

# ARMORED CORE VI UPDATES

Welcome to the Armored Core VI: Fires of Rubicon updates PDF. Here we'll provide updates or corrections to the printed guide to ensure it reflects the current state of the game. Unless we discover something that needs to be corrected in the book, this PDF will be updated as new balance patches are released for the game. Only weapons and parts that have been added or adjusted after the book's release will appear in this PDF; when spec values are changed, we'll show the value printed in the book first, followed by the current value highlighted in blue.

## WEAPON & PART SPEC CHANGES

Updates 1.05 and 1.06 introduced some additional balance changes that we'll cover starting on page 2 of this PDF. These changes involved the adjustment of certain weapon and part specs to improve the balance within some part categories. You'll find the full list of adjusted weapons and parts here, with useful page references for those only interested in a particular part. It's worth noting that all of the changes listed here apply to both single- and multi-player gameplay.

### R-ARM & L-ARM UNIT

LR-037 HARRIS	P.2
RF-024 TURNER	P.2
RF-025 SCUDDER	P.3
MA-J-201 RANSETSU-AR	P.3
MG-014 LUDLOW	P.3
DF-MG-02 CHANG-CHEN	P.3
MA-E-210 ETSUJIN	P.3
MA-E-211 SAMPU	P.3
EL-PW-00 VIENTO	P.4
44-141 JVLN ALPHA	P.4
DF-GR-07 GOU-CHEN	P.4
DIZZY	P.4
MA-T-222	P.4
MA-T-223 KYORIKU	P.4
WS-1200 THERAPIST	P.5
VE-66LRA	P.5
WUERGER/66E	P.5
VP-66LH	P.5
Vvc-760PR	P.5
44-142 KRSV	P.6

### L-ARM UNIT ONLY

VP-67EB	P.6
HML-G2/P19MLT-04	P.6
Vvc-770LB	P.6
IA-C01W2: MOONLIGHT	P.7

### R-BACK & L-BACK UNIT

SB-033M MORLEY	P.7
VE-60SNA	P.7
VP-60LCD	P.7
BML-G2/P19SPL-12	P.8
BML-G2/P16SPL-08	P.8
BML-G2/P17SPL-16	P.8
45-091 JVLN BETA	P.8
Vvc-703PM	P.8
Vvc-706PM	P.9
Vvc-70VPM	P.9
IB-C03W3: NGI 006	P.9
45-091 ORBT	P.9

### L-BACK UNIT ONLY

IB-C03W4: NGI 028	P.9
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### FRAME PARTS

AR-011 MELANDER	P.10
AR-012 MELANDER C3	P.10
DF-AR-08 TIAN-QIANG	P.10
VP-46S	P.10
NACHTREIHER/46E	P.10
VE-46A	P.10
AC-3000 WRECKER	P.10
AS-5000 SALAD	P.10
EL-PA-00 ALBA	P.11
AL-J-121 BASHO	P.11
LG-011 MELANDER	P.11
LG-012 MELANDER C3	P.11
DF-LG-08 TIAN-QIANG	P.11
VP-422	P.11
VE-42A	P.11
2C-2000 CRAWLER	P.11
2C-3000 WRECKER	P.12
2S-5000 DESSERT	P.12
EL-TL-10 FIRMEZA	P.12
EL-PL-00 ALBA	P.12
06-041 MIND ALPHA	P.12
IA-C01L: EPHEMERA	P.12
IB-C03L: HAL 826	P.12
KASUAR/42Z	P.12
06-042 MIND BETA	P.12
RC-2000 SPRING CHICKEN	P.13
LG-022T BORNEMISSZA	P.13
EL-TL-11 FORTALEZA	P.13

### INNER PARTS

FLUEGEL/21Z	P.13
BUERZEL/21D	P.14
IA-C01B: GILLS	P.14
FCS-G2/P10SLT	P.14
FCS-G2/P12SML	P.14
VE-21A	P.14
VE-21B	P.14
IB-C03F: WLT 001	P.14
VP-20D	P.14

## NEW WEAPONS & PARTS

The 1.05 update featured the addition of a small selection of brand-new weapons and parts. These will be unlocked at various points during your first playthrough, which means they will all be available upon updating the game if you've already played through the game at least once. Head to pages 15 and 16 of this PDF for full details on these new parts.

### R-ARM & L-ARM UNIT

WR-0555 ATTACHE	P.15
PFAU/66D	P.15

### R-BACK & L-BACK UNIT

DF-GA-09 SHAO-WEI	P.15
VE-60LCB	P.15

### FRAME PARTS

LAMMERGEIER/44F	P.16
LAMMERGEIER/40F	P.16
LAMMERGEIER/46F	P.16
LAMMERGEIER/42F	P.16

## BUILD CORRECTIONS

The spec adjustments covered in this PDF have not compromised or affected the efficacy of any of the guide's recommended builds. While we were checking to ensure this, however, we noticed that a couple of builds have an incorrect generator listed. You'll find the corrections to these builds in the table to the right.

BOOK PAGE	ORIGINAL	CORRECTED
P.49	VE-20D	VP-20D
P.390	VP-20C	VE-20C
P.391	VP-20C	VE-20C
P.443	VP-20C	VP-20D

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## WEAPON & PART UPDATES

Here we'll detail any changes to weapons and parts that have occurred since the book was published. These all take the form of adjustments that have been made to specific specs. We've highlighted the new values in blue and listed the original value in parenthesis (shaded gray). Specs with no value in parenthesis are entirely new and were added to the game after the book's release. Some specs may have been adjusted in multiple different patches; in these cases, only the most current value is shown and highlighted.

## R-ARM UNIT/L-ARM UNIT

### LINEAR RIFLE

#### LR-037 HARRIS



■ **PART INFO** High-firepower linear rifle developed by Balam. The lengthened barrel provides extra distance for rounds to accelerate, allowing for high damage at long range. However, this comes at the cost of rapid-fire potential.

■ **UNLOCK CONDITION (RIGHT/LEFT ARM)** Parts Shop Update 6: Complete "Destroy the Ice Worm"

■ PART SPECS		€ 135,000		
Attack Power	(239) <b>251</b>	Rapid Fire	1.3	
Impact	285	Charge Time	0.8	
Accumulative Impact	109	Magazine Rounds	10	
Chg. Attack Power	977	Total Rounds	360	
Chg. Impact	1250	Reload Time	3.0	
Chg. Accum. Impact	380	Cooling	350	
Chg. Heat Buildup	1000	Ammunition Cost	200	
Direct Hit Adjustment	220	Weight	4840	
Recoil	35	EN Load	441	
Ideal Range	195	Interrupts Assault Boost	Chg. Atk	
Effective Range	376	Assault Boost Impact Bonus	Yes	

### ASSAULT RIFLE

#### RF-024 TURNER



■ **PART INFO** Standard assault rifle developed by Balam. Balances rapid-fire performance and firepower, making it easy to use on full auto. A long-selling classic popular with anyone from new corporate recruits to veteran mercenaries.

■ **UNLOCK CONDITION (RIGHT/LEFT ARM)** Default/Parts Shop Update 1: Complete either "Destroy Artillery Installations" or "Grid 135 Cleanup"

■ PART SPECS		€ 55,000		
Attack Power	105	Magazine Rounds	18	
Impact	65	Total Rounds	540	
Accumulative Impact	(25) <b>28</b>	Reload Time	2.2	
Direct Hit Adjustment	185	Ammunition Cost	40	
Recoil	(17) <b>13</b>	Weight	3560	
Ideal Range	(160) <b>171</b>	EN Load	102	
Effective Range	(296) <b>308</b>	Interrupts Assault Boost	No	
Rapid Fire	3.4	Assault Boost Impact Bonus	Yes	

## RF-025 SCUDDER



■ **PART INFO** High-firepower assault rifle developed by Balam. This variation has been adjusted to focus on the offensive performance of individual shots. However, the longer firing cycle demands more precise aiming.

■ **UNLOCK CONDITION (RIGHT/LEFT ARM)** Parts Shop Update 5: Complete "Ocean Crossing"

■ PART SPECS		€ 205,000				
Attack Power	135	Magazine Rounds	15			
Impact	82	Total Rounds	450			
Accumulative Impact	(35) <b>39</b>	Reload Time	2.4			
Direct Hit Adjustment	185	Ammunition Cost	50			
Recoil	(19) <b>15</b>	Weight	3830			
Ideal Range	(162) <b>173</b>	EN Load	153			
Effective Range	(304) <b>317</b>	Interrupts Assault Boost	No			
Rapid Fire	2.9	Assault Boost Impact Bonus	Yes			

## BURST ASSAULT RIFLE

### MA-J-201 RANSETSU-AR



■ **PART INFO** Burst assault rifle developed by BAWS. This weapon offers high accuracy and spontaneous firepower thanks to its burst-oriented design, leading to its mass production for use by new recruits to the Rubicon Liberation Front.

■ **UNLOCK CONDITION (RIGHT/LEFT ARM)** Parts Shop Update 4: Complete "Attack the Watchpoint"

■ PART SPECS		€ 111,000				
Attack Power	77x3	Magazine Rounds	18			
Impact	64x3	Total Rounds	450			
Accumulative Impact	(17x3) <b>25x3</b>	Reload Time	1.9			
Direct Hit Adjustment	185	Ammunition Cost	40			
Recoil	7	Weight	3620			
Ideal Range	(153) <b>165</b>	EN Load	132			
Effective Range	(284) <b>303</b>	Interrupts Assault Boost	No			
Rapid Fire	3.2	Assault Boost Impact Bonus	Yes			

## MACHINE GUN

### MG-014 LUDLOW



■ **PART INFO** Machine gun developed by Balam. Has excellent rapid-fire output, but somewhat lacking in firepower when used alone. Shines in Double Trigger builds, whether using two of this weapon or in combination with another.

■ **UNLOCK CONDITION (RIGHT/LEFT ARM)** Reward/Parts Shop: Complete "Beginner Training 1: Basic Controls"

■ PART SPECS		€ 45,000				
Attack Power	42	Magazine Rounds	30			
Impact	41	Total Rounds	720			
Accumulative Impact	19	Reload Time	1.5			
Direct Hit Adjustment	195	Ammunition Cost	20			
Recoil	4	Weight	2450			
Ideal Range	(115) <b>127</b>	EN Load	82			
Effective Range	(236) <b>249</b>	Interrupts Assault Boost	No			
Rapid Fire	10.0	Assault Boost Impact Bonus	Yes			

## DF-MG-02 CHANG-CHEN



■ **PART INFO** Machine gun developed by Dafeng Core Industry. This weapon was designed for sustained combat potential, and uses oversize ammunition magazines. Minimal need for reloading makes it well suited for suppressive fire.

■ **UNLOCK CONDITION (RIGHT/LEFT ARM)** Parts Shop Update 6: Complete "Destroy the Ice Worm"

■ PART SPECS		€ 120,000				
Attack Power	39	Magazine Rounds	45			
Impact	40	Total Rounds	990			
Accumulative Impact	18	Reload Time	2.2			
Direct Hit Adjustment	195	Ammunition Cost	20			
Recoil	6	Weight	3280			
Ideal Range	(100) <b>114</b>	EN Load	143			
Effective Range	(220) <b>234</b>	Interrupts Assault Boost	No			
Rapid Fire	10.0	Assault Boost Impact Bonus	Yes			

## BURST MACHINE GUN

### MA-E-210 ETSUJIN



■ **PART INFO** Burst machine gun developed by BAWS. The burst-oriented design of this weapon makes it both easy to use and highly accurate. A strong candidate for use as a sub-weapon in lightweight builds.

■ **UNLOCK CONDITION (RIGHT/LEFT ARM)** Parts Shop Update 5: Complete "Ocean Crossing"

■ PART SPECS		€ 74,000				
Attack Power	[46x4] <b>51x4</b>	Magazine Rounds	[24] <b>28</b>			
Impact	48x4	Total Rounds	[600] <b>700</b>			
Accumulative Impact	22x4	Reload Time	1.5			
Direct Hit Adjustment	195	Ammunition Cost	30			
Recoil	3	Weight	2810			
Ideal Range	(106) <b>117</b>	EN Load	98			
Effective Range	(224) <b>238</b>	Interrupts Assault Boost	No			
Rapid Fire	8.1	Assault Boost Impact Bonus	Yes			

## BURST HANDGUN

### MA-E-211 SAMPU



■ **PART INFO** Burst handgun developed by BAWS. This weapon is designed to serve as a sub-weapon for contributing to ACS overload, leveraging the accuracy and spontaneous firepower that its burst-oriented design provides.

■ **UNLOCK CONDITION (RIGHT/LEFT ARM)** Parts Shop Update 6: Complete "Destroy the Ice Worm"

■ PART SPECS		€ 73,000				
Attack Power	87x2	Magazine Rounds	[12] <b>14</b>			
Impact	105x2	Total Rounds	[300] <b>350</b>			
Accumulative Impact	64x2	Reload Time	1.9			
Direct Hit Adjustment	125	Ammunition Cost	40			
Recoil	15	Weight	960			
Ideal Range	80	EN Load	62			
Effective Range	165	Interrupts Assault Boost	No			
Rapid Fire	5.1	Assault Boost Impact Bonus	Yes			

## NEEDLE GUN

### EL-PW-00 VIENTO

■ **PART INFO** Needle gun developed by Elcano. A semi-auto weapon that fires special needle-shaped ammunition. Provides a good balance of attack power and impact.

■ **UNLOCK CONDITION (RIGHT/LEFT ARM)** Parts Shop Update 7: Complete "Escape"



■ PART SPECS		€ 148,000		[Icons]	
Attack Power	181	Magazine Rounds	5		
Impact	[195] <b>175</b>	Total Rounds	160		
Accumulative Impact	[127] <b>117</b>	Reload Time	[1.9] <b>2.4</b>		
Direct Hit Adjustment	130	Ammunition Cost	80		
Recoil	15	Weight	1 180		
Ideal Range	105	EN Load	215		
Effective Range	192	Interrupts Assault Boost	No		
Rapid Fire	4.0	Assault Boost Impact Bonus	Yes		

## DETONATING BAZOOKA

### 44-141 JVLN ALPHA

■ **PART INFO** Special bazooka developed by ALLMIND. Creates a chain of explosions on contact that layer on impact damage. Compared to standard explosive weapons, this weapon has notably high direct hit damage.

■ **UNLOCK CONDITION (RIGHT/LEFT ARM)** Reward/Parts Shop: Hunter Class 2



■ PART SPECS		€ 210,000		[Icons]	
Attack Power	[1075] <b>1375</b>	Total Rounds	44		
Impact	1390	Reload Time	4.3		
Accumulative Impact	905	Ammunition Cost	750		
Blast Radius	15	Weight	[7420] <b>6300</b>		
Direct Hit Adjustment	220	EN Load	299		
Recoil	80	Interrupts Assault Boost	Yes		
Effective Range	760	Assault Boost Impact Bonus	No		

## GRENADE LAUNCHER

### DF-GR-07 GOU-CHEN

■ **PART INFO** Grenade launcher developed by Dafeng Core Industry. Grenades create sphere-shaped explosions centered on the point of impact, allowing each shot to deal significant damage to multiple targets in a wide area.

■ **UNLOCK CONDITION (RIGHT/LEFT ARM)** Parts Shop/Reward: Complete "Intermediate Support 3: Tetrapod ACs"



■ PART SPECS		€ 140,000		[Icons]	
Attack Power	1 450	Total Rounds	40		
Impact	1 197	Reload Time	5.9		
Accumulative Impact	906	Ammunition Cost	1 200		
Blast Radius	70	Weight	[5460] <b>4841</b>		
Direct Hit Adjustment	140	EN Load	[385] <b>308</b>		
Recoil	100	Interrupts Assault Boost	Yes		
Effective Range	625	Assault Boost Impact Bonus	No		

## DIZZY

■ **PART INFO** Heavy grenade launcher developed by Melinite. A handheld weapon painstakingly designed—from the composition of its explosive charges to the specifications of its barrel—to maximize firepower. Greatest blast radius in its class.

■ **UNLOCK CONDITION (RIGHT/LEFT ARM)** Parts Shop Update 7: Complete "Escape"



■ PART SPECS		€ 260,000		[Icons]	
Attack Power	1 650	Total Rounds	38		
Impact	1 278	Reload Time	7.1		
Accumulative Impact	1 003	Ammunition Cost	1 500		
Blast Radius	90	Weight	[6420] <b>5750</b>		
Direct Hit Adjustment	145	EN Load	[455] <b>384</b>		
Recoil	100	Interrupts Assault Boost	Yes		
Effective Range	[285] <b>285</b>	Assault Boost Impact Bonus	No		

## NAPALM BOMB LAUNCHER

### MA-T-222

■ **PART INFO** Napalm bomb launcher developed by BAWS. Launches ultra-hot incendiary rounds that scorch the area around the point of impact, limiting the maneuverability of ground-based enemies.

■ **UNLOCK CONDITION (RIGHT/LEFT ARM)** Parts Shop Update 4: Complete "Attack the Watchpoint"



■ PART SPECS		€ 91,000		[Icons]	
Attack Power	[366x3] <b>383x3</b>	Total Rounds	[63] <b>90</b>		
Impact	149x3	Reload Time	2.3		
Accumulative Impact	80x3	Ammunition Cost	200		
Blast Radius	20	Weight	2890		
Direct Hit Adjustment	170	EN Load	60		
Recoil	50	Interrupts Assault Boost	No		
Effective Range	<b>480</b>	Assault Boost Impact Bonus	Yes		
Charge Time	[0.8] <b>0.4</b>				

## JAMMING BOMB LAUNCHER

### MA-T-223 KYORIKU

■ **PART INFO** Jamming round launcher developed by BAWS. Craft caught in the blast will suffer from compromised lock-on capabilities. However, exploiting this trick calls for considerable tactical finesse.

■ **UNLOCK CONDITION (RIGHT/LEFT ARM)** Parts Shop Update 6: Complete "Destroy the Ice Worm"



■ PART SPECS		€ 103,000		[Icons]	
Attack Power	0	Total Rounds	40		
Impact	45	Reload Time	5.5		
Accumulative Impact	4	Ammunition Cost	100		
Blast Radius	60	Weight	2600		
Direct Hit Adjustment	100	EN Load	52		
Recoil	40	Interrupts Assault Boost	No		
Effective Range	<b>980</b>	Assault Boost Impact Bonus	No		
Charge Time	[0.8] <b>0.4</b>				

## STUN BOMB LAUNCHER

### WS-1200 THERAPIST



■ **PART INFO** Stun round launcher developed by RaD. Fires special projectiles that scatter electrified metallic shards, the effects of which build up to induce a forced electrical discharge in the afflicted craft.

■ **UNLOCK CONDITION (RIGHT/LEFT ARM)** Parts Shop Update 5: Complete "Ocean Crossing"

■ PART SPECS		€ 138,000	
Attack Power	(92x3) 155x3	Total Rounds	(57) 108
Impact	107x3	Reload Time	(2.8) 2.0
Accumulative Impact	46x3	Ammunition Cost	150
Blast Radius	20	Weight	3180
Direct Hit Adjustment	130	EN Load	82
Recoil	40	Interrupts Assault Boost	No
Effective Range	310	Assault Boost Impact Bonus	No
Charge Time	(0.8) 0.4		

## LASER RIFLE

### VE-66LRA



■ **PART INFO** Single-barreled laser rifle designed by Arquebus ADD. Fundamental performance has been improved in order to aid the effort against the Planetary Closure Administration. Can be charged to amplify its power.

■ **UNLOCK CONDITION (RIGHT/LEFT ARM)** Parts Shop Update 6: Complete "Destroy the Ice Worm"

■ PART SPECS		€ 180,000	
Attack Power	466	Rapid Fire	1.1
Impact	194	Chg. EN Load	628
Accumulative Impact	81	Charge Time	(2.8) 3.8
ATK Heat Buildup	(180) 205	Chg. Ammo Consumption	3
Chg. Attack Power	1677	Total Rounds	90
Chg. Impact	535	Cooling	(335) 281
Chg. Accum. Impact	230	Ammunition Cost	250
Chg. Heat Buildup	730	Weight	4940
Direct Hit Adjustment	140	EN Load	532
Recoil	30	Interrupts Assault Boost	Chg. Atk
Ideal Range	220	Assault Boost Impact Bonus	Yes
Effective Range	382		

## LASER SHOTGUN

### WUERGER/66E



■ **PART INFO** Laser shotgun developed by Schneider. Dominates at close range with diffuse laser beams. Charge the weapon to concentrate the beams and produce a thrusting "spike" of energy.

■ **UNLOCK CONDITION (RIGHT/LEFT ARM)** Parts Shop Update 6: Complete "Destroy the Ice Worm"

■ PART SPECS		€ 147,000	
Attack Power	504	Rapid Fire	1.1
Impact	405	Chg. EN Load	484
Accumulative Impact	144	Charge Time	(0.6) 0.4
ATK Heat Buildup	180	Chg. Ammo Consumption	3
Chg. Attack Power	(1459) 1820	Total Rounds	66
Chg. Impact	950	Cooling	(244) 281
Chg. Accum. Impact	360	Ammunition Cost	200
Chg. Heat Buildup	1000	Weight	2880
Direct Hit Adjustment	145	EN Load	440
Recoil	20	Interrupts Assault Boost	Chg. Atk
Ideal Range	130	Assault Boost Impact Bonus	Yes
Effective Range	235		

## LASER HANDGUN

### VP-66LH



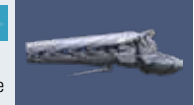
■ **PART INFO** Laser handgun developed by Arquebus. Essentially a miniaturized laser rifle, this energy weapon offers unparalleled ease of use. Fires in bursts when charged.

■ **UNLOCK CONDITION (RIGHT/LEFT ARM)** Reward/Parts Shop: Complete "Intermediate Support 2: Reverse-Jointed ACs"

■ PART SPECS		€ 92,000	
Attack Power	[175] 220	Effective Range	247
Impact	95	Rapid Fire	2.5
Accumulative Impact	39	Chg. EN Load	435
ATK Heat Buildup	90	Charge Time	[1.2] 0.4
Chg. Attack Power	175x6	Total Rounds	380
Chg. Impact	95x6	Cooling	315
Chg. Accum. Impact	39x6	Ammunition Cost	80
Chg. Heat Buildup	90	Weight	2800
Direct Hit Adjustment	140	EN Load	395
Recoil	17	Interrupts Assault Boost	Chg. Atk
Ideal Range	190	Assault Boost Impact Bonus	Yes

## PLASMA RIFLE

### Vvc-760PR



■ **PART INFO** Plasma rifle developed by VCPL. Plasma explosions create a damage-inflicting area that remains active for a brief period of time. Charging the weapon causes the plasma fire to scatter, producing multiple explosions.

■ **UNLOCK CONDITION (RIGHT/LEFT ARM)** Parts Shop Update 2: Complete both "Destroy the Weaponized Mining Ship" and "Attack the Dam Complex"

■ PART SPECS		€ 202,000	
Attack Power	936	Effective Range	430
Impact	384	Rapid Fire	0.7
Accumulative Impact	248	Chg. EN Load	593
Blast Radius	30	Charge Time	1.5
ATK Heat Buildup	(300) 245	Chg. Ammo Consumption	3
Chg. Attack Power	1368	Total Rounds	90
Chg. Impact	712	Cooling	254
Chg. Accum. Impact	368	Ammunition Cost	360
Chg. Blast Radius	60	Weight	3330
Chg. Heat Buildup	1000	EN Load	490
Direct Hit Adjustment	125	Interrupts Assault Boost	Chg. Atk
Recoil	15	Assault Boost Impact Bonus	Yes

### WUERGER 66E



## MULTI ENERGY RIFLE

### 44-142 KRSV



■ **PART INFO** Multi energy rifle developed by ALLMIND. Capable of laser, plasma, or combined fire, this weapon is equipped with a two-stage charge system that provides a choice of firing modes.

■ **UNLOCK CONDITION (RIGHT/LEFT ARM)** Reward/Parts Shop: Hunter Class 12

■ PART SPECS		€ 377,000	
Attack Power	312	Effective Range	620
Impact	112	Rapid Fire	3.4
Accumulative Impact	76	Chg. EN Load	955
Blast Radius	20	Full Chg. Time	4.5
ATK Heat Buildup	120	Full Chg. Ammo Consumption (10)	20
Full Chg. Attack Power	2522	Total Rounds (80)	180
Full Chg. Impact	1930	Cooling	167
Full Chg. Accum. Impact	1033	Ammunition Cost (600)	400
Full Chg. Blast Radius	30	Weight	10120
Full Chg. Heat Buildup	1000	EN Load	707
Direct Hit Adjustment	125	Interrupts Assault Boost	Chg. Atk
Recoil	40	Assault Boost Impact Bonus	No

## MISSILE LAUNCHER

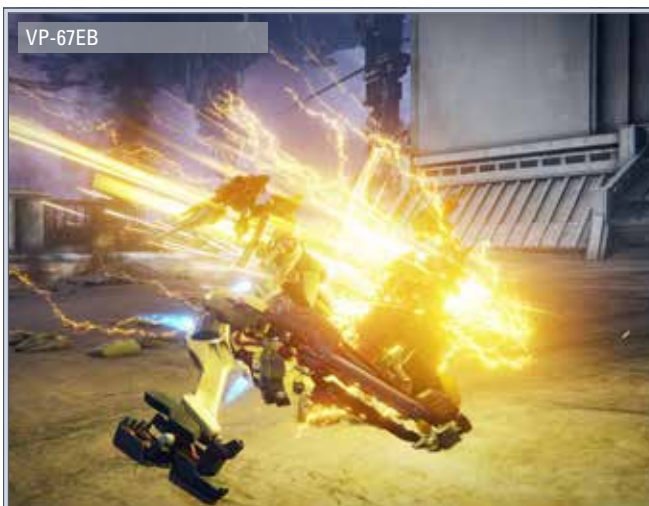
### HML-G2/P19MLT-04



■ **PART INFO** Handheld multi-missile launcher developed by Furlong Dynamics. A masterpiece of Furlong's second-gen lineup, this weapon is capable of multi-locking up to four targets.

■ **UNLOCK CONDITION (RIGHT/LEFT ARM)** Parts Shop Update 4: Complete "Attack the Watchpoint"

■ PART SPECS		€ 80,000	
Attack Power	216x4	Total Rounds	180
Impact	175x4	Reload Time (3.0)	3.8
Accumulative Impact (123x4)	105x4	Ammunition Cost	150
Direct Hit Adjustment	155	Weight	3250
Guidance	180	EN Load	165
Effective Range	2500	Interrupts Assault Boost	No
Homing Lock Time	0.4	Assault Boost Impact Bonus	No
Max. Lock Count	4		



## L-ARM UNIT ONLY

### STUN BATON

#### VP-67EB



■ **PART INFO** Stun baton developed by Arquebus. Repeated attacks induce a forced electrical discharge effect on afflicted craft. Charge to expose the core rod of the baton and attack with a brutal electrified thrust.

■ **UNLOCK CONDITION (LEFT ARM)** Parts Shop Update 5: Complete "Ocean Crossing"

■ PART SPECS		€ 94,000	
Attack Power	(229) 293	Direct Hit Adjustment	215
Impact	215	PA Interference	140
Accumulative Impact	85	Cooling	1156
Consecutive Hits	3	Weight	1720
Chg. Attack Power (1461)	1971	EN Load	198
Chg. Impact	1360	Interrupts Assault Boost	Yes
Chg. Accum. Impact	590		

### LASER BLADE

#### Vvc-770LB



■ **PART INFO** Laser blade developed by VCPL. Stable laser control enables powerful, energy-based slashing attacks. Charge the weapon to increase laser output, enabling combo attacks that sweep through the surrounding area.

■ **UNLOCK CONDITION (LEFT ARM)** Parts Shop Update 3: Complete "Operation Wallclimber"

■ PART SPECS		€ 210,000	
Attack Power	1630	PA Interference	127
Impact	1100	Cooling	317
Accumulative Impact	330	Weight	2680
Consecutive Hits	1	EN Load	365
Chg. Attack Power	1170x2	Interrupts Assault Boost	Yes
Chg. Impact	750x2	Full Chg. Impact	347
Chg. Accum. Impact	280x2	Full Chr. Blast Radius	2080
Direct Hit Adjustment	195	Full Chg. Heat Build-Up	245

## LIGHT WAVE BLADE

### IA-C01W2: MOONLIGHT

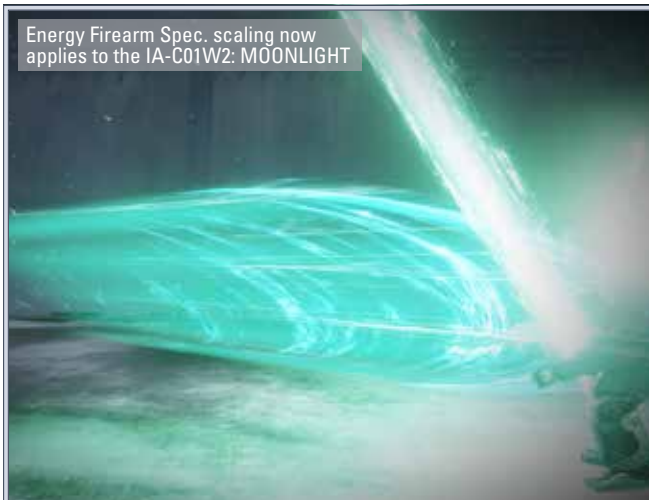


■ **PART INFO** Light-wave blade developed long ago by the Rubicon Research Institute. Fuses laser and pulse technology to accompany slashing attacks with waves of light. Charge to increase output, emitting larger waves of light.

■ **UNLOCK CONDITION (LEFT ARM)** Part Container: "Reach the Coral Convergence"

■ PART SPECS		€ 270,000	
Attack Power	615	Direct Hit Adjustment	175
Impact	495	PA Interference	112
Accumulative Impact	495	Effective Range	280
Consecutive Hits	2	Cooling	209
Chg. Attack Power	(2010) <b>2310</b>	Weight	2200
Chg. Impact	(910) <b>285</b>	EN Load	544
Chg. Accu. Impact	910	Interrupts Assault Boost	Yes

Energy Firearm Spec. scaling now applies to the IA-C01W2: MOONLIGHT



## R-BACK UNIT/L-BACK UNIT

### SPREAD BAZOOKA

#### SB-033M MORLEY



■ **PART INFO** Scatter bazooka developed by Balam. Scatters small shaped charges that deliver overwhelming impact potential. This weapon captures the essence of Balam's go-to strategy: to dominate through material superiority.

■ **UNLOCK CONDITION (RIGHT/LEFT BACK)** Parts Shop Update 6: Complete "Destroy the Ice Worm"

■ PART SPECS		€ 255,000	
Attack Power	1360	Total Rounds	(20) <b>25</b>
Impact	1450	Reload Time	5.0
Accumulative Impact	860	Ammunition Cost	800
Blast Radius	15	Weight	(8480) <b>8580</b>
Direct Hit Adjustment	190	EN Load	465
Recoil	70	Interrupts Assault Boost	Yes
Effective Range	510	Assault Boost Impact Bonus	No



SB-033M MORLEY

### STUN NEEDLE LAUNCHER

#### VE-60SNA



■ **PART INFO** Anti-Ice Worm weapon designed by Arquebus ADD. Neutralizes Coral shielding with electrical interference, by firing a massive electrified needle to create a powerful discharge at the point of impact.

■ **UNLOCK CONDITION (RIGHT/LEFT BACK)** Prototype Issued: Unlock "Destroy the Ice Worm"/Parts Shop: Complete "Destroy the Ice Worm"

■ PART SPECS		€ 283,000	
Attack Power	(1088) <b>1268</b>	Total Rounds	30
Impact	641	Reload Time	5.0
Accumulative Impact	339	Ammunition Cost	800
Blast Radius	30	Weight	6150
Direct Hit Adjustment	195	EN Load	825
Recoil	70	Interrupts Assault Boost	Yes
Ideal Range	280	Assault Boost Impact Bonus	No
Effective Range	490		

### DIFFUSE LASER CANNON

#### VP-60LCD



■ **PART INFO** Spread laser cannon developed by Arquebus. This is an enlarged version of the standard laser shotgun, reimagined as a back-mounted weapon. Charge to concentrate the laser, producing an energy explosion.

■ **UNLOCK CONDITION (RIGHT/LEFT BACK)** Parts Shop Update 6: Complete "Destroy the Ice Worm"

■ PART SPECS		€ 215,000	
Attack Power	1308	Effective Range	252
Impact	648	Rapid Fire	0.6
Accumulative Impact	204	Chg. EN Load	902
ATK Heat Buildup	440	Charge Time	2.0
Chg. Attack Power	(1782) <b>1988</b>	Chg. Ammo Consumption	3
Chg. Impact	980	Total Rounds	54
Chg. Accu. Impact	439	Cooling	232
Chg. Blast Radius	45	Ammunition Cost	650
Chg. Heat Buildup	1000	Weight	7620
Direct Hit Adjustment	145	EN Load	784
Recoil	45	Interrupts Assault Boost	Yes
Ideal Range	180	Assault Boost Impact Bonus	No

## SPLIT MISSILE LAUNCHER

### BML-G2/P19SPL-12



■ **PART INFO** Two-cell, six-way split missile launcher developed by Furlong Dynamics. Missiles split before contact and surround target with homing sub-missiles. This model focuses on flexibility at the cost of sub-missile count.

■ **UNLOCK CONDITION (RIGHT/LEFT BACK)** Parts Shop Update 7: Complete "Escape"

■ PART SPECS		€ 123,000	
Attack Power	600x2	Total Rounds	80
Impact	402x2	Reload Time	6.0
Accumulative Impact	240x2	Ammunition Cost	400
Direct Hit Adjustment	140	Weight	3580
Guidance	135	EN Load	325
Effective Range	1425	Interrupts Assault Boost	No
Homing Lock Time	1.5	Assault Boost Impact Bonus	No
Max. Lock Count	(2) 145		

### BML-G2/P16SPL-08



■ **PART INFO** Launcher for 8-way split missiles developed by Furlong Dynamics. Missiles split before contact and surround target with homing sub-missiles. Suited for aggressive solo tactics against one or multiple targets.

■ **UNLOCK CONDITION (RIGHT/LEFT BACK)** Parts Shop Update 4: Complete "Attack the Watchpoint"

■ PART SPECS		€ 85,000	
Attack Power	688	Total Rounds	40
Impact	536	Reload Time	5.1
Accumulative Impact	320	Ammunition Cost	500
Direct Hit Adjustment	140	Weight	2800
Guidance	(135) 145	EN Load	228
Effective Range	1425	Interrupts Assault Boost	No
Homing Lock Time	(1.5) 4.5	Assault Boost Impact Bonus	No
Max. Lock Count	(1) 145		

### BML-G2/P17SPL-16



■ **PART INFO** Two-cell, 8-way split missile launcher developed by Furlong Dynamics. Missiles split before contact and surround target with homing sub-missiles. A simple evolution that uses two batteries instead of one.

■ **UNLOCK CONDITION (RIGHT/LEFT BACK)** Parts Shop Update 6: Complete "Destroy the Ice Worm"

■ PART SPECS		€ 160,000	
Attack Power	688x2	Total Rounds	72
Impact	536x2	Reload Time	7.7
Accumulative Impact	320x2	Ammunition Cost	500
Direct Hit Adjustment	140	Weight	5010
Guidance	135	EN Load	510
Effective Range	1425	Interrupts Assault Boost	No
Homing Lock Time	2.0	Assault Boost Impact Bonus	No
Max. Lock Count	(2) 145		

## DETONATING MISSILE LAUNCHER

### 45-091 JVLN BETA



■ **PART INFO** Special missile launcher developed by ALLMIND. Creates a chain of delayed explosions along the missile's trajectory, allowing for sustained suppressive fire even against targets that manage to evade the initial missile.

■ **UNLOCK CONDITION (RIGHT/LEFT BACK)** Reward/Parts Shop: Hunter Class 4

■ PART SPECS		€ 210,000	
Attack Power	791	Max. Lock Count	1
Impact	717	Total Rounds	32
Accumulative Impact	563	Reload Time	3.6
Blast Radius	(20) 15	Ammunition Cost	450
Direct Hit Adjustment	165	Weight	4250
Guidance	360	EN Load	425
Effective Range	360	Interrupts Assault Boost	No
Homing Lock Time	2.4	Assault Boost Impact Bonus	No

## PLASMA MISSILE LAUNCHER

### Vvc-703PM



■ **PART INFO** Three-cell plasma missile launcher developed by VCPL. Proximity fuses trigger plasma explosions, creating a damage area. A light, compact weapon suitable for a wide range of builds and capable of multi-lock.

■ **UNLOCK CONDITION (RIGHT/LEFT BACK)** Parts Shop Update 4: Complete "Attack the Watchpoint"

■ PART SPECS		€ 202,000	
Attack Power	760	Max. Lock Count	3
Impact	384	Total Rounds	120
Accumulative Impact	248	Reload Time	4.0
Blast Radius	26	Ammunition Cost	100
Direct Hit Adjustment	125	Weight	(2720) 2310
Guidance	180	EN Load	(245) 210
Effective Range	1500	Interrupts Assault Boost	No
Homing Lock Time	0.3	Assault Boost Impact Bonus	No



BML-G2/P17SPL-16



## Vvc-706PM



■ **PART INFO** Six-cell plasma missile launcher developed by VCPL. Proximity fuses trigger plasma explosions, creating a damage area. This coaxial arrangement of twin three-cell launchers is capable of multi-lock.

■ **UNLOCK CONDITION (RIGHT/LEFT BACK)** Parts Shop Update 6: Complete "Destroy the Ice Worm"

■ PART SPECS		€ 310,000			
Attack Power	760	Max. Lock Count	6		
Impact	384	Total Rounds	210		
Accumulative Impact	248	Reload Time	6.0		
Blast Radius	26	Ammunition Cost	100		
Direct Hit Adjustment	125	Weight	(4800) <b>3900</b>		
Guidance	180	EN Load	(342) <b>276</b>		
Effective Range	1500	Interrupts Assault Boost	No		
Homing Lock Time	0.3	Assault Boost Impact Bonus	No		



Vvc-703PM

## Vvc-70VPM



■ **PART INFO** Vertical plasma missile launcher developed by VCPL. Overhead plasma explosions help to circumvent cover or similar defenses. The vertical trajectory of the missiles further hinders enemy evasion. Capable of multi-lock.

■ **UNLOCK CONDITION (RIGHT/LEFT BACK)** Parts Shop Update 2: Complete both "Destroy the Weaponized Mining Ship" and "Attack the Dam Complex"

■ PART SPECS		€ 96,000			
Attack Power	760	Max. Lock Count	(5) <b>155</b>		
Impact	384	Total Rounds	240		
Accumulative Impact	248	Reload Time	6.2		
Blast Radius	26	Ammunition Cost	150		
Direct Hit Adjustment	125	Weight	3760		
Guidance	180	EN Load	268		
Effective Range	750	Interrupts Assault Boost	No		
Homing Lock Time	0.5	Assault Boost Impact Bonus	No		

## CORAL MISSILE LAUNCHER

### IB-C03W3: NGI 006



■ **PART INFO** Prototype Coral missile launcher developed long ago by the Rubicon Research Institute. Energy interference applied to swarm intelligence enables Coral-based tracking/detonation control. Charge to dramatically increase damage potential.

■ **UNLOCK CONDITION (RIGHT/LEFT BACK)** Part Container: "Regain Control of the Xylem"/Parts Shop: Obtain R-Arm Unit Version

■ PART SPECS		€ 380,000			
Attack Power	827	Max. Lock Count	1		
Impact	720	Chg. EN Load	(932) <b>165</b>		
Accumulative Impact	720	Charge Time	3.5		
Blast Radius	36	Chg. Ammo Consumption	1		
Chg. Attack Power	4087	Total Rounds	24		
Chg. Impact	2496	Reload Time	8.6		
Chg. Accu. Impact	2496	Ammunition Cost	650		
Chg. Blast Radius	56	Weight	4200		
Direct Hit Adjustment	185	EN Load	783		
Guidance	110	Interrupts Assault Boost	No		
Effective Range	1000	Assault Boost Impact Bonus	No		
Homing Lock Time	4.9				

## LASER ORBIT

### 45-091 ORBT



■ **PART INFO** Laser orbits developed by ALLMIND. These orbits follow the user's AC and automatically fire at any enemy craft they detect. The technology used to control the orbits was implemented by ALLMIND's neuroengineering division.

■ **UNLOCK CONDITION (RIGHT/LEFT BACK)** Reward/Parts Shop: Hunter Class 8

■ PART SPECS		€ 280,000			
Attack Power	[135x3] <b>144x3</b>	Total Rounds	165		
Impact	70x3	Cooling	[116] <b>145</b>		
Accumulative Impact	39x3	Ammunition Cost	100		
Direct Hit Adjustment	135	Weight	2010		
Ideal Range	198	EN Load	446		
Effective Range	262	Interrupts Assault Boost	No		
Rapid Fire	1.0	Assault Boost Impact Bonus	No		

## L-BACK UNIT

## CORAL SHIELD

### IB-C03W4: NGI 028



■ **PART INFO** Prototype Coral shield developed long ago by the Rubicon Research Institute. Application of energy interference to the Coral's swarm intelligence manipulates the arrangement of Coral particles, creating a 360-degree defense.

■ **UNLOCK CONDITION (LEFT BACK)** Part Container: "Regain Control of the Xylem"

■ PART SPECS		€ 255,000			
Damage Mitigation	55	Deployment Range	360		
Impact Dampening	(50) <b>42</b>	Cooling	100		
IG Damage Mitigation	(88) <b>68</b>	Weight	2170		
IG Impact Dampening	(77) <b>57</b>	EN Load	800		
IG Duration	0.8	Interrupts Assault Boost	N/A		
Dply. Heat Buildup	450				

# FRAME PARTS

## ARMS

### AR-011 MELANDER



■ **PART INFO** Medium-weight arm parts developed by Balam. The simple design and solid performance of this model make it suited for mass production—reflecting Balam’s strategy of overwhelming its enemies with its material superiority.

■ **UNLOCK CONDITION** Parts Shop Update 1: Complete either “Destroy Artillery Installations” or “Grid 135 Cleanup”

■ PART SPECS		€ 95,000	
AP	2260	Recoil Control	(120) <b>128</b>
Anti-Kinetic Defense	247	Firearm Specialization	100
Anti-Energy Defense	217	Melee Specialization	(96) <b>108</b>
Anti-Explosive Defense	234	Weight	13650
Arms Load Limit	15100	EN Load	265

### AR-012 MELANDER C3



■ **PART INFO** Custom arm parts developed by Balam. Altered to improve combat suitability, this model features a lighter basic frame while also enhancing arm maneuverability.

■ **UNLOCK CONDITION** Complete “Underground Exploration - Depth 2” OR Complete “Illegal Entry” (Pre-order Bonus only)

■ PART SPECS		€ –	
AP	2010	Recoil Control	102
Anti-Kinetic Defense	239	Firearm Specialization	(128) <b>135</b>
Anti-Energy Defense	212	Melee Specialization	102
Anti-Explosive Defense	233	Weight	(12300) <b>12000</b>
Arms Load Limit	12000	EN Load	232

### DF-AR-08 TIAN-QIANG



■ **PART INFO** Arm parts developed by Dafeng Core Industries for the heavyweight TIAN-QIANG AC. Built to embody Dafeng’s “stout tree, slender branches” philosophy, their weight is balanced by heavy upper arms and lighter forearms.

■ **UNLOCK CONDITION** Parts Shop Update 1: Complete either “Destroy Artillery Installations” or “Grid 135 Cleanup”

■ PART SPECS		€ 200,000	
AP	2480	Recoil Control	155
Anti-Kinetic Defense	260	Firearm Specialization	92
Anti-Energy Defense	250	Melee Specialization	(84) <b>94</b>
Anti-Explosive Defense	251	Weight	20020
Arms Load Limit	19500	EN Load	295

### VP-46S



■ **PART INFO** Mass-produced arm parts developed by Arquebus. A number of refinements and updates have been made to the strong foundation laid by the preceding model, creating a masterpiece in the realm of second-generation AC parts.

■ **UNLOCK CONDITION** Parts Shop Update 1: Complete either “Destroy Artillery Installations” or “Grid 135 Cleanup”

■ PART SPECS		€ 177,000	
AP	2240	Recoil Control	116
Anti-Kinetic Defense	231	Firearm Specialization	102
Anti-Energy Defense	252	Melee Specialization	(92) <b>118</b>
Anti-Explosive Defense	218	Weight	14020
Arms Load Limit	14520	EN Load	278

### NACHTREIHER/46E



■ **PART INFO** Lightweight arm parts developed by Schneider. Schneider is a specialist in aerodynamic research, and this model reflects their experience with a light and highly agile build.

■ **UNLOCK CONDITION** Parts Shop Update 1: Complete either “Destroy Artillery Installations” or “Grid 135 Cleanup”

■ PART SPECS		€ 138,000	
AP	1860	Recoil Control	87
Anti-Kinetic Defense	204	Firearm Specialization	160
Anti-Energy Defense	213	Melee Specialization	95
Anti-Explosive Defense	195	Weight	11420
Arms Load Limit	12730	EN Load	(302) <b>290</b>

### VE-46A



■ **PART INFO** Heavyweight arm parts designed by Arquebus ADD. Incorporates cutting-edge technology to enable defiance of the PCA. This model’s distinctive curved armor plating provides solid defense against damage of all kinds.

■ **UNLOCK CONDITION** Parts Shop Update 6: Complete “Destroy the Ice Worm”

■ PART SPECS		€ 286,000	
AP	2660	Recoil Control	170
Anti-Kinetic Defense	262	Firearm Specialization	80
Anti-Energy Defense	270	Melee Specialization	(76) <b>98</b>
Anti-Explosive Defense	257	Weight	22210
Arms Load Limit	21300	EN Load	380

### AC-3000 WRECKER



■ **PART INFO** Arm parts for construction ACs developed by RaD. Spec'd for demolition work, this model makes up for combat performance shortcomings with its sturdiness and excellent recoil control.

■ **UNLOCK CONDITION** Part Container: “Infiltrate Grid 086”

■ PART SPECS		€ 79,000	
AP	2030	Recoil Control	232
Anti-Kinetic Defense	232	Firearm Specialization	26
Anti-Energy Defense	170	Melee Specialization	(13) <b>43</b>
Anti-Explosive Defense	237	Weight	(14650) <b>14150</b>
Arms Load Limit	15800	EN Load	220

### AS-5000 SALAD



■ **PART INFO** Arm parts for a combat AC developed by RaD. Though it was assembled from a patchwork of reclaimed resources, RaD mobilized its entire engineering team to fine-tune its design for formidable performance.

■ **UNLOCK CONDITION** Parts Shop Update 8: Complete “Ocean Crossing” in NG+

■ PART SPECS		€ 249,000	
AP	2600	Recoil Control	140
Anti-Kinetic Defense	258	Firearm Specialization	88
Anti-Energy Defense	271	Melee Specialization	(80) <b>109</b>
Anti-Explosive Defense	255	Weight	20940
Arms Load Limit	18700	EN Load	(356) <b>324</b>

## EL-PA-00 ALBA



■ **PART INFO** New arm parts developed by Elcano. This model utilizes technology received from Furlong Dynamics to achieve improved overall balance and precise AC control.

■ **UNLOCK CONDITION** Reward: Complete “Breach the Kármán Line”

### ■ PART SPECS

€ 266,000

AP	1750	Recoil Control	101
Anti-Kinetic Defense	205	Firearm Specialization	[136] <b>140</b>
Anti-Energy Defense	205	Melee Specialization	85
Anti-Explosive Defense	205	Weight	9810
Arms Load Limit	11350	EN Load	315

## LEGS

### AL-J-121 BASHO



■ **PART INFO** Bipedal legs developed by BAWS for an old-generation AC. Said AC was one of the earliest models, developed to succeed MT-class machines, and modern fans of such classic hardware are fond of its characteristic bulk.

■ **UNLOCK CONDITION** Parts Shop Update 5: Complete “Ocean Crossing”

### ■ PART SPECS

€ 141,000

AP	[4160] <b>4240</b>	Load Limit	62600
Anti-Kinetic Defense	362	Jump Distance	132
Anti-Energy Defense	325	Jump Height	[25] <b>29</b>
Anti-Explosive Defense	398	Weight	[20520] <b>19720</b>
Attitude Stability	824	EN Load	300

### LG-011 MELANDER



■ **PART INFO** Medium-weight bipedal leg parts developed by Balam. The simple design and solid performance of this model make it suited for mass production—reflecting Balam’s strategy of overwhelming its enemies with its material superiority.

■ **UNLOCK CONDITION** Parts Shop Update 1: Complete either “Destroy Artillery Installations” or “Grid 135 Cleanup”

### ■ PART SPECS

€ 175,000

AP	[4150] <b>4300</b>	Load Limit	60520
Anti-Kinetic Defense	369	Jump Distance	107
Anti-Energy Defense	340	Jump Height	[22] <b>28</b>
Anti-Explosive Defense	361	Weight	[18700] <b>17860</b>
Attitude Stability	843	EN Load	365

### LG-012 MELANDER C3



■ **PART INFO** Custom bipedal leg parts developed by Balam. Altered to improve combat suitability, this model features a lighter basic frame enhanced with partial armor plating to maintain a modest weight.

■ **UNLOCK CONDITION** Complete “Underground Exploration - Depth 2” OR Complete “Illegal Entry” (Pre-order Bonus only)

### ■ PART SPECS

€ –

AP	[3880] <b>3980</b>	Load Limit	55400
Anti-Kinetic Defense	363	Jump Distance	118
Anti-Energy Defense	339	Jump Height	[26] <b>30</b>
Anti-Explosive Defense	357	Weight	[17210] <b>16520</b>
Attitude Stability	835	EN Load	355

### DF-LG-08 TIAN-QIANG



■ **PART INFO** Bipedal legs developed by Dafeng Core Industries for the heavyweight TIAN-QIANG AC. Built to embody Dafeng’s “stout tree, slender branches” philosophy, their weight is balanced by heavy upper legs and lighter lower legs.

■ **UNLOCK CONDITION** Parts Shop Update 1: Complete either “Destroy Artillery Installations” or “Grid 135 Cleanup”

### ■ PART SPECS

€ 350,000

AP	5300	Load Limit	82600
Anti-Kinetic Defense	414	Jump Distance	90
Anti-Energy Defense	382	Jump Height	20
Anti-Explosive Defense	395	Weight	[23600] <b>26950</b>
Attitude Stability	925	EN Load	400

### VP-422



■ **PART INFO** Mass-produced bipedal leg parts developed by Arquebus. A number of refinements and updates have been made to the strong foundation laid by the preceding model, creating a masterpiece in the realm of second-generation AC parts.

■ **UNLOCK CONDITION** Parts Shop Update 1: Complete either “Destroy Artillery Installations” or “Grid 135 Cleanup”

### ■ PART SPECS

€ 313,000

AP	[3960] <b>4090</b>	Load Limit	58620
Anti-Kinetic Defense	352	Jump Distance	112
Anti-Energy Defense	379	Jump Height	[23] <b>29</b>
Anti-Explosive Defense	334	Weight	[17900] <b>17170</b>
Attitude Stability	830	EN Load	387

### VE-42A



■ **PART INFO** Heavyweight bipedal leg parts designed by Arquebus ADD. Incorporates cutting-edge technology to enable defiance of the PCA. This model utilizes hover movement for increased loading capacity and greatly improved stability.

■ **UNLOCK CONDITION** Parts Shop Update 6: Complete “Destroy the Ice Worm”

### ■ PART SPECS

€ 504,000

AP	6000	Load Limit	85700
Anti-Kinetic Defense	397	Jump Distance	56
Anti-Energy Defense	453	Jump Height	14
Anti-Explosive Defense	394	Weight	[28950] <b>31580</b>
Attitude Stability	977	EN Load	465

### 2C-2000 CRAWLER



■ **PART INFO** Bipedal legs for scout ACs developed by RaD. Originally specced for surface surveys of astronomical objects, this model makes up for what it lacks in combat performance with a light energy footprint and commendable ease of use.

■ **UNLOCK CONDITION** Default

### ■ PART SPECS

€ –

AP	3650	Load Limit	53700
Anti-Kinetic Defense	326	Jump Distance	100
Anti-Energy Defense	322	Jump Height	[24] <b>27</b>
Anti-Explosive Defense	337	Weight	16300
Attitude Stability	799	EN Load	280

## 2C-3000 WRECKER



■ **PART INFO** Bipedal leg parts for construction ACs developed by RaD. Spec'd for demolition work, this model makes up for combat performance shortcomings with its sturdiness and outstanding loading capacity.

■ **UNLOCK CONDITION** Part Container: "Infiltrate Grid 086"

■ PART SPECS		€ 139,000	
AP	5220	Load Limit	68900
Anti-Kinetic Defense	350	Jump Distance	86
Anti-Energy Defense	312	Jump Height	17
Anti-Explosive Defense	383	Weight	(21680) <b>23230</b>
Attitude Stability	1003	EN Load	680

## 2S-5000 DESSERT



■ **PART INFO** Bipedal leg parts for a combat AC developed by RaD. Though it was assembled from a patchwork of reclaimed resources, RaD mobilized its entire engineering team to fine-tune its design for formidable performance.

■ **UNLOCK CONDITION** Parts Shop Update 8: Complete "Ocean Crossing" in NG+

■ PART SPECS		€ 439,000	
AP	5450	Load Limit	77100
Anti-Kinetic Defense	396	Jump Distance	80
Anti-Energy Defense	408	Jump Height	19
Anti-Explosive Defense	382	Weight	(25880) <b>27180</b>
Attitude Stability	997	EN Load	420

## EL-TL-10 FIRMEZA



■ **PART INFO** Lightweight bipedal leg parts developed by Elcano. In keeping with Elcano's roots in producing and forging steel, this model exhibits craftsman-like flair, being light yet retaining high load capacity.

■ **UNLOCK CONDITION** Parts Shop Update 4: Complete "Attack the Watchpoint"

■ PART SPECS		€ 400,000	
AP	3600	Load Limit	52100
Anti-Kinetic Defense	328	Jump Distance	120
Anti-Energy Defense	266	Jump Height	(28) <b>31</b>
Anti-Explosive Defense	270	Weight	11200
Attitude Stability	737	EN Load	378

## EL-PL-00 ALBA



■ **PART INFO** New bipedal leg parts developed by Elcano. This model utilizes technological insights derived from analyzing Schneider ACs to achieve improved overall balance and high suitability for aerial combat.

■ **UNLOCK CONDITION** Reward: Complete "Breach the Kármán Line"

■ PART SPECS		€ 469,000	
AP	3850	Load Limit	50100
Anti-Kinetic Defense	316	Jump Distance	95
Anti-Energy Defense	316	Jump Height	(33) <b>37</b>
Anti-Explosive Defense	316	Weight	13150
Attitude Stability	809	EN Load	360

## 06-041 MIND ALPHA



■ **PART INFO** Bipedal legs developed by ALLMIND for model ACs. Designed as part of a research project to extend human sensory capabilities, with numerous optimizations to create an AC that, to the pilot, feels like an extension of the body.

■ **UNLOCK CONDITION** Reward: Hunter Class 3

■ PART SPECS		€ 482,000	
AP	(4360) <b>4580</b>	Load Limit	63810
Anti-Kinetic Defense	370	Jump Distance	103
Anti-Energy Defense	390	Jump Height	(22) <b>25</b>
Anti-Explosive Defense	356	Weight	(22100) <b>20810</b>
Attitude Stability	894	EN Load	(432) <b>412</b>

## IA-C01L: EPHEMERA



■ **PART INFO** Bipedal legs for EPHEMERA unpiloted ACs, developed long ago by the Rubicon Research Institute. An old development quirk allows for piloted operation, albeit with actuation translation that outstrips the capability of human nerves.

■ **UNLOCK CONDITION** Part Container: "Underground Exploration – Depth 1"

■ PART SPECS		€ 521,000	
AP	3800	Load Limit	55050
Anti-Kinetic Defense	297	Jump Distance	109
Anti-Energy Defense	352	Jump Height	(27) <b>30</b>
Anti-Explosive Defense	352	Weight	15200
Attitude Stability	805	EN Load	398

## IB-C03L: HAL 826



■ **PART INFO** Bipedal legs for the HAL 826 piloted AC, developed long ago by the Rubicon Research Institute. The last of the Ibis Series and the only piloted Ibis craft, it was built to be the final safety valve to prevent a Coral Collapse.

■ **UNLOCK CONDITION** Reward: Complete "Bring Down the Xylem"

■ PART SPECS		€ 563,000	
AP	(4000) <b>4120</b>	Load Limit	64900
Anti-Kinetic Defense	359	Jump Distance	115
Anti-Energy Defense	380	Jump Height	(27) <b>31</b>
Anti-Explosive Defense	351	Weight	(20890) <b>20690</b>
Attitude Stability	906	EN Load	385

## KASUAR/42Z



■ **PART INFO** Lightweight reverse-joint legs developed by Schneider. These legs sacrifice stability and defensive performance to provide exceptional jumping performance, enabling agile transitions to aerial combat—as is Schneider's forte.

■ **UNLOCK CONDITION** Parts Shop Update 2: Complete both "Destroy the Weaponized Mining Ship" and "Attack the Dam Complex"

■ PART SPECS		€ 192,000	
AP	(3400) <b>3580</b>	Load Limit	47820
Anti-Kinetic Defense	293	Jump Distance	386
Anti-Energy Defense	328	Jump Height	80
Anti-Explosive Defense	290	Weight	(19060) <b>18510</b>
Attitude Stability	(630) <b>688</b>	EN Load	388

## 06-042 MIND BETA



■ **PART INFO** Alternative reverse-joint legs developed by ALLMIND. Marking a new approach, this part explores changes in human sensory perception through introduction of alien elements; in this case, animal-like digitigrade legs.

■ **UNLOCK CONDITION** Reward: Hunter Class 7

■ PART SPECS		€ 521,000	
AP	(3920) <b>4020</b>	Load Limit	61600
Anti-Kinetic Defense	340	Jump Distance	334
Anti-Energy Defense	360	Jump Height	60
Anti-Explosive Defense	364	Weight	(22000) <b>19750</b>
Attitude Stability	(675) <b>788</b>	EN Load	426

## RC-2000 SPRING CHICKEN



■ **PART INFO** Heavyweight reverse-joint legs for scout ACs developed by RaD. Originally specced for resource transportation rather than combat, these legs are capable of leaping up to high positions while supporting a significant weight burden.

■ **UNLOCK CONDITION** Parts Shop Update 5: Complete "Ocean Crossing"

■ PART SPECS		€ 419,000
AP	(5860) <b>4410</b>	Load Limit (69300) <b>70380</b>
Anti-Kinetic Defense	(345) <b>406</b>	Jump Distance 317
Anti-Energy Defense	(311) <b>354</b>	Jump Height 70
Anti-Explosive Defense	(314) <b>380</b>	Weight (25890) <b>25340</b>
Attitude Stability	(686) <b>756</b>	EN Load 402

## LG-022T BORNEMISSZA



■ **PART INFO** Heavyweight tank parts developed by Balam. Designed with the simple goal of turning ACs into tanks capable of carrying the heavy weaponry manufactured by Dafeng Core Industries.

■ **UNLOCK CONDITION** Parts Shop Update 3: Complete "Operation Wallclimber"

■ PART SPECS		€ 280,000
AP	(10040) <b>8240</b>	Upward EN Consumption 700
Anti-Kinetic Defense	440	QB Thrust 22150
Anti-Energy Defense	336	QB Jet Duration 0.34
Anti-Explosive Defense	399	QB EN Consumption 810
Attitude Stability	(1630) <b>1500</b>	QB Reload Time 0.80
Load Limit	100300	QB Reload Ideal Weight 100300
Travel Speed	150	AB Thrust (8001) <b>7788</b>
High-Speed Perf.	(376) <b>362</b>	AB EN Consumption 360
Thrust	4667	Weight 49800
Upward Thrust	3667	EN Load 455

## EL-TL-11 FORTALEZA



■ **PART INFO** Lightweight tank parts developed by Elcano. Inspired by wheelchairs made for competitive sports, this product was an instant success with soldiers who had lost the use of their legs in combat but still pinned for the battlefield.

■ **UNLOCK CONDITION** Parts Shop Update 5: Complete "Ocean Crossing"

■ PART SPECS		€ 385,000
AP	(5860) <b>4860</b>	Upward EN Consumption 780
Anti-Kinetic Defense	345	QB Thrust 25000
Anti-Energy Defense	311	QB Jet Duration 0.26
Anti-Explosive Defense	314	QB EN Consumption 720
Attitude Stability	822	QB Reload Time 0.50
Load Limit	69300	QB Reload Ideal Weight 69300
Travel Speed	194	AB Thrust (8835) <b>8335</b>
High-Speed Perf.	430	AB EN Consumption (378) <b>408</b>
Thrust	5334	Weight 24650
Upward Thrust	4667	EN Load 620

# INNER PARTS

## BOOSTER

### FLUEGEL/21Z



■ **PART INFO** Booster specialized for high mobility, developed by Schneider. Commissioned by Arquebus, this part is well balanced and offers stable performance even when used as part of a medium-weight assembly.

■ **UNLOCK CONDITION** Parts Shop Update 5: Complete "Ocean Crossing"

■ PART SPECS		€ 202,000
Thrust	(6101) <b>6251</b>	QB Reload Ideal Weight 73800
Upward Thrust	5634	AB Thrust 8668
Upward EN Consumption	680	AB EN Consumption 398
QB Thrust	20000	Melee Attack Thrust (9918) <b>12335</b>
QB Jet Duration	0.40	Melee Atk. EN Consump. (543) <b>485</b>
QB EN Consumption	600	Weight 1980
QB Reload Time	0.50	EN Load 282



## BUERZEL/21D



■ **PART INFO** Booster specialized for long-distance cruising, developed by Schneider. Maximizes Assault Boost thrust and energy efficiency to provide excellent performance when rapidly closing in on a target from long range.

■ **UNLOCK CONDITION** Parts Shop Update 3: Complete “Operation Wallclimber”

■ PART SPECS		€ 151,000	
Thrust	6167	QB Reload Ideal Weight	100600
Upward Thrust	4834	AB Thrust	(10085) <b>9301</b>
Upward EN Consumption	710	AB EN Consumption	378
QB Thrust	18050	Melee Attack Thrust	10402
QB Jet Duration	0.26	Melee Atk. EN Consump.	588
QB EN Consumption	(536) <b>678</b>	Weight	2240
QB Reload Time	0.91	EN Load	480

## IA-C01B: GILLS



■ **PART INFO** Booster for unpiloted ACs, developed long ago by the Rubicon Research Institute. No consideration has been given to the g-force tolerance of human pilots, enabling uncompromising performance and rapid-fire Quick Boosts.

■ **UNLOCK CONDITION** Part Container: “Underground Exploration – Depth 2”

■ PART SPECS		€ 296,000	
Thrust	(6317) <b>8534</b>	QB Reload Ideal Weight	68300
Upward Thrust	5334	AB Thrust	8335
Upward EN Consumption	580	AB EN Consumption	391
QB Thrust	18850	Melee Attack Thrust	6184
QB Jet Duration	0.28	Melee Atk. EN Consump.	630
QB EN Consumption	620	Weight	1590
QB Reload Time	0.30	EN Load	400

## FCS

### FCS-G2/P10SLT



■ **PART INFO** Second-generation FCS developed by Furlong Dynamics. This model was developed after Furlong had established itself as a true missile specialist, and is principally designed to reduce missile lock time.

■ **UNLOCK CONDITION** Parts Shop Update 1: Complete either “Destroy Artillery Installations” or “Grid 135 Cleanup”

■ PART SPECS		€ 96,000	
Close-Range Assist	(40) <b>31</b>	Multi-Lock Correction	90
Medium-Range Assist	41	Weight	120
Long-Range Assist	29	EN Load	209
Missile Lock Correction	(150) <b>128</b>		

### FCS-G2/P12SML



■ **PART INFO** Second-generation FCS developed by Furlong Dynamics. This model was developed after Furlong had established itself as a true missile specialist, and is principally designed to improve multi-lock performance.

■ **UNLOCK CONDITION** Parts Shop Update 5: Complete “Ocean Crossing”

■ PART SPECS		€ 141,000	
Close-Range Assist	28	Multi-Lock Correction	120
Medium-Range Assist	52	Weight	130
Long-Range Assist	30	EN Load	278
Missile Lock Correction	(132) <b>118</b>		

### VE-21A

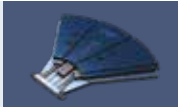


■ **PART INFO** Long-range combat FCS designed by Arquebus ADD. A concept model designed for obliterating targets well before contact—in many respects, a move away from Core Theory toward earlier visions of mechanized warfare.

■ **UNLOCK CONDITION** Parts Shop Update 6: Complete “Destroy the Ice Worm”

■ PART SPECS		€ 228,000	
Close-Range Assist	(10) <b>38</b>	Multi-Lock Correction	79
Medium-Range Assist	(36) <b>67</b>	Weight	85
Long-Range Assist	92	EN Load	364
Missile Lock Correction	65		

### VE-21B



■ **PART INFO** Long-range combat FCS designed by Arquebus ADD. Retains ADD’s earlier focus on obliterating targets at range, while also improving missile performance across the board to enable a “walking fortress” style of AC.

■ **UNLOCK CONDITION** Parts Shop Update 7: Complete “Escape”

■ PART SPECS		€ 315,000	
Close-Range Assist	15	Multi-Lock Correction	70
Medium-Range Assist	(50) <b>78</b>	Weight	160
Long-Range Assist	80	EN Load	388
Missile Lock Correction	97		

### IB-C03F: WLT 001



■ **PART INFO** FCS for piloted ACs, developed long ago by the Rubicon Research Institute. Adapted for Coral data conductors while still faithful to Core Theory. Excellent processing capabilities that virtually extend the pilot’s senses.

■ **UNLOCK CONDITION** Reward: Hunter Class 11

■ PART SPECS		€ 400,000	
Close-Range Assist	(50) <b>68</b>	Multi-Lock Correction	66
Medium-Range Assist	(72) <b>77</b>	Weight	150
Long-Range Assist	(48) <b>54</b>	EN Load	486
Missile Lock Correction	102		

## GENERATOR

### VP-20D



■ **PART INFO** Circulating-current generator developed by Arquebus. Designed with a focus on EN capacity and output to support Arquebus energy weapons, it supplies more raw power than any other corporate product on the market.

■ **UNLOCK CONDITION** Parts Shop Update 3: Complete “Operation Wallclimber”

■ PART SPECS		€ 416,000	
EN Capacity	(3250) <b>3590</b>	Energy Firearm Spec.	(98) <b>104</b>
EN Recharge	714	Weight	11030
Supply Recovery	384	EN Output	4430
Post-Recovery EN Supply	1400		

# NEW WEAPONS & PARTS

Here we'll detail the specs and precise unlock conditions for each of the new parts added in update 1.05. These are presented in the same format used in the book and include their exact unlock conditions. Note, however, that if you've already played through the game one or more times then these parts will be available to purchase in the Parts Shop immediately upon updating the game to 1.05 or later.

## R-ARM & L-ARM UNIT

### HEAVY MACHINE GUN

#### WR-0555 ATTACHE



■ **PART INFO** Heavy machine gun developed by RaD. An essential tool of the trade for RaD's "sales reps." The briefcase-like compartment contains a replacement barrel for particularly heated business discussions.

■ **UNLOCK CONDITION (R-ARM UNIT)** Parts Shop Update 7: Complete "Escape"

■ PART SPECS		€ 169,000		[Icons]	
Attack Power	62	Magazine Rounds	40		
Impact	62	Total Rounds	920		
Accumulative Impact	25	Reload Time	2.1		
Direct Hit Adjustment	[1.85] 1.85	Ammunition Cost	40		
Recoil	7	Weight	5110		
Ideal Range	143	EN Load	303		
Effective Range	272	Interrupts Assault Boost	No		
Rapid Fire	5	Assault Boost Impact Bonus	Yes		

### PULSE MISSILE LAUNCHER

#### PFAU/66D



■ **PART INFO** Handheld pulse missile launcher developed by Schneider. The missiles create energy explosions on impact that cancel out pulse barriers. Charge to switch to a burst firing mode for improved rate of fire.

■ **UNLOCK CONDITION (R-ARM UNIT)** Made available in the Parts Shop upon completion of whichever mission you complete last among the group immediately preceding mission [13] "Attack the Old Spaceport" during your New Game playthrough.

■ PART SPECS		€ 210,000		[Icons]	
Attack Power	178x3	Effective Range	1999		
Impact	122x3	Homing Lock Time	0.2		
Accumulative Impact	87x3	Max. Lock Count	1		
Blast Radius	15	Charge Time	[0.5] 1.6		
Chg. Attack Power	178x6	Total Rounds	228		
Chg. Impact	122x6	Reload Time	[3.3] 3.7		
Chg. Accu. Impact	87x6	Ammunition Cost	300		
Chg. Blast Radius	15	Weight	3620		
Direct Hit Adjustment	145	EN Load	392		
PA Interference	187	Interrupts Assault Boost	No		
Guidance	170	Assault Boost Impact Bonus	Yes		



WR-0555 ATTACHE and VE-60LCB

## R-BACK & L-BACK UNIT

### GATLING CANNON

#### DF-GA-09 SHAO-WEI



■ **PART INFO** Light gatling cannon developed by Dafeng Core Industry. The specs of this weapon place a greater emphasis on ease of handling than is typical for Dafeng—apparently, the outcome of a "suggestion" from the Redguns.

■ **UNLOCK CONDITION (R-ARM UNIT)** Made available in the Parts Shop upon completion of whichever mission you complete last among the group immediately preceding mission [13] "Attack the Old Spaceport" during your New Game playthrough.

■ PART SPECS		€ 220,000		[Icons]	
Attack Power	24	Rapid Fire	14.3		
Impact	20	Total Rounds	800		
Accumulative Impact	11	Cooling	650		
ATK Heat Build-Up	39	Ammunition Cost	20		
Direct Hit Adjustment	190	Weight	3960		
Recoil	5	EN Load	404		
Ideal Range	156	Interrupts Assault Boost	No		
Effective Range	289	Assault Boost Impact Bonus	Yes		

### LASER CANNON

#### VE-60LCB



■ **PART INFO** Variable laser cannon designed by Arquebus ADD. Linked high-capacity condensers take the output of this weapon to new extremes. Charge to power up shots, leaving a damage trail in their wake.

■ **UNLOCK CONDITION (R-ARM UNIT)** Parts Shop Update 7: Complete "Escape"

■ PART SPECS		€ 318,000		[Icons]	
Attack Power	1201	Rapid Fire	[0.5] 0.3		
Impact	650	Chg. EN Load	988		
Accumulative Impact	180	Charge Time	4.3		
ATK Heat Build-Up	320	Chg. Ammo Consumption	3		
Chg. Attack Power	2203	Total Rounds	32		
Chg. Impact	1110	Cooling	172		
Chg. Accu. Impact	440	Ammunition Cost	1000		
Chg. Heat Build-Up	1000	Weight	9270		
Direct Hit Adjustment	145	EN Load	803		
Recoil	70	Interrupts Assault Boost	Yes		
Ideal Range	300	Assault Boost Impact Bonus	No		
Effective Range	447				



PFAU/66D and  
DF-GA-09 SHAO-WEI



Full Set of LAMMERGEIER Parts

## FRAME PARTS

### HEAD

#### LAMMERGEIER/44F



■ **PART INFO** Prototype head part developed by Schneider. This proof-of-concept model reduces air resistance by adding an aerodynamic visor above the camera eyes. Defensive performance, however, was never a consideration.

■ **UNLOCK CONDITION** Made available in the Parts Shop upon completion of whichever mission you complete last among the group immediately preceding mission [13] "Attack the Old Spaceport" during your New Game playthrough.

■ PART SPECS		€ 155,000	
AP	300	Scan Distance	300
Anti-Kinetic Defense	130	Scan Effect Duration	6.6
Anti-Energy Defense	153	Scan Standby Time	8
Anti-Explosive Defense	130	Weight	1050
Attitude Stability	255	EN Load	220
System Recovery	121		

### CORE

#### LAMMERGEIER/40F



■ **PART INFO** Prototype core part developed by Schneider. This model strives for a lightweight build to the point of exposing the core block itself, putting Schneider's daring engineering showmanship above pilot safety.

■ **UNLOCK CONDITION** Made available in the Parts Shop upon completion of whichever mission you complete last among the group immediately preceding mission [13] "Attack the Old Spaceport" during your New Game playthrough.

■ PART SPECS		€ 395,000	
AP	2470	Booster Efficiency Adj.	87
Anti-Kinetic Defense	330	Generator Output Adj.	117
Anti-Energy Defense	390	Generator Supply Adj.	110
Anti-Explosive Defense	337	Weight	9700
Attitude Stability	354	EN Load	341

### ARMS

#### LAMMERGEIER/46F



■ **PART INFO** Prototype arm parts developed by Schneider. Development was influenced by Arquebus HQ, which vetoed an early plan to treat the front legs of the LAMMERGEIER tetrapod frame as arms—or more accurately, wings.

■ **UNLOCK CONDITION** Made available in the Parts Shop upon completion of whichever mission you complete last among the group immediately preceding mission [13] "Attack the Old Spaceport" during your New Game playthrough.

■ PART SPECS		€ 195,000	
AP	1590	Recoil Control	134
Anti-Kinetic Defense	189	Firearm Specialization	87
Anti-Energy Defense	246	Melee Specialization	115
Anti-Explosive Defense	180	Weight	9700
Arms Load Limit	11970	EN Load	328

### LEGS

#### LAMMERGEIER/42F



■ **PART INFO** Prototype tetrapod legs developed by Schneider. The distinctive transforming front limbs of this model are built to improve aerodynamic performance, part of a design dogma that focuses only on speed in the air.

■ **UNLOCK CONDITION** Made available in the Parts Shop upon completion of whichever mission you complete last among the group immediately preceding mission [13] "Attack the Old Spaceport" during your New Game playthrough.

■ PART SPECS		€ 415,000	
AP	3560	Load Limit	52460
Anti-Kinetic Defense	300	Jump Distance	53
Anti-Energy Defense	360	Jump Height	42
Anti-Explosive Defense	295	Weight	22430
Attitude Stability	1051	EN Load	790