

ARMORED CORE VI 1.05 UPDATES

WEAPON & PART SPEC CHANGES

Update 1.05 introduced some additional balance changes that we'll cover starting on page 3 of this PDF. These changes involved the adjustment of certain weapon and part specs to improve the balance within some part categories. All such changes apply to both single- and multi-player gameplay.

R-ARM & L-ARM UNIT

RF-024 TURNER	P2
RF-025 SCUDDER	P2
MA-J-201 RANSETSU-AR	P2
MG-014 LUDLOW	P2
DF-MG-02 CHANG-CHEN	P2
MA-E-210 ETSUJIN	P3
MA-T-222 KYORAI	P3
MA-T-223 KYORIKU	P3
WS-1200 THERAPIST	P3
VE-66LRA	P3
WUERGER/66E	P3
Vvc-760PR	P4
44-142 KRSV	P4

L-ARM UNIT ONLY

Vvc-770LB	P4
IA-C01W2: MOONLIGHT	P4

R-BACK & L-BACK UNIT

SB-033M MORLEY	P5
BML-G2/P19SPL-12	P5
BML-G2/P16SPL-08	P5
BML-G2/P17SPL-16	P5
Vvc-703PM	P6
Vvc-706PM	P6
Vvc-70VPM	P6
IB-C03W3: NGI 006	P6

L-BACK UNIT ONLY

IB-C03W4: NGI 028	P6
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FRAME PARTS

AR-011 MELANDER	P7
AR-012 MELANDER C3	P7
DF-AR-08 TIAN-QIANG	P7
VP-46S	P7
NACHTREIHER/46E	P7
VE-46A	P7
AC-3000 WRECKER	P7
AS-5000 SALAD	P7
EL-PA-00 ALBA	P8
06-041 MIND ALPHA	P8
KASUAR/42Z	P8
06-042 MIND BETA	P8
RC-2000 SPRING CHICKEN	P8
EL-TL-11 FORTALEZA	P8

INNER PARTS

BUERZEL/21D	P8
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NEW WEAPONS & PARTS

The 1.05 update brings with it a small selection of brand-new weapons and parts. These will be unlocked at various points during your first play-through, 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 10 and 11 of this PDF for full details on these new parts.

R-ARM & L-ARM UNIT

WR-0555 ATTACHE	P9
PFAU/66D	P9

R-BACK & L-BACK UNIT

DF-GA-09 SHAO-WEI	P9
VE-60LCB	P9

FRAME PARTS

LAMMERGEIER/44F	P10
LAMMERGEIER/40F	P10
LAMMERGEIER/46F	P10
LAMMERGEIER/42F	P10

BUILD CORRECTIONS

The 1.05 spec adjustments 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

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 previous value in parenthesis (shaded grey); specs with no value in parenthesis are entirely new as of update 1.05.

R-ARM UNIT/L-ARM UNIT

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) 28	Reload Time	2.2		
Direct Hit Adjustment	185	Ammunition Cost	40		
Recoil	(17) 13	Weight	3560		
Ideal Range	(160) 171	EN Load	102		
Effective Range	(296) 308	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) 39	Reload Time	2.4		
Direct Hit Adjustment	185	Ammunition Cost	50		
Recoil	(19) 15	Weight	3830		
Ideal Range	(162) 173	EN Load	153		
Effective Range	(304) 317	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) 25x3	Reload Time	1.9		
Direct Hit Adjustment	185	Ammunition Cost	40		
Recoil	7	Weight	3620		
Ideal Range	(153) 165	EN Load	132		
Effective Range	(284) 303	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) 127	EN Load	82		
Effective Range	(236) 249	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) 114	EN Load	143		
Effective Range	(220) 234	Interrupts Assault Boost	No		
Rapid Fire	10.0	Assault Boost Impact Bonus	Yes		



DF-MG-02 CHANG-CHEN

BURST MACHINE GUN

MA-E-210 ETSUJIN

BAWS



■ **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	Magazine Rounds	24		
Impact	48x4	Total Rounds	600		
Accumulative Impact	22x4	Reload Time	1.5		
Direct Hit Adjustment	195	Ammunition Cost	30		
Recoil	3	Weight	2810		
Ideal Range	(106) 117	EN Load	98		
Effective Range	(224) 238	Interrupts Assault Boost	No		
Rapid Fire	8.1	Assault Boost Impact Bonus	Yes		

NAPALM BOMB LAUNCHER




MA-T-222

BAWS



■ **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		  	
Attack Power	(366x3) 383x3	Total Rounds	(63) 90		
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	480	Assault Boost Impact Bonus	Yes		
Charge Time	(0.8) 0.4				

JAMMING BOMB LAUNCHER




MA-T-223 KYORIKU

BAWS



■ **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		  	
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	980	Assault Boost Impact Bonus	No		
Charge Time	(0.8) 0.4				

STUN BOMB LAUNCHER




WS-1200 THERAPIST

RaD



■ **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) 131x3	Total Rounds	(57) 108		
Impact	107x3	Reload Time	2.8		
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

ARQUEBUS



■ **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

SCHNEIDER



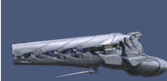
■ **PART INFO** Laser shotgun developed by Schneider. Dominates at close range with diffuse laser beams. Charge the weapon to concentrate the beams and produce a thrusting "spike" of energy.

■ **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				

PLASMA RIFLE

Vvc-760PR



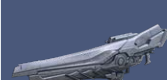
■ **PART INFO** Plasma rifle developed by VCPL. Plasma explosions create a damage-inflicting area that remains active for a brief period of time. Charging the weapon causes the plasma fire to scatter, producing multiple explosions.

■ **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		

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		

L-ARM UNIT ONLY

LASER BLADE

Vvc-770LB



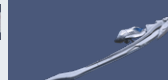
■ **PART INFO** Laser blade developed by VCPL. Stable laser control enables powerful, energy-based slashing attacks. Charge the weapon to increase laser output, enabling combo attacks that sweep through the surrounding area.

■ **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) 2310	Weight	2200		
Chg. Impact	(910) 285	EN Load	544		
Chg. Accu. Impact	910	Interrupts Assault Boost	Yes		



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) 25		
Impact	1450	Reload Time	5.0		
Accumulative Impact	860	Ammunition Cost	800		
Blast Radius	15	Weight	(8480) 8580		
Direct Hit Adjustment	190	EN Load	465		
Recoil	70	Interrupts Assault Boost	Yes		
Effective Range	510	Assault Boost Impact Bonus	No		



SB-033M MORLEY



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				

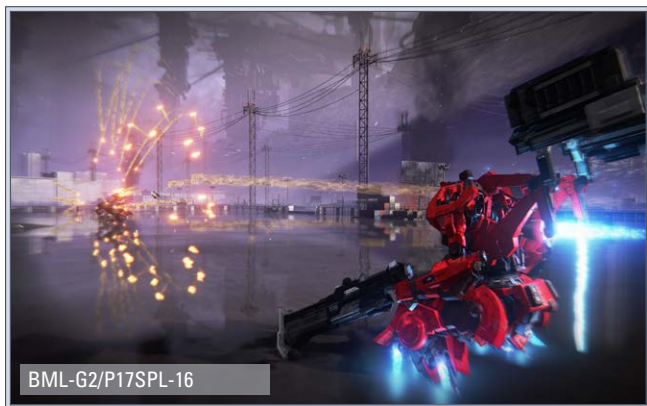
BML-G2/P17SPL-16



■ **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				



BML-G2/P17SPL-16



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

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) 3900
Guidance	180	EN Load	(342) 276
Effective Range	1500	Interrupts Assault Boost	No
Homing Lock Time	0.3	Assault Boost Impact Bonus	No

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) 155
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) 165
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		

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) 42	Cooling	100
IG Damage Mitigation	(88) 68	Weight	2170
IG Impact Dampening	(77) 57	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) 128
Anti-Kinetic Defense	247	Firearm Specialization	100
Anti-Energy Defense	217	Melee Specialization	(96) 108
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) 135
Anti-Energy Defense	212	Melee Specialization	102
Anti-Explosive Defense	233	Weight	(12300) 12000
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) 94
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) 116
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) 290

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) 98
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) 43
Anti-Explosive Defense	237	Weight	(14650) 14150
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) 109
Anti-Explosive Defense	255	Weight	20940
Arms Load Limit	18700	EN Load	(356) 324

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) 140
Anti-Energy Defense	205	Melee Specialization	85
Anti-Explosive Defense	205	Weight	9810
Arms Load Limit	11350	EN Load	315

LEGS

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) 4580	Load Limit	63810
Anti-Kinetic Defense	370	Jump Distance	103
Anti-Energy Defense	390	Jump Height	22
Anti-Explosive Defense	356	Weight	(22100) 21110
Attitude Stability	894	EN Load	(432) 412

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	Load Limit	47820
Anti-Kinetic Defense	293	Jump Distance	386
Anti-Energy Defense	328	Jump Height	80
Anti-Explosive Defense	290	Weight	(19060) 17580
Attitude Stability	630	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	Load Limit	61600
Anti-Kinetic Defense	340	Jump Distance	334
Anti-Energy Defense	360	Jump Height	60
Anti-Explosive Defense	364	Weight	(22000) 21000
Attitude Stability	(675) 725	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) 4280	Load Limit	(69300) 70380
Anti-Kinetic Defense	(345) 408	Jump Distance	317
Anti-Energy Defense	(311) 354	Jump Height	70
Anti-Explosive Defense	(314) 380	Weight	25890
Attitude Stability	686	EN Load	402

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 pined for the battlefield.

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



■ PART SPECS

€ 385,000

AP	(5860) 4880	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) 8335
High-Speed Perf.	430	AB EN Consumption	(378) 408
Thrust	5334	Weight	24650
Upward Thrust	4667	EN Load	620

INNER PARTS

BOOSTER

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) 9301
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) 678	Weight	2240
QB Reload Time	0.91	EN Load	480

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.

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			
Attack Power	62	Magazine Rounds	40		
Impact	62	Total Rounds	920		
Accumulative Impact	25	Reload Time	2.1		
Direct Hit Adjustment	185	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			
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		
Chg. Attack Power	178x6	Total Rounds	228		
Chg. Impact	122x6	Reload Time	3.3		
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			
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

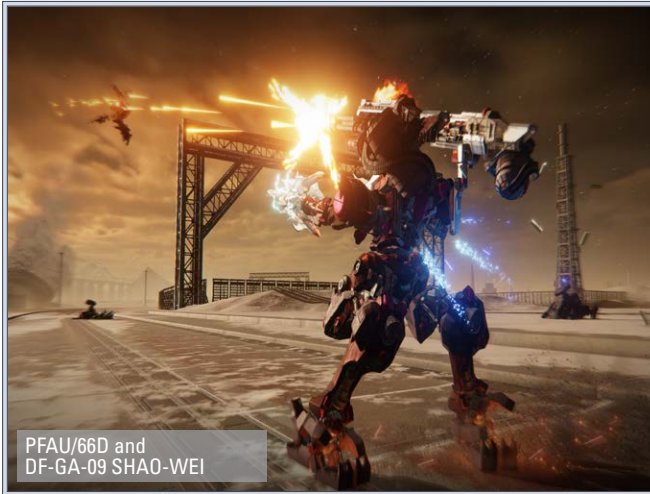
VE-60LCB



■ **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			
Attack Power	1201	Rapid Fire	0.5		
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