux MG

Left Shoulder: n/a
Right Shoulder: n/a

3 Commanders Brizia II Wanzers:
Level 29

Body 204

Left Arm 144
Right Arm 144
Legs 180

Weapons

Left Grip: ???
Right Grip: Artassaut Deux MG

Left Shoulder: n/a
Right Shoulder: n/a

Olson in Eldos Wanzer:
Level 38

Body 228
Left Arm 156
Right Arm 156
Legs 204

Weapons

Left Grip: FV-24B Vulcan
Right Grip: n/a

Left Shoulder: n/a
Right Shoulder: Paraina M-Launcher

Blakewood in Armored Car:
Level 37

Body 200

Weapon: Cannon

1 Commander in Armored Car:
Level 29
Body 200

Weapon: Cannon

1 Carrier in Natural Supply Car (DAIAN TT-22):
Level 25

Body 200

Weapon: Cannon

You'll start the Mission in about the middle of the area. have Roid advance to the lower group made up of a Terran Attacker, a Brizia II Commander and Olson. Have Sakata advance to meet the enemy at the eastern front made up of two Type 150 Attackers and a Pegase Missiler. Send Natalie to the western front of two Terran Attackers, two Pegase Missilers and a Brizia II Commander. Send Keith to assist Roid at the southern front and have JJ aid Natalie at the western front.

Send Paul along to the western front, he'll be of advantage against the two Missilers there and let Hans help Sakata out at the eastern front.
 In the second round (maybe it has something to do with killing Olson but definitely it doesn't happen immediately afterwards) the Commander in the Armored Car says he wants to call for reinforcements and Blakewood. The enemy Supply Car might just as well wander off to kill Blakewood. It doesn't make ANY sort of difference if Blakewood gets destroyed. You don't get money for completing the Mission, only for destroying the enemies and this is exactly the same and completely independent from Blakewood's destruction. So after all enemies are destroyed and if Blakewood was destroyed or not you'll speak with him anyway.

After the Mission head back to Rupidis and do whatever you fancy except leaving, you have to accomplish two more Missions before you can leave this town. As soon as you choose Dock of No 16 the next Mission will start.

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(8.28)
 =====
 = TWENTY EIGHTH MISSION =
 =====

3 Missilers in Vals Wanzers:
 Level 29

Body 240
 Left Arm 180
 Right Arm 180
 Legs 228

Weapons

Left Grip: n/a
 Right Grip: n/a

Left Shoulder: Panther M-Launcher
 Right Shoulder: Albatross R-Launcher

4 Attackers in Type 105 Wanzers:
 Level 29

Body 216
 Left Arm 144
 Right Arm 144
 Legs 192

Weapons

Left Grip: FV-24B Vulcan

Right Grip: n/a

Left Shoulder: n/a

Right Shoulder: n/a

4 Attackers in Pegase Wanzers:

Level 29

Body 228

Left Arm 230

Right Arm 156

Legs 228

Weapons

Left Grip: n/a; Wild Goat II Intergun

Right Grip: Mostro III-SZ MG

Left Shoulder: n/a

Right Shoulder: n/a

1 Commander Valiant Wanzers:

Level 30

Body 324

Left Arm 156

Right Arm 156

Legs 204

Weapons

Left Grip: Artassaut Deux MG

Right Grip: FV-24B Vulcan

Left Shoulder: n/a

Right Shoulder: n/a

1 Carrier in Algem Wanzer:

Level 28

Body 300

Left Arm 140

Right Arm 140

Legs 200

Weapons

Left Grip: n/a; Algem Intergun

Right Grip: n/a; Algem Intergun

Left Shoulder: n/a

Right Shoulder: n/a

2 Carriers in Natural Supply Car (DAIAN TT-22):

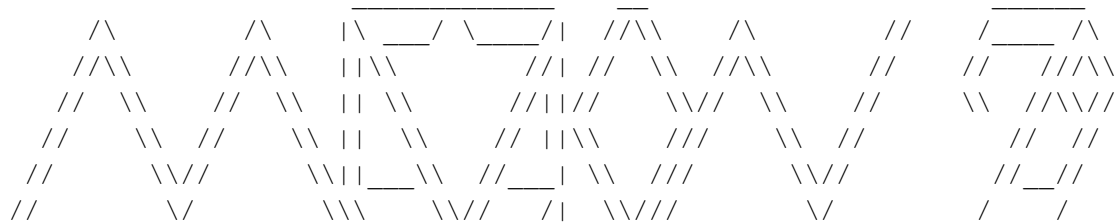
Level 28

Body 200

Weapon: Cannon

You'll start this Mission loosely spread in the west. Sakata is somewhat eastern of the rest and will come last so I'll name him last. There is actually not much of a strategy here. I finished this Mission when I actually only tested out the effects of the items and was only using Roid and Sakata. But I'll write the strategy for all anyway. If you equipped everyone like I did you don't really need to care whom you send where, just make sure it's the same amount of Wanzers. If not, if you equipped your former Missilers with two missile launchers and only your former Attackers with Shields do as I say: Draw Roid and Hans to the northern group of enemies. Get Keith, JJ and Paul to the southern group of enemies that is slightly larger than the others (one Wanzer more). Get Natalie and Sakata to the eastern front to meet up with this group of enemies. The southern group has one Missiler, the eastern group two. Keith has a shield and could protect the others with it if he advances a little more than the others. Natalie and Sakata have both shields and won't get two much damage from the two eastern Missilers. After one attack of them you should already be close enough for Short weapons and waste them soon. The Algem 'Carrier' (dunno why Carrier, usually these were called Commander) is no actual problem but if you want to be sure and safe have Hans or Roid take out one or both arms before you close in. The Valiant Commander has lots of HP but still shouldn't cause any trouble. I was attacked by one of the Supply Cars for no actual reason, there were still two Attackers in the north.

Anyway this Mission should be over soon. When you're finished just head back to Rupidis to stock up on anything you want cause afterwards there is still one Mission before you can leave.



(8.29)

=====
= TWENTY NINTH MISSION =
=====

5 Missilers in Eldos Wanzers:

Level 31

Body 228

Left Arm 156

Right Arm 156
Legs 204

Weapons

Left Grip: n/a
Right Grip: Banish II Bazooka

Left Shoulder: Donkey DX II M-Launcher
Right Shoulder: n/a

4 Attackers in Arpeggio Wanzers:
Level 31

Body 144
Left Arm 180
Right Arm 180
Legs 204

Weapons

Left Grip: Mostro III-SZ MG
Right Grip: Firebird Rifle

Left Shoulder: n/a
Right Shoulder: n/a

4 Attackers in Pegase (Vals) Wanzers:
Level 31

Body 240
Left Arm 180
Right Arm 180
Legs 228

Weapons

Left Grip: Mostro III-SZ MG
Right Grip: n/a

Left Shoulder: n/a
Right Shoulder: n/a

1 Commander Valiant Wanzers:
Level 31

Body 324
Left Arm 230
Right Arm 156
Legs 204

Weapons

Left Grip: n/a; Wild Goat II Intergun
Right Grip: FV-24B Vulcan

Left Shoulder: n/a

Right Shoulder: n/a

2 Commander in Innova Sec TR-5523A Wanzers:
Level 31

Body 600

Weapons: Cannon

1 Carrier in Natural Supply Car (DAIAN TT-22):
Level 28

Body 200

Weapon: Cannon

Now this is really weird. There are several 'Pegase' Attackers that are actually Vals Attackers. Although the description says 'Pegase' they are definitely not Pegase but look like Vals Wanzers on the map AND during a fight, also there HP are just like that of Vals Wanzers.

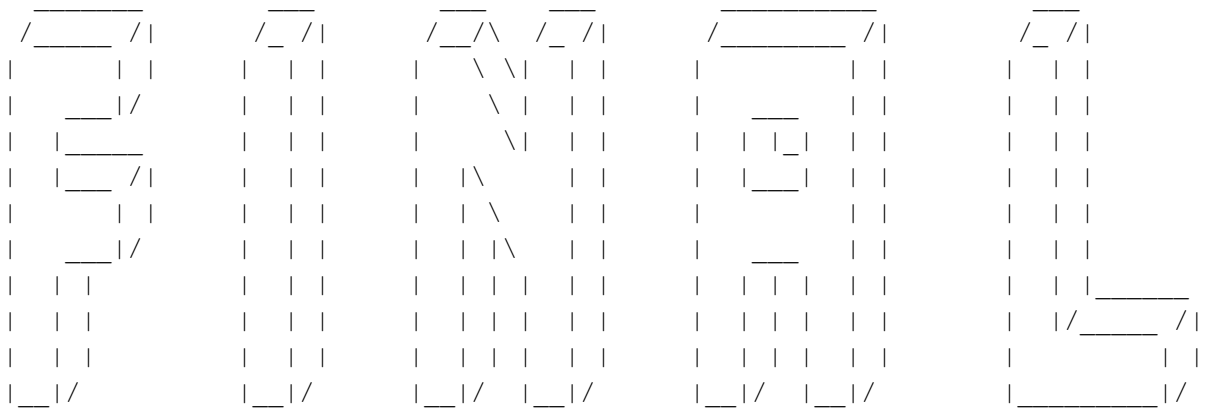
Anyway you will start this 'most difficult of all Missions' from the far west. Actually I would say that the Mission with Hell's Wall is by far the most difficult but this would be the second and might be intended to be the hardest but simply because you could have had hardly any skill, not all of the Elite and a much lower level than the enemy in the Hell's Wall Mission while in this Mission you have all necessary skills, everyone you need and such a high level that you can have easily 9999 in Short and Long, a pretty high Agility score and the level difference makes the enemy do rather low damage while you do insane amounts of damage makes this one relatively easy. Of course if you hardly leveled up and have a level that is only a little higher than the one of the enemies (hopefully your level isn't even LOWER than the enemies') it's still gonna be sort of tough but I don't think it's as much of a challenge as the Hell' Wall Mission. Enough of all this talk of voting the hardest Mission. For some weird reason Sakata is a lot lower than the rest of your team. Usually he would lead a second group of your Wanzers that are all lower but since you didn't take any of these he'll be alone. If your Missilers aren't yet as good as your Attackers in Short, first let one or two of your Attackers wipe out this Valiant Commander and one or two of the Arpeggio Attackers in the west before having them move on so that your Missilers won't be having a hard time cleaning up the west. If your Missilers are good enough in Short send Roid, Natalie, Sakata and Keith along the edge of the platform to the east. Get JJ, Paul and Hans onto the platform in the west and clean up all those enemies there. When you drag all those Wanzers along the edge of the platform the enemy is coming to meet you before long, with several Missilers, that's why you got there all your Attackers that should have a shield and lower the damage which is really necessary as the enemy Missilers have Donkey DX II Launchers that do really heavy damage even if you have a high Agility and Guard score. Also the two Innova Commanders and the Arpeggio Attackers have weapons that deal heavy damage so you should consider using more repairs than usual. Soon the most enemies should have left or are on their way to leave the platform and attack all your Wanzers below so that the cleaning team on the platform won't have much work and soon after can back up the ones on the ground. If you repair enough and quickly kill off the Missilers and Commanders this Mission shouldn't be all too difficult.

Once all enemies are dead there will be more reinforcements but Blakewood blows 'em all up and now it's over YOU CAN FINALLY LEAVE RUPIDIS!
 All that's left is a single Mission. But before you get there you should stock up on items and stuff and whatever you fancy.

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*****
* ----- *
* |I STRONGLY ADVISE YOU TO USE ONLY ROID AND NO ONE ELSE. IF YOU THINK THIS |*
* |WOULD BE TOO HARD TAKE SAKATA ALONG BUT UNDER ABSOLUTELY NO CIRCUMSTANCES |*
* |TAKE MORE THAN TWO WANZERS! IF YOU CAN HELP IT REALLY ONLY TAKE ROID!!! |*
* ----- *
*****
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This next and last and final and whatever Mission will allow you to use every single Wanzer you could acquire, 17 altogether. Bad idea. Really. If you use all of your 17 Wanzer with the best equipment, 10 of them being more or less losers but none the less can kick ass with the superior equipment AND the 7 of your Elite this last Mission will be a lot easier than the very first Mission with Roid, Sakata and some random OCU soldier. There are only a few enemies, which provide no challenge at all, so does Koichi Sakata and so does Driscoll in both forms.

I don't know why they thought that Driscoll in his 999 HP Mir Orlen form would be tough, I mean he has not even high HP, he has only like 51 HP more than a Valiant Wanzer, 5 HP more than the Missilers in this Mission and a whole 4 HP more than Koichi Sakata. Just how can someone assume than with only 4 HP more than everybody else Driscoll would be tough if he can't even move and so will be torn apart by 17 Wanzers with Missiles, 7 of them having 9999 or a similar number in Long and won't survive half a turn! I mean YOU HAVE PEEWEE!!! You can stock up on missiles and refill your launchers as often as you want. And his second form? No better! He is just as strong as he was the last two times you kicked his sorry ass, any single Wanzer of your Elite can still wipe him out with only one attack. Sorry but Driscoll is about the most disappointing final boss I've ever seen (except maybe FFCC, although that boss had insanely awesome graphics which you cannot say about Driscoll however). He is FAR worse than a way too hard boss or even than a way too annoying boss, he is just way to weak which makes this Mission way to disappointing! So to make this Mission any challenge at all use only Roid. He should be your strongest pilot, if you want to can drag along Sakata but that could already make things too easy again. If you want to take the challenge but be safe to not lose the Mission just keep a Safe State before the Mission and load it if Roid dies.



Weapons

Left Grip: n/a; Caroc Intergun

Right Grip: n/a; Caroc Intergun

Left Shoulder: n/a

Right Shoulder: n/a

Koichi Sakata in Growning Wanzers:

Level 29

Body 345

Left Arm 200

Right Arm 200

Legs 250

Weapons

Left Grip: n/a; Growning Interclaw

Right Grip: n/a; Growning Intergun

Left Shoulder: n/a

Right Shoulder: n/a

Driscoll in Mir Orlen:

Level 44

Body: 999

Weapon: Mir Orlen MG

Driscoll in Type 11DS Wanzer:

Level 44

Body 345

Left Arm 250

Right Arm 110

Legs 250

Weapons

Left Grip: n/a; Type 11DS Interclaw

Right Grip: n/a; Type 11DS Intergun

Left Shoulder: n/a

Right Shoulder: n/a

Well now this is the last and final Mission, if you heeded my advice and only used Roid then follow my strategy. If not however you can just advance towards and mow the enemy down, even if some should fall along the road your Elite won't and will kick the enemies' ass so hard that it's already ridiculous!

I will only write a strategy for Roid, if you decided to take Sakata along (or any other of the Elite with Speed, Switch, Duel and Guide) just keep them together so that they can help each other out.

Since Peewee is about the most important one in this Mission there is a problem

here. As important it is to keep him close by to repair lost limbs, recover HP without using a repair, stocking up on missiles and so on, as important is it to keep him out of the line of fire at all costs because he can only survive a single attack, the Caroc Attackers and the Eldos Attackers, using their FV-24B Vulcan, could even take him out with a single attack. And when he is gone, Roid can not repair lost parts or stock up on missiles or items. But since you might not get to heal between the attacks this could end up really bad.

So try dragging Peewee along about six or seven squares behind Roid, at this distance it will under most circumstances keep him out of the line of fire but will allow him to get to a square next to Roid on the next round. If you move him first then you can even supply on the same turn. But beware of the enemies! The following I added just when I was playing the Final Mission again:

Just now EVERYONE was only chasing Peewee! Although I was attacked like 3 times it didn't seem to be intentional, everyone was only moving towards Peewee. Sorry but this AI is simply stupid! The enemies strategy probably should have been to first take out my supply and then get me when I'm all alone. Sounds not too bad but the way they did it was simply pathetic! Everyone only advanced to get into firing range for Peewee and so they TOTALLY ignored Roid, they didn't attack even though he was only 1 ONLY ONE square off the fastest way to Peewee and the Missilers could even have attacked me more often than they did but it seemed that they were keeping all their missiles for Peewee which doesn't make sense at all because he only needs 2 to die and a Caroc Attacker or Koichi Sakata in his Growning could have easily killed him with a single attack. When we're already talking of him, Koichi wouldn't move unless I was just a handful of squares away. Even then he didn't attack me, though I'm not sure iff he actually could have because maybe the Growning has only a very low move (if so it would be around the same as a regular Wanzer with destroyed legs, doesn't make any sense so I assume Koichi Sakata is a sissy boy in a way to large toy). Anyway since everyone was only focussing on Peewee I suffered a whole of 48 damage before facing Driscoll in Mir Orlen, I mean WTF!?? I only use A SINGLE WANZER IN THE SUPPOSEDLY GARDEST AND LONGEST MISSION WHERE YOU CAN USE ALL, ALL 17 WANZERS and still a had A LOT more problems the last time I tried to stuff a sandwich into my mouth !Oh my, oh my, I just destroyed Mir Orlen with only one attack, Driscoll had no chance of countering. Speed, Switch, Speed and another Switch isn't THAT rare with both Skills at level 3 and although I only do 45-60 damage with each bullet it still is enough to wipe him out before he can attack himself.

So I was talking of a challenge with using only Roid. Forget it, really. The only way to actually have a challenge in this Mission at all would be to use only the ones you never used before, no matter if they're at level 4 or level 21 and leave Roid at the bottom of the area. But I think this would still be pretty easy. Mabye I come up with an actual way to make this challenging but yet possible (you could of course only use Frederick and have Roid stay at the bottom but this would be impossible because Frederick would do like 10 damage per bullet, hit only once or twice and suffer a lot more damage than Roid. Oh no this is ridiculous! They didn't think you could possibly kill Drsicoll's Mir Orlen form with only one attack so after I had reduced it to 0 HP it attacked me! Since it had no HP I could attack it but of course its HP couldn't sink any lower it already had 0! So AFTER this attack it blew up and Driscoll's usual Type 11DS appeared.

BTW, from killing Koichi Sakata with one attack you get 4071 EXP and from killing Drsicoll in his Type 11DS Wanzer you get 4166 EXP (from the Mir Orlen you get a ridiculous 79 or sumptn' when killing it with one attack). Since this is Driscoll EXACTLY the way he was the last two times you kicked his ass, it is just as easy as it was before. How boring. I though that only using Roid would be tough, well it isn't THAT easy if you let Peewee die before you damage any of the enemies but this simply is a ridiculously bad idea as you just lost your only supply possibility and since the enemies will only attack Roid BECAUSE NO ONE ELSE IS THERE he might get attacked by like 7 enemies in one round or possibly even ALL enemies in one round and especially because of

the Eldos Attackers and their Firebirds and the Caroc Attackers with an occasional Speed you will either lose a limb no matter what OR even worse, you will have VERY low HP on ALL your parts and since there are Missilers with a hell lotta reach running loose you might not get out of their reach fast enough and would probably end up having any sort part destroyed, possibly, no PROBABLY more than one. Since you cannot regenerate this part, can only destroy less enemies with missing parts and the fact that this will already happen after the FIRST round your not gonna last very long. So after all, even if it is ridiculously easy to kill everyone off while they're hunting Peewee, it is ridiculously stupid to let him die.

After you completed that Joke of a Mission Roid will blow the facility up and you'll see them escape with the airship they got in the last Mission. Afterwards read the text (my rom reads 'Spirit' of Huffman, despite the fact that every single time before it was called 'Soul' But maybe that was intended). Behold the cool ending but after the credits there will be still some nice scene to watch.

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(9)

|Tips and Tricks|
|_____|

(9.1)

|Makin' Money|
|_____|

Sure you can make some extra money from Colosseum fights but what if you are too good?

First of all use a Save State, nothing sucks more than seeing the try to get more money backfire and you lose more of your already low money.

Then to get the most possible money keep the weakest possible parts. If you would fight with your best equipment your odds are too good, i.e. the multiplier for your money is smaller, up to the point when you bet several thousand HD and only get 5 HD from winning. Of course this sucks when every part costs like 1500 HD. Be sure to exchange everything you can help with the weakest parts.

You could also use other pilots than your Elite. They are a lot weaker and could get more money but the downside of this is that well they are not as strong and you cannot always be sure that they will win so if you are going to try this be sure to keep at least 2 save state before the fight

Wanzer: Calm, gotten quite in the beginning, and the rest Tendus stuff, gotten from several of your joined team mates, just don't sell it

Grip Weapons: One or Two Sieges, you can buy these in Barinden

Shoulder Weapons: none, you won't guard and won't be using missiles

Computer: Aes BD-068, gotten in Barinden.

If you did accidentally sell that stuff, just buy the equipment you can get in Barinden, it doesn't help as much as the weakest but the second weakest stuff doesn't make that much of a difference.

(9.2)

|Order|
|_____|

Just because I always name the pilots in the order they come doesn't mean you

have use them in that order. I name them in this order because it's a lot easier to keep track of whom you already used in this turn. You can easily get confused, especially if you use more than seven Wanzers. When you want to move Roid onto a square that is currently occupied by Keith you can just move Keith out of the way and then move Roid where you want him. Or You want to supply Sakata now, so just move Peewee first to a square next to him and then let him supply. If you moved Sakata first, he would have had to wait until the next round. You switch units with L and R, L moves to the previous one and R to next one.

(9.3)

|Levelling Up|

To kick some serious ass you need enough EXP and high enough levels. Just killing everyone, even if you get all EXP, isn't actually enough. The AI of the enemies allows for very easy and relative quick levelling.

Once an enemy Wanzers has lost body parts (sometimes only after the loss of the weapon arm) it will return to one of the enemies' Supply Cars to regenerate the lost parts. But once these parts are functional again they only have a single HP. SO what keeps you from waiting on a square next to this enemy and destroying the parts over and over until you gain as many levels as you want? You shouldn't be doing this with more than the last one or two enemy Wanzers, which have to be regular Wanzers or at least have a body, two arms and legs. It obviously doesn't work with Innova Wanzers or so, which only have a body since to gain a reasonable amount of EXP you have to destroy at least one body part. Not only would that mean to completely destroy a large unit but also do they give you a crappy amount of EXP.

If you want to level up in Long ranged weapons you should have one of your Wanzers staying on the square next to the enemy Wanzers. An enemy Missiler might also shoot from where he stands but he could as well just wander off like Attackers and pick some random target, which could indeed get dangerous if you have units with low HP in one or more parts or even their bodies. So if you don't want to waste any items because of a single crippled enemy be sure to keep those of your team that can't take a hit at least out of the immediate range of the enemy so that, if he decides to launch an attack himself, he can't destroy any of their parts.

If you place a 'scapegoat' next to the enemy, he cannot attack the enemy because if he would the pilot you wanted to level up won't have any parts to destroy. Of course this will drain the scapegoat's HP but for that either use repairs or have Peewee stand on a square behind to the scapegoat. This way you can also level up the scapegoat in Agility. You can of course use different scapegoats but I always used Roid and so he got a whooping 9999 in Agility in Mission 23. In the Fort Monus Mission where you attack the actual Fort and not the city are no Supply Cars. Still you can level up. Actually this Mission is especially good for leveling because you can easily level up your Agility. Just keep one of the Defense MGs and have the Wanzers you want to level up be the only one in reach, then stand Peewee behind him but out of the MG's range. Now you only have to wait, the MG will do only a little more damage than Peewee repairs in a round and since Peewee repairs all parts but the MG only hits one you shouldn't need to use a single item.

If you want to level up several pilots at once it can also work but doesn't actually go any faster. Yet you can spare the scapegoat for Long levelling. Position up to three Wanzers around the enemy within firing range and then use Guide to take out a single part, this way the enemy won't have the possibility to attack. Of course when leveling up there is always the possibility of destroying the enemy, which really does suck. So keep a Safe State before every single shot or it could be the last one. This sounds more time consuming than it

actually is. It only takes around 2-3 minutes per Wanzer to gain a level. Generally gaining one level for everyone should take between 10 and 20 minute, depending on their current level. The higher the level the longer it takes. The enemy will not always attack you, sometimes he will just wait and do nothing. If you want him to attack you (for Agility EXP) but he doesn't, just wait some turns without doing anything at all, usually he gets bored and bold enough to attack again. But if he doesn't stop attacking you can try to take out both arms and the legs on several turns in a row, usually this should be enough to shut him up. In rare cases that might still not enough and you might have to also DAMAGE the body. DAMGAE BUT NOT DESTROY(obviously). Be sure to safe before that (this is most likely to go wrong for most times tried so you should be loading several times).Of course you can't attack his body if it only has a handful HP left and even at ful HP your current weapon might still take him out with one shot so even if it's for this purpose only keep a handful of weak rifles, MGs and missile launchers (alternatively you could use grenade launchers / bazookas but they aren't that good for this purpose). But the main reason to keep weak weapons is that when generally leveling up you will probably do too much damage (especially Attackers) but with weak weapons you'll still do enough damage to destroy his limbs but you are not nearly as likely to destroy his body as well.

(9.4)

|Taking down Driscoll in Mission 5|
|_____|

Sounds more difficult than it is. The only tough thing about it is that it's extremely time consuming, up to 2 or more hours, yet it is worth it because you get a huge 1006 EXP from his body and his legs (arms only like 89 each), which is enough to catapult everyone that gets 'em a whole 3 levels up, even if someone destroys legs and body he/she will gain a whole 6 levels (at least if your starting level would be around 8-12). But before you start attacking him you have to keep in mind that at least 1 other Wanzer has to survive or Driscoll will (as in every other Mission he's in, except the last) blow up everything before you can attack him. Until the Supply Car leaves Driscoll will be waiting on this parking lot plateau. Just stand one of your Wanzers in front of it before he leaves it. This way he is disabled. He only has Short range weapons and although you stand on a square directly next to him he can't attack with them because of the height difference.

Remember those Iguti Grenade Launchers? Now is the time to use them, gather as many Wanzers around Driscoll and into firing range as possible (should be four, me thinks) and then shoot like there's no tomorrow! Since you can only deal 1 damage to his body and his legs and only like 3-8 (in rare cases up to like 17) to his arms AND 85%-90% will miss it does take ages. If you already have Guide try to take his arms out first because without them Driscoll is as helpless as everybody else. Although it isn't necessary to do so it definitely does pay out. You will gain a whole of three levels for each, the body and the legs, not to mention the nice money boost from destroying him.

(9.5)

|Peewee in your back|
|_____|

Although it gets dangerous in later Missions, in the early ones it comes in really handy. Simply have Peewee stand behind a Wanzer you want to repair at the end of the turn. In the early Missions the enemy won't care much about Peewee, they will usually ignore him and concentrate on your Wanzers and even if they

would attack him, in the earlier Mission he can take quite some attacks before he gets into danger. Of course you can also do this later on but the later the Mission the more damage for Peewee the greater the danger of losing him.

Remember

that he cannot use any items even though he carries them. Later on you could try to keep him only next to Wanzers that are in missile range. This way he will be a little out of danger but still, if an enemy sees it fit to go after him, there isn't much you can do. From shortly after the middle of the game Peewee won't survive a second hit from any long ranged attack and not too long after he's likely to get destroyed completely from a single short ranged attack. In some Mission the enemies will go after Peewee as soon as he is in range of their weapons or will be after they moved. In the last Mission every single enemy was only concentrating on Peewee, totally ignoring Roid (I only used these two), not even attacking Roid if he was in range so in the later Mission, even if not keeping him behind a Wanzer for repairing purposes you should be careful where to place him.

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(10)

|Credits|
|_____|

-SPECIAL THANKS TO-

Square/G-Craft - For creating this awesome game (especially Square for also creating lots of other awesome games for SNES and other systems), I have to admit that not just I haven't heard of G-Craft before, I also wouldn't know a single other game they made.

Akujin/Hojo/David Mullen/Shih
Tsu/Frank Hughes/Dark Force - For translating it into English
(at least that's what my patch reads...)

Gamefaqs - For hosting my FAQ BUT I have to add that now I officially hate CJayC for making me re-edit this whole FAQ >_< ... just kidding.

Myself - For writing this. I did this all on my own. I'll add some names if people help me out but yet I'm the only one who did anything.

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(11)

|Contact|
|_____|

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My mail address is ~ishiirou@yahoo.com~  
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I'll check it around 2-4 times a week (I'm only online around that many times a week). Even if I won't reply within 20 minutes, I will always reply (even if it was to say 'Completely unnecessary dude, I already wrote that' or something). I just started posting on the board but it seems pretty dead anyway.

I am:

Currently hearing Cowboy Bebop OSTs

Currently watching Haibane Renmei

Currently reading The Picture of Dorian Gray (Oscar Wilde), yet again

Currently playing PSO Episode I&II (for ages already but it's so addicting)
and Rudra no Hihou SNES

Usually I hang out at these boards:

Anime & Manga: Other Titles

Anime & Manga: Social

Movies: Video & DVD

SNES Front Mission (obviously)

SNES Seiken Densetsu III

SNES Rudra no Hihou

GC Pso Episode I&II

GC Pso Episode I&II: Social

I appreciate all sorts of constructive critique, things I have left out and any sort of mistake you can help me eliminate because I want to make this FAQ as good as possible.

OWARI...

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