ARMORED CORE VI
FIRES OF RUBICON
STARTER GUIDE

Welcome to the official starter guide for Armored Core VI Fires of Rubicon. In this long-awaited continuation of FromSoftware's classic mech action series, learning how to pilot your Armored Core and customize its assembly will be key to outperforming your opponents and surviving long enough to uncover Rubicon's fiercely-guarded secrets. Whether this is your first sortie at the controls of an AC or you're a grizzled veteran with extensive knowledge of previous titles, we've designed this guide as a training manual to quickly get you up to speed on the fundamentals of the gameplay. It will introduce you to this installment's high-octane combat system and help you become familiar with many of the enigmatic factions vying for dominion over the crimson-scorched planet that serves as the backdrop for the unfolding conflict.

While this is but a small fraction of what you'll find in our full Official Pilot's Manual, we sincerely hope that the information assembled here by our squad of Armored Core VI experts will help you to rise above the challenges that await, forge your reputation as a legendary mercenary and reshape the course of Rubicon's destiny as you strive to unlock the game's multiple endings. Best of luck on your flight, Raven!

—Team Future Press

ARMORED CORE VI
OFFICIAL PILOT'S MANUAL

Uncover the Mysteries of Rubicon 3

Even when piloting an Armored Core, Rubicon 3 is a deadly, unforgiving environment. Corporate exploitation and local resistance have transformed the planet into a patchwork of contaminated warzones—if you want to see all sides of this conflict, you'll need some help navigating both Rubicon itself and the web of subterfuge that obscures the planet's key players and factions.

Continuing our close partnership with FromSoftware, Future Press is proud to present the Official Game Guide for Armored Core VI—a premium 432-page hardback collector's edition. This is an uncompromisingly detailed companion guide that will bring rookie pilots up to speed while teaching even series veterans some new tricks. It's available for pre-order now with a November 2023 release date.

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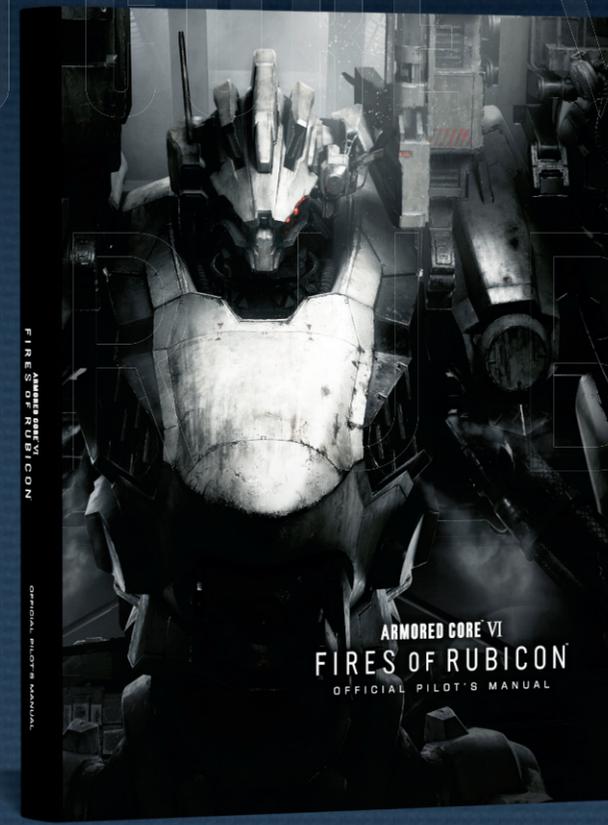
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432 PAGES
ADVANCED MERCENARY COMBAT TRAINING

■ PERFECT ASSEMBLY

With a gigantic list of AC parts and upgrades to acquire and install, the wealth of options can overwhelm even experienced pilots. Each weapon and part comes with its own array of specs, and the potential for customization is almost endless. Learn exactly how every part works and gain the knowledge to build your ideal AC.

■ MISSION MASTERY

We've laid each of the game's 59 missions bare across 200 pages of step-by-step walkthroughs, with detailed maps showing optimal routes and anything of value clearly highlighted. Our recommended builds cater for all playstyles; whether you're sneakily scavenging or attempting a full-on assault, we'll get you through unscathed.

■ ENEMY INTEL

If you hope to outmaneuver corporate hit squads and go toe-to-toe with elite independent mercenaries, your survival will depend on knowing your opponent's capabilities. Learn their behavior, attacks and weaknesses; then adjust your AC's loadout and tactics according to the battle at hand.

■ BONUS CONTENT

For those who insist on true mastery, the book includes a dedicated 50-page S Rank guide featuring unique route maps and assembly recommendations. Detailed progression charts, combat and data log lists and a comprehensive Trophy/Achievement Guide will ensure you uncover all of Rubicon's mysteries.

FROM SOFTWARE

A *FUTUREPRESS* GAME GUIDE

BANDAI NAMCO

After awakening above ISB2262 "Rubicon 3", you activate your Armored Core, readying for an illegal descent to the surface. You are immediately intercepted and fired upon by one of the Closure System satellites orbiting the planet, altering your trajectory and forcing you to crash just outside of your intended drop site. Identified only as "C4-621" and outfitted with a cerebral Coral control device, you are one of the independent mercenaries employed by Handler Walter to complete jobs on behalf of the various factions operating on Rubicon.

As a faithful "hound," you're told to focus only on the job at hand, without consideration for the politics of the extraplanetary corporations or the local inhabitants waging war on the surface. After retrieving the independent mercenary license of a fallen pilot—designation Rb23 "Raven"—you assume this stolen identity and embark on a journey across Rubicon to increase your renown while surveying the planet in search of an elusive bounty that will set you and your handler up for life: Coral.
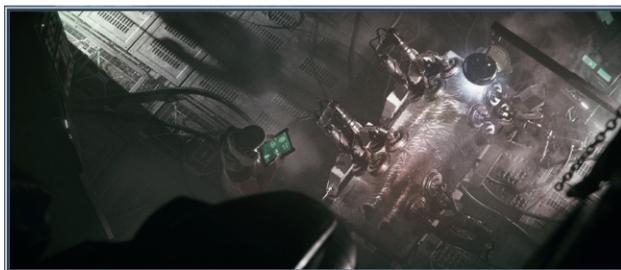
CORAL AND CONFLICT

"A sublime substance." The heart of the conflict on Rubicon revolves around the substance known as Coral. While the true nature of Coral is a mystery to all but a few, its uses are many, and its significance depends on who controls it. The extraplanetary corporations seek Coral as an energy source that can be harnessed to give them an advantage in the race for technological supremacy; the Rubiconians worship Coral as a divine resource intrinsic to their faith, a blessing meant to sustain both the planet and themselves; and still others view Coral as the epicenter of much more complex and far-reaching implications. No matter the purpose behind the desire for Coral, one thing is understood by all parties: Coral is immensely valuable, and finding the last of it is worth killing over.

THEATER OF WAR

The world of Rubicon has been dramatically altered by the course of events prior to your arrival. Coral served as the ignition point for the apocalyptic "Fires of Ibis" incident that occurred almost half a century ago, during which a sea of Coral was set ablaze and the planet's geography was irrevocably burned, bathing its surface in lethal contamination.

Your initial point of entry on Rubicon is the vast region of Belius that is separated into multiple territories. There, you'll encounter a range of dilapidated and abandoned cities contaminated by the Fires of Ibis—frozen wastelands that were previously great bodies of flowing water, vast deserts long since devoid of sustainable conditions, and the decaying remains of megastructure grids once used for intercontinental resource management. Humans still exist within these locations, but either occupy them solely for reasons of war and profit, as is the case with the extraplanetary corps, or are desperately fighting for survival and in reverence to the Coral, as is the case with the Rubicon Liberation Front. ▶A
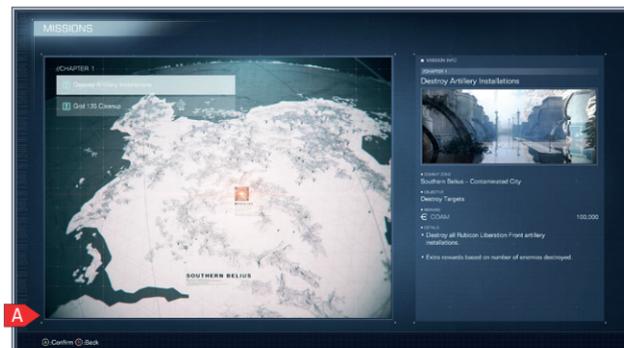
The mission requests that you'll have to take on during the opening hours of the game are as varied as the different locations around Belius that you'll travel to while fulfilling the contracts.

HUMAN AUGMENTATION

One of the limited pieces of backstory you're given about your character is that you've taken part in something called "human augmentation." On a basic level, this procedure allows for an enhancement of your abilities as an AC pilot, though it will soon become clear that not all pilots have received the same level of augmentation. More specifically, you are the product of an outdated Fourth generation augmentation surgery, hinting at the existence of even older generations of augmented humans as well as newer refinements to the procedure made possible by scientific breakthroughs.

In this harsh and unforgiving line of work, what's at the cutting edge is often perceived as unquestionably superior—causing many ambitious AC pilots to pursue further augmentations and look down upon older-gen rivals with contempt. Each generational leap has produced new paradigms of Armored Core pilots, though some surgical advances proved catastrophic to those who underwent such enhancements. It isn't uncommon for subjects to begin displaying signs of psychological instability as a result of their augmentation, with more severely afflicted pilots even reporting hearing loud ringing and voices in their heads.

While certain generations of augmentation surgery gave rise to hardened survivors as a consequence of the extremely low success rate associated with the procedure at the time, other generations have created pilots who are particularly sensitive to Coral integration—a trait which revealed yet another promising avenue for exploitation of this sought-after substance. As you encounter new characters and forge allegiances, it's a good idea to question the role that augmentation surgery might have played in shaping their personality and motivations.

THE MAJOR PLAYERS

Player Character

The various actors in this unfolding play are as mysterious as they are crucial to the plot, and your own role is no exception. You pilot an Armored Core, a technologically advanced mech capable of utilizing devastating munitions, moving at speeds that other machines cannot visually track, and singlehandedly turning the tides of battle.

Who you were prior to awakening above the planet and what brought you into the employ of Walter is unclear, only that you are loyal to his guidance. Your reliance on Walter is not merely contractual; your brain suffered complications from augmentation surgery and as such Walter has presented your partnership as a means of making the money necessary to get your old life and mind back. As your liaison to the world, Walter keeps you focused on the missions at hand but has pre-existing connections to some whose motivations are not as neutral as he claims his own to be.

MERCENARY SUPPORT

Handler Walter

Walter is your supplier of jobs on Rubicon. Little is known about his past, but he has direct connections with high-ranking members of the various corporations and factions involved in the planetside war for Coral. While not all of the people encountered across Rubicon immediately respect either him or yourself as handler and hound, Walter has a knack for convincing potential clients that your services are a cut above the competition.

ALLMIND

Where Walter is your human resource in the world of mercenary work, the AI mercenary support system, known as ALLMIND, is the machine behind the scenes that exists for all mercenaries. The origin of the program is a mystery, but ALLMIND provides registered mercs operating on Rubicon with a multitude of indispensable services, ranging from simulated training and combat exercises to access to the Parts Shop. ALLMIND also expresses interest in analyzing the battle performance of various crafts, rewarding you with experimental AC parts if you hunt down combat logs during sorties.

CORPORATIONS

Balam Industries

One of the two extraplanetary corporations that have come to Rubicon in an effort to survey the planet for Coral and lay claim to it. Balam Industries employs your services to gain the upper hand in the war against Arquebus Corporation but has fallen behind its technologically superior rival in the Coral survey race.

Subsidiary: Dafeng Core Industry

An affiliate company of Balam Industries that specializes in manufacturing heavy weaponry and armor. Dafeng is often the requesting client for jobs requiring mercenary assistance, with Balam handling the hiring process on their behalf.

Military Force: Redguns

Balam Group's AC squad. Redgun members are given designations from G1 to G13 and are often deployed on large-scale missions or those of critical importance to furthering Balam's interests. Led by G1 Michigan.
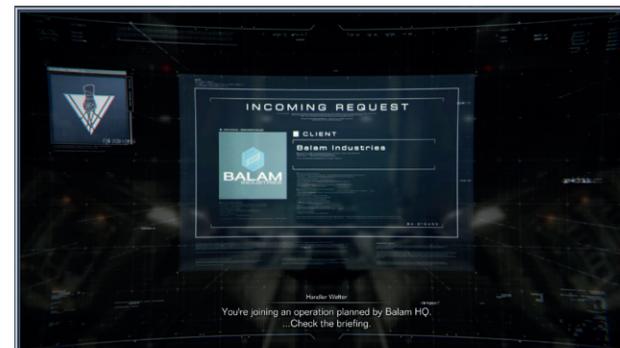
Mission briefing showing Balam Industries requesting your services

Arquebus Corporation

One of the two extraplanetary corporations that have come to Rubicon in an effort to survey the planet for Coral and lay claim to it. Arquebus will often hire you to fight against Balam and between them are the leaders in the race for the Coral.

Subsidiary: Schneider

An affiliate company of Arquebus Corporation. Schneider is often the requesting party and Arquebus then hires you to assist in their efforts.

Military Force: Vespers

The Armored Core unit of Arquebus Corporation. These pilots are given designations from V.I to V.VIII and are sent on larger-scale missions or those of higher consequence. Led by V.II Snail.

OTHER PARTIES

Local Resistance Force: Rubicon Liberation Front (RLF)

The inhabitants of Rubicon who have come together to form a militarized resistance against the invading forces seeking to steal the Coral. Referring to themselves as "Coral Warriors", they seek to protect the sanctity of the Coral which is used to sustain both the planet itself and the Rubiconians who call the planet home. Their leadership remains more mysterious than either Balam or Arquebus, and while they're smaller in force, they continue to zealously struggle against the corps.

Space Governmental Force: Planetary Closure Administration (PCA)

A governmental force whose reach outside of Rubicon is unclear, but whose reach across the planet is strong. You first encounter them in the prologue by fighting their heavy combat helicopter, but you can expect to see them again beyond Chapter 1.

Independent Weapons Manufacturer: Belius Applied Weapon Systems (BAWS)

The biggest supplier of weapons and MTs in the Belius region. All sides of the conflict use technology and weaponry supplied by BAWS, with the majority of MTs operating on Rubicon having been produced in one of their Arsenal MT factories.

The latest entry in a long-running series that first made its debut in 1997, Armored Core VI can best be described as a third-person mech action game with a heavy emphasis on shooting, vertical mobility, and customization. Many of its elements might feel familiar, but in typical FromSoftware fashion, the gameplay has been carefully crafted and refined to offer a degree of depth and flexibility that sets it apart from other superficially similar titles. Here are some basics you should know before getting started:

LEXICON OF TERMS

Armored Core VI features a lot of unique terminology and introduces many intricate concepts early on, and keeping track of it all might feel overwhelming when you first start playing. To help make things easier, this brief lexicon covers essential gameplay systems as well as the various classes of crafts and enemies referenced throughout this guide.

AP

Armor Points—equivalent to health points in other games. Once this value reaches zero, your AC or the enemy craft is destroyed.

EN

Energy—amount of power generated/consumed by AC parts and a stamina-like resource required to perform specific high-mobility actions during gameplay.

FCS

Fire Control System—inner AC part that affects target tracking and missile lock capabilities.

ACS

Attitude Control System—standard on-board system that governs the stability of a craft and its capacity to withstand impacts from attacks before being staggered.

HUD

Heads-up Display—on-screen interface that appears when controlling your AC.

Specs

Performance specifications of AC parts and overall assembly; equivalent of stats in other games.

A Press the button for "Help," and then choose "Contextual Help" for tool-tip definitions of every spec on a part. Being better informed means that you will be better equipped.

Assembly/Build

AC configuration—influences functionality and performance of AC based on parts installed. Both terms are used interchangeably.

COAM

Universal currency on Rubicon—credits/money received as payment for completing jobs and exchanged for new AC parts.

OS Tuning

Operating System Tuning—feature that allows you to upgrade and expand your AC's combat potential by spending OST Chips.

OST Chips

Operating System Tuning Chips—special currency acquired by defeating Arena opponents and used to perform OS upgrades.

Hunter Class

Rank based on how many combat logs you have collected; each new class rank awards a new AC part.

Combat Log

Collectibles acquired through defeating specially marked enemies that contribute to raising your Hunter Class.

Data Log

Pieces of lore unlocked by accessing wrecks found by exploring during missions.

Part Container

Hidden "chests" found in some missions that unlock unique AC parts when accessed.

B New parts will rarely offer an upgrade in every spec. Check the specs sheet closely to make sure the trade-off you're making is worth it.

BASIC TIPS

We've complied a few key pieces of information that are worth absorbing before you deploy to Rubicon. These tips will help to guide your expectations of what the game offers and how it's best approached.

» You can only create a single save file per account, and all of your progress and customizations will be tied to it throughout your playthrough, including New Game+ cycles. Don't worry about the pilot name you input initially—it's always possible to change it later by accessing the License Menu in the Garage. If you want to start completely from scratch, you'll need to select "New Game" on the main menu and overwrite your previous save file with a new one.

» The game's structure is mission-based, and exploration is limited to the combat zone in which each mission takes place. It's important to carefully survey your surroundings, though, as you'll often be rewarded with useful logs or hidden part containers for going off the beaten path.

» Armored Core VI is primarily a fast, intense action game, rewarding sharp reflexes and careful planning. The ability to identify and analyze threats quickly is one of the main pathways to success.

» Being skilled at action games isn't the only factor that determines how well you fare in practice; you'll also need to carefully build your own custom AC with parts bought, earned, and found throughout the game to tackle a variety of scenarios that can be made more or less challenging depending on how you outfit and pilot your AC.

» Instead of leveling up, progression in Armored Core VI is tied to acquiring new parts and using them to assemble ACs with distinct pros and cons. Maximizing your AC's potential as you acquire new parts will reap tangible rewards: players who enjoy deeply micro-managing their AC's specs will find the time they invest highly rewarding, as difficult missions become much easier to overcome with a well-crafted assembly.

» Combat-specific parts like weapons are not the only ones that make an obvious difference to your abilities and options—remember to also give serious consideration to parts that alter your AC's mobility and energy output.

» Up to four weapons can be equipped on your AC at any given time, each of which can be fired either independently or simultaneously. This manual control over every weapon gives you a great deal of flexibility in combat. It allows you to pick and choose what you attack different targets with in order to take full advantage of their weaknesses, or if you need to concentrate fire on something by unleashing the full force all of your weapons at the same time.

» The training exercises you'll unlock early on are essential to gaining a full understanding of the game's core mechanics—they take little time to complete, reveal critical gameplay elements otherwise not explained in the basic tutorials, and even reward you with unique AC parts.

» Learning to fire four independent weapons can be difficult enough in its own right, but not until you can do so while moving omni-directionally will you be able to maximize the potential of your AC. It's important to take some time to get used to moving, aiming, and firing at the same time so it becomes second nature to you in battle.

» Completing some missions will rule out others, which means multiple playthroughs are necessary to clear all missions and achieve each of the three endings.

» Like many FromSoftware games, there's no manually selectable difficulty setting in Armored Core VI. The game should naturally become easier over time through the repetition of actions and scenarios, but if you need an additional challenge, replaying missions to get a coveted S Rank will put your skills to the ultimate test.

ENEMY CLASSES

AC

DESCRIPTION Armored Core—a class of highly customizable and technologically advanced mech, piloted by both you and other allied or rival mercenaries.

GENERIC WEAPONRY

DESCRIPTION Smaller-sized crafts or vehicles—typically guard mechs, tanks, helicopters, or drones—that pose a limited threat to your AC unless encountered in large numbers.

ARTILLERY

DESCRIPTION Static artillery emplacements that defend strategic locations and points of interest. Most artillery types excel at firing devastating rounds at long range, making them deadly if approached without caution.

LIGHT MT

DESCRIPTION Light Muscle Tracers—standard mass-produced bipedal mechs that come equipped with a variety of weapons and serve as the main offensive force for most factions fighting on Rubicon.

HEAVY MT

DESCRIPTION Heavy Muscle Tracers—while also mass-produced and employed by various factions, these MTs are a significant step up in size, durability, and destructive potential. Most models feature tetrapod leg units to maximize stability and load burden.

HC

DESCRIPTION Heavy Cavalry—heavily armored bipedal mechs outfitted with cutting-edge technology. Reserved for elite PCA officers, HCs are only deployed to defend high-value locations or assets, and can more than match the average AC in battle performance.

LC

DESCRIPTION Light Cavalry—agile bipedal mechs that serve as the rank and file for the PCA. Outfitted with specialized weaponry based on their combat designation, LCs should be considered high-priority threats whenever encountered.

BOSS

DESCRIPTION Extremely challenging enemies often encountered as the final obstacle in a mission. Boss fights feature prominent AP and ACS gauges with the enemy's name displayed at the top of the HUD, and can range from battles against unique heavy crafts to duels with rival AC pilots.
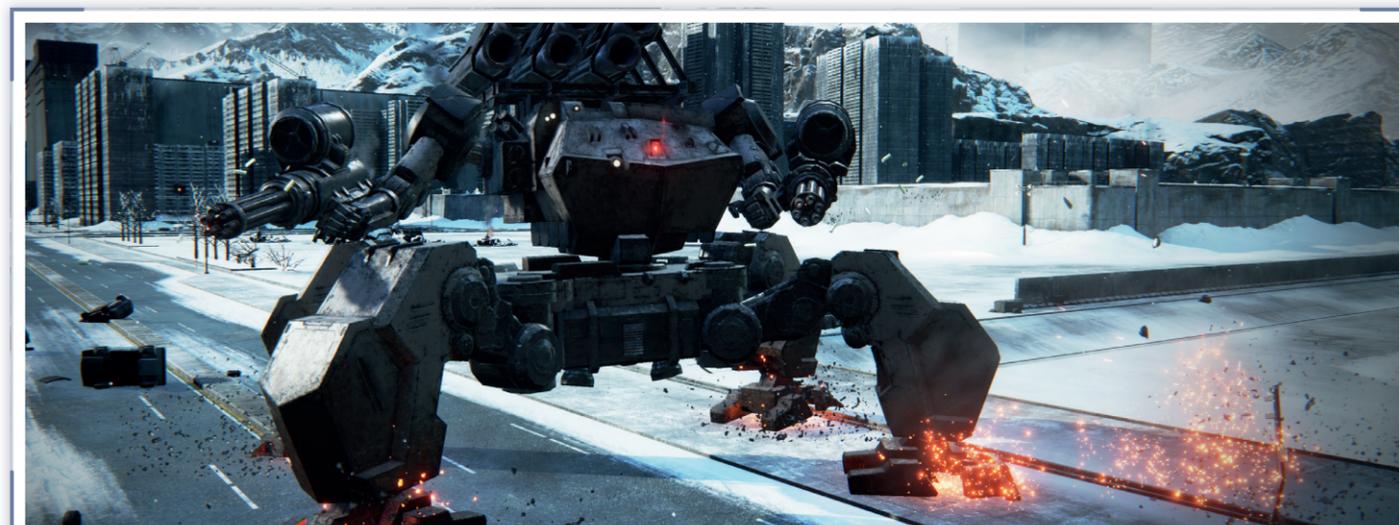
HUD OVERVIEW

The first step to becoming a skilled AC pilot is to familiarize yourself with the heads-up display that appears once you enter the cockpit. This interface conveys a wealth of vital information about your operational status and enemy threats. Taking the time to review the various on-screen elements and gauges before jumping into the fray will ensure you always know what's going on once the action heats up and the missiles start flying.

THE HUD

01 AP

AP remaining; AP is displayed as both a gauge and precise numerical value to help visualize the amount of damage sustained at a glance. Red damage numbers appear above this HUD element whenever enemy attacks hit your AC.

02 Repair

Repair Kits remaining; the small gauge below represents the cooldown period between uses.

03 Scan

Readiness of scanning ability; the small gauge below represents the cooldown period between uses.

04 Expansion

Core Expansion uses remaining. Following activation, the indicator blinks red until the cooldown period is complete.

05 ACS Gauge

Amount of strain accumulated on the ACS. This gauge gradually fills up based on the impact of enemy attacks and blinks red when ACS is overloaded.

06 EN Gauge

Amount of EN currently available. This gauge goes down whenever you perform EN-consuming actions and blinks red when fully depleted. EN supply then begins replenishing after a short delay.

07 Compass

Compass that displays navigation coordinates based on the direction the camera is facing; also tracks the general location of objective markers and threats.

08 Boost Movement Indicator

Indicates when Boost Movement is toggled on.

09 System Abnormality Gauge

Displays the level of shock or incendiary build-up when hit by attacks with those properties, resulting in an electrical discharge or ACS anomaly when the gauge is full.

10 Overburdened Status Indicators

Indicates when leg or arm units have exceeded their load limit, resulting in impaired mobility or target tracking.

11 Ammo Status

Ammo remaining for individual arm and shoulder units. The top value displays ammo currently loaded, and the bottom value displays the total ammo supply. When the bottom value reaches zero, the corresponding weapon can no longer be used until you resupply.

12 Targeting Reticle

Highlights the current lock-on target and displays essential combat information about the target's status and your AC's arm and shoulder units.

13 Attack Indicators

Warning signals that appear near the center of the HUD to help anticipate the direction and severity of incoming attacks. Weaker attacks are signaled by small orange indicators, whereas stronger attacks are signaled by large red indicators and a distinct audio cue.

14 Current Objective

Displays the next mission objective that you must complete in order to progress.

15 Speed Meter

Displays the current speed at which your AC is moving.

16 Altitude Meter

Displays the current altitude level of your AC.

17 Access Prompt

Highlights objects that you can interact with during missions; objects with higher levels of security take longer to access.

TARGETING SYSTEM ELEMENT

01 Target AP

Target's remaining AP. Damage numbers are briefly visible below this gauge when you successfully land a hit.

02 Target ACS Gauge

Amount of strain accumulated on target's ACS. This gauge gradually fills up based on the impact of attacks and blinks red when target's ACS is overloaded.

03 Homing Missile Lock

Readiness of homing missile lock for missile launcher units installed on your AC. The corresponding yellow gauges automatically begin filling up after acquiring a target, with a full gauge indicating that missile lock is ready. The adjacent value represents the number of homing shots aimed at the target, which can be distributed across multiple targets when using units with multi-lock capabilities.

04 Weapon Status

Displays how much ammo is available for each corresponding arm or back unit installed on your AC. Depending on the reload type, these gauges represent either the amount of ammo loaded in the active magazine or the total supply remaining, with a red overlapping gauge indicating reload time or heat build-up. Weapons with charge capabilities also feature an adjacent gauge that fills up when readying a charge attack.

05 Reticle

Reticle that displays where your shots are aimed. It will sway and attempt to center on the current target during engagements, turning red to indicate when target tracking is active. The degree of recoil is represented by reticle bloom when firing weapons.

06 Target Assist Indicator

When Target Assist is engaged, thick white brackets will close to form a complete circle around the reticle.

07 Distance to Target

Displays the current distance in meters between your AC and the target.
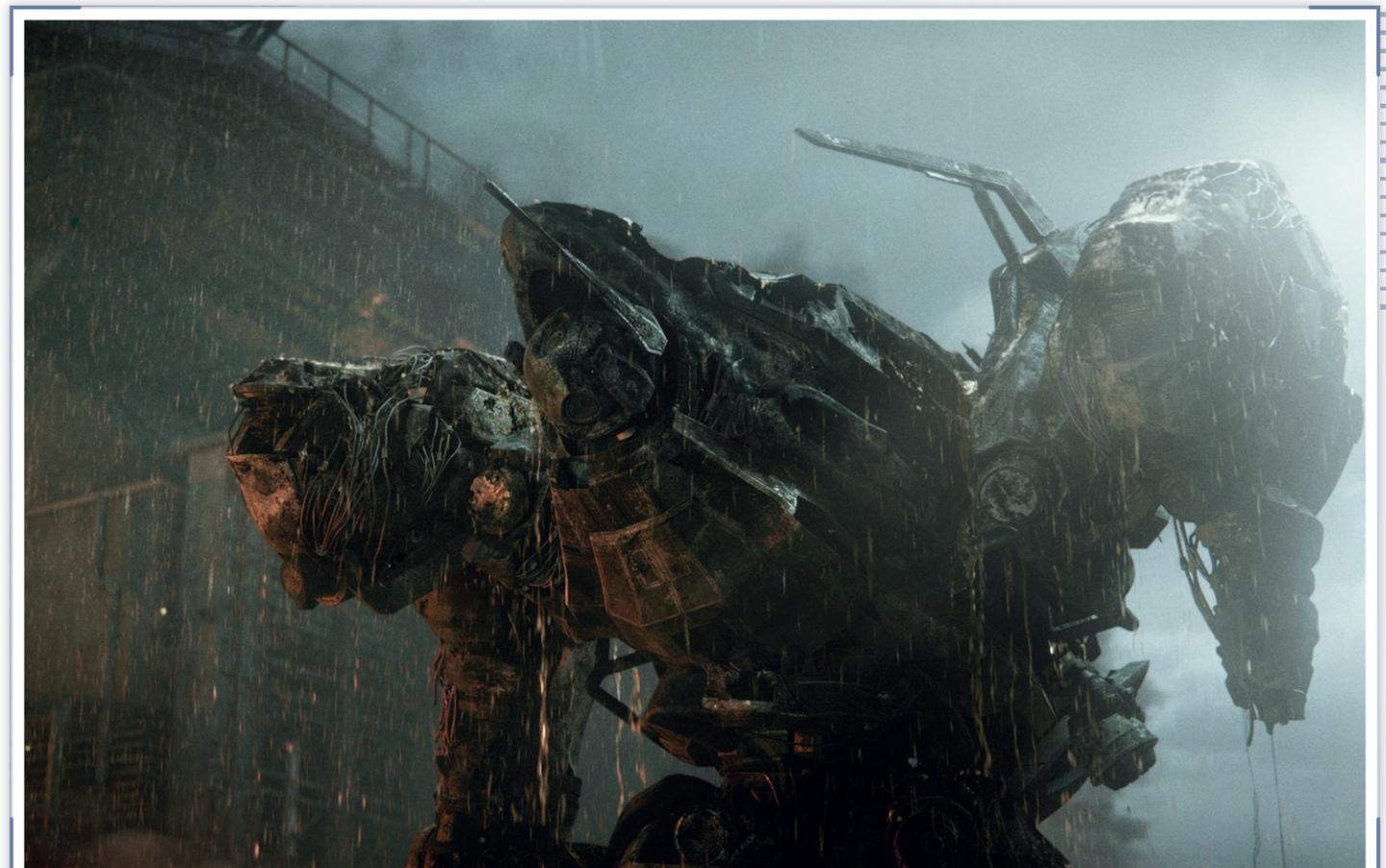
[PART 3] GAME FLOW

Armored Core VI is a game of two halves: assembly and combat. Each of these aspects feeds into the other, and mastering only one of them will lead to a much less balanced play experience. When you view combat as only one half of the game's challenge, you'll be able to see much more clearly how it's affected by your choices during assembly. This section aims to shed some light on the game's interlinking systems and overall structure by taking a high level view of some of the concepts and gameplay formats that you'll be introduced as you progress through the game's first chapter.

MISSIONS & PROGRESSION

Progressing through the game requires you to complete missions, and doing so will often unlock new features and rewards. The game begins with the "Illegal Entry" prologue mission, the completion of which unlocks access to the Garage, a safe haven and base of operations that you'll return to between missions. New features will unlock in the Garage as you finish more missions and advance the story—you can take on new mission requests or access VR training programs by selecting the "Sortie" option.

The chart opposite shows the progression and unlocks for the game's first chapter (most of which is covered starting on P.39 of this starter guide). The first chapter offers plenty of new features and modes that are unlocked at a pace that allows you to steadily get to grips with the game's overall flow.

THE BENEFITS OF TRAINING

As mentioned earlier, it's essential to run through new training programs the moment they become available. Not only do these brief tutorials introduce you to important gameplay concepts, but finishing one always unlocks unique AC parts that will open up more options when assembling your AC. There are seven training programs in total, and you will receive the "Advanced Mercenary" certification and emblems after finishing the entire series.


Armored Core VI begins by immediately throwing you into a prologue mission following a short introductory cutscene in which you crash land on Rubicon.

Tutorial tips appear as you progress to explain the fundamentals of movement and combat. For a detailed walkthrough and advice on how to clear this mission, consult P.40 of this guide.
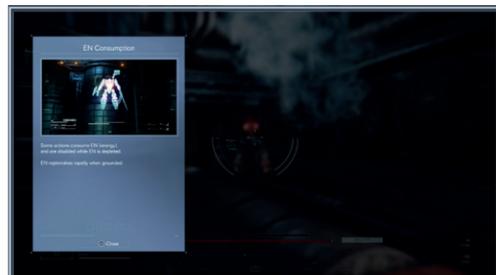
Remember that once you've cleared the prologue, you can view any unlocked tutorial popups again by opening the License Menu in the Garage and selecting Tips.

Mission/Arena/Training	Unlocks/Rewards
00 Illegal Entry	▸ ▮ Garage Unlocked ▮ AC Design Unlocked ▮ Sortie Unlocked ▮ 01-A Destroy Artillery Installations ▮ 01-B Grid 135 Cleanup ▮ Training Exercise: Beginner Training 1: Basic Controls
Beginner Training 1: Basic Controls	▸ ▮ New Part for Use and Purchase
Complete either 01-A Destroy Artillery Installations or 01-B Grid 135 Cleanup	▸ ▮ Training Exercise: Beginner Training 2: Combat Fundamentals ▮ Parts Shop Unlocked ▮ New Parts for Purchase
Beginner Training 2: Combat Fundamentals	▸ ▮ New Part for Use and Purchase
Complete both 01-A Destroy Artillery Installations & 01-B Grid 135 Cleanup	▸ ▮ Loghunt Program Unlocked ▮ 02-A Destroy the Transport Helicopters ▮ 02-B Destroy the Tester AC
Complete both 02-A Destroy the Transport Helicopters & 02-B Destroy the Tester AC	▸ ▮ 03-A Attack the Dam Complex ▮ 03-B Destroy the Weaponized Mining Ship
Complete both 03-A Attack the Dam Complex & 03-B Destroy the Weaponized Mining Ship	▸ ▮ Training Exercise: Intermediate Support 1: Assembling an AC ▮ Training Exercise: Intermediate Support 2: Reverse-Jointed ACs ▮ New Parts for Purchase ▮ 04 Operation Wallclimber
Intermediate Support 1: Assembling an AC	▸ ▮ New Parts for Use
Intermediate Support 2: Reverse-Jointed ACs	▸ ▮ New Part for Use and Purchase
04 Operation Wallclimber	▸ ▮ Training Exercise: Intermediate Support 3: Tetrapod ACs ▮ Training Exercise: Intermediate Support 4: Tank ACs ▮ 05-A Retrieve Combat Logs ▮ 05-B Investigate BAWS Arsenal No. 2 ▮ New Parts for Purchase
Intermediate Support 3: Tetrapod ACs	▸ ▮ New Part for Use and Purchase
Intermediate Support 4: Tank ACs	▸ ▮ New Part for Use and Purchase
Complete All Beginner and Intermediate Training Exercises	▸ ▮ Advanced Mercenary Certification
Training Exercise: Advanced Mercenary Certification	▸ ▮ ALLMIND: ADVANCED MERCENARY emblem
Complete either 05-A Retrieve Combat Logs or 05-B Investigate BAWS Arsenal No. 2	▸ ▮ OS Tuning ▮ Arena (F Rank): ▮ -29/F "Invincible" Rummy ▮ -28/F Index Dunham ▮ -27/F G6 Red
29/F "Invincible" Rummy	▸ ▮ 40,000 COAM, 2 OST Chips
28/F Index Dunham	▸ ▮ 40,000 COAM, 2 OST Chips
27/F G6 Red	▸ ▮ 40,000 COAM, 2 OST Chips
Complete both 05-A Retrieve Combat Logs & 05-B Investigate BAWS Arsenal No. 2	▸ ▮ 06 Attack the Watchpoint
06 Attack the Watchpoint	▸ ▮ Chapter 2 missions ▮ Arena (E Rank): ▮ -26/E - Nosaac ▮ -25/E - V.VI Maeterlinck ▮ -24/E - Little Ziyi ▮ -23/E - V.VII Swinburne ▮ New Parts for Purchase

Illegal Entry

Destroy the Transport Helicopters

Attack the Dam Complex

Operation Wallclimber

Destroy the Weaponized Mining Ship
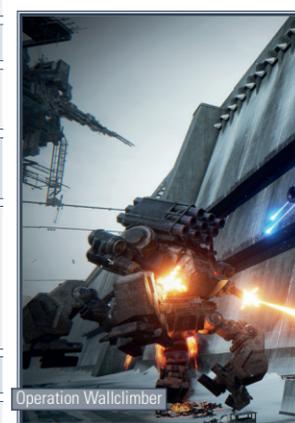
MISSION GAMEPLAY LOOP

Every aspect of Armored Core VI is centered around your AC and its configuration. Your choice of parts, as well as your ability to make effective use of these parts, will play an integral role in determining the outcome of each mission. As you progress, it's best to think of each mission as its own self-contained challenge with unique obstacles that influence the optimal types of AC assembly.

GAMEPLAY LOOP
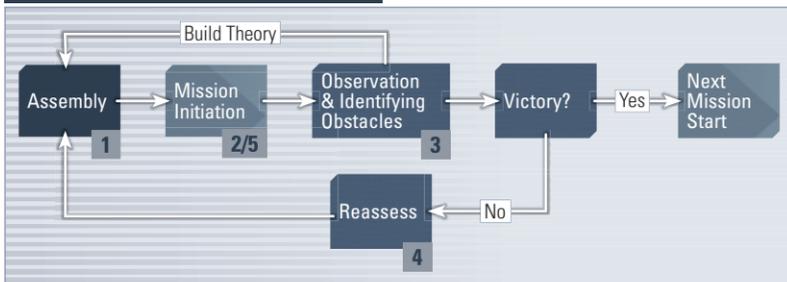
As you can see in the diagram here, your choices in Assembly will feed into the mission you tackle, which will then lead you back to Assembly again after observing the threats and reassessing your AC's build. Next we'll provide some more detail on these different stages to help you identify some of the many possible routes to success.

INITIAL ASSEMBLY

You can't tailor your build to a particular mission until you've at least been through it once and seen the challenges it presents. You can, however, view the mission's briefing to gain some insight and then head back to the Assembly if the clues suggest a particular build will be beneficial. You should consider your first trip out on a mission to be a learning experience during which you put together a plan about how to tackle the threats and obstacles you encounter within it, rather than going in with the assumption that you'll be able to clear it on your first attempt.

This means your initial assembly should be something you think will suit your desired playstyle, while also not being too specialized in a single area—if you have the parts available, try to equip a mix of damage types, for example. Parts you purchase or unlock all have their own unique uses, strengths and weaknesses, and experimentation will be critical to your success. It's also worth reminding yourself that just because a weapon isn't viable for a particular mission, this doesn't mean it won't prove useful later on.

OBSERVING

During a mission, it's important to observe and remember the kinds of threats you're facing and how well your AC build was able to deal with them. Of particular importance are the effects that your weapons' damage types have on certain enemies; kinetic weapons may be more or less effective compared to energy weapons against particular enemies, for example. Another example may be that your frame is built for speed which, while useful in many situations, often leads to a lower Attitude Stability, and as such your AC can be staggered more easily compared to slower, but heavier builds.

It's also crucial to pay attention to your ammunition and note whether the amount your desired weapon comes with is enough to sustain you throughout the mission. The type of weapon may be useful in the mission you're planning for, but its total ammunition count may not be appropriate for either the length of the mission, or the number of specific enemies you intend to use it against. Remember as well that being able to equip four weapons at once doesn't mean you should be using all four weapons during every encounter, or even all the time during a single encounter. Some weapons shine at the start of a fight when you're trying to build up strain on your opponent's ACS, whereas others are better used against staggered enemies. Using weapons at the appropriate time will help significantly with your ammunition management, but your AP is also a resource that you need to keep in mind; not having enough to last you to the end of a mission is one of the clearest signs that you may want to adjust your build. Learn to question the reasons why certain points in the game are giving you difficulty, and balance your AC around both your own play style and what the mission is asking of you.

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1 ASSEMBLY

Starting in the Assembly, you'll construct your AC to tackle the next mission.

2 MISSION INITIATION

When you begin the mission, the briefing will help to reveal what you'll be up against.

3 OBSERVATION AND IDENTIFYING OBSTACLES
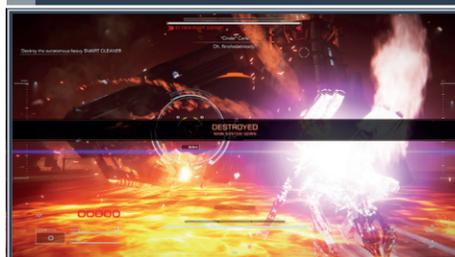
If you fail the mission, evaluate why you failed; were you unable to dodge certain attacks, deal enough damage, or overcome groups of opponents?

4 REASSESS

Head back to the Assembly and consider how your AC configuration could be improved to suit the mission's particular challenges.

5 REATTEMPT

Use the knowledge you've gained and repeat this process until you overcome the mission's challenges.

REASSESSING

If you're struggling because your AC isn't able to sustain itself against the challenges presented in the mission, then it's time to head back to the Assembly and reevaluate your AC. Questioning what caused a mission failure and identifying what you can change within your build based on the parts available will give you a better chance at victory. Try asking yourself some of these questions to help decide which areas of your build need to be adjusted:

Q: Am I dealing enough damage?

A: Experiment with different damage types to figure out the enemy's weaknesses or focus on staggering it to increase your damage output.

Q: Is my AC getting staggered or destroyed too easily?

A: Equip sturdier frame parts that increase your AP and attitude stability. Identify the most dangerous attacks used by enemies and raise your defensive specs against that damage type.

Q: Do I run out of EN too quickly when maneuvering my AC?

A: Try lowering your total weight and switching to a different generator or booster with specs that complement your playstyle better.

Q: Is there an easier way to avoid this attack that keeps hitting me?

A: Adopting a different approach, such as focusing on aerial evasion with tetrapod legs, increasing Quick Boost distance with reverse-jointed legs, or equipping a shield to mitigate damage, can often make all the difference.

Q: Could fighting at long range or focusing on close range combat make things easier in this scenario?

A: Trying out weapons that are more effective at different ranges can often make difficult battles much easier.

You'll find yourself in a multitude of different combat scenarios both in terms of terrain and enemy configuration, so varying the frame and inner parts of your AC to suit the task at hand will be just as important as the weapons you choose to equip. For example, in one mission you may find yourself in a large, open space combating a single enemy Armored Core. Contrast this with another mission in which you cover great distances while battling dozens of enemies in sustained aerial combat. What you choose to enter these missions with may look entirely different when you factor in different playstyles, movement options or the ammunition of the weapons you take with you, and whether or not it will be sufficient over longer conflicts.

For this first example, you might want to focus on speed to help you evade enemy attacks, and weapons that pair well with hit-and-run style gameplay, but for the other, you might need to take a more methodical, aerial supremacy role that focuses on taking out groups of enemies in either a single explosion or missile barrage. Asking yourself the right questions during the assembly process greatly influences how missions turn out even before the sortie begins, and the more parts you have to work with, the more scenarios you can cater your AC toward. More information about the Assembly and AC parts can be found within Part 05, starting on P.32.

Inspiration can often be found just browsing through the Parts Shop. Look carefully at each part's specs, and find what best fits the task before you.

THE PARTS ECONOMY

Most AC parts are acquired by purchasing them from the Parts Shop, although some are unlocked via other means. To buy parts, you'll need to spend the COAM you've earned from completing missions. Any parts that you own can be sold back to the Parts Shop for a full refund (and repurchased again later), making it possible to test out new builds without any financial risk. The ability to trade parts back and forth with no penalty is central to your progress—outright owning every part in the game would require massive sums of money, but you can easily buy and sell them to customize your AC with any available parts using only a limited pool of funds.

Another crucial detail to be aware of is that while you can always buy and sell parts between sorties, accessing the Assembly menu from the retry screen while on a mission will only give you access to the parts you currently own in your inventory. Steadily building up your collection improves your ability to experiment with new approaches when retrying from a checkpoint, which can be quite helpful when figuring out how to defeat tough bosses. Remember that it's always a good idea to sell parts whenever you need an injection of COAM, but try not to sell them for no reason.

Assembly overview.

Swapping out an AC's core.

Swapping out a new back weapon.

MISSION FEATURES

Each mission begins with a briefing that covers what your objective is, along with information on threats or the combat zone you'll be operating in. Missions can vary in length—some are very short and are only centered on eliminating a specific enemy, while others are longer and include multiple checkpoints that you can resume from if you die within the mission. This section will cover some of the most important aspects of how missions work.

MISSION REWARDS

In addition to potentially unlocking new features or parts to purchase, each completed mission will reward you with some of the game's currency, COAM. The costs of the ammo you expend and any repairs from damage taken are always subtracted from the mission's base payout. Missions can also sometimes offer opportunities for bonus pay, either for destroying specific enemy units or by taking out additional targets such as fuel tanks; taking advantage of these situations when they arise is crucial to ensure you're never short on currency. ▶A

AREA OF OPERATION

Each mission takes place within a specific section of the region you're operating in—this area is defined with a red boundary line at its edges. The exact position of an area's boundary can change from one mission to another, and even within a mission it can shift as you complete objectives and the area of operation is updated. So if you're trying to fully explore a mission, flying in one direction until you hit the boundary and then following it around can be a good way of keeping track of where you've been. ▶B

CHECKPOINTS

Some lengthier missions feature checkpoints that are automatically triggered upon either completing specific objectives or reaching a certain location. In the event that your AC is destroyed, you can resume the mission from the most recent checkpoint instead of restarting from the beginning. The number of checkpoints varies per mission, with some having none at all, and while using them will prevent you from achieving an S Rank rating when replaying missions, checkpoints can be an invaluable aid when simply attempting to get through a difficult section.

Upon resuming from a checkpoint your AP, ammunition and repair kits are fully restored, giving you a much better chance of getting through the section that just bested you. Before instantly restarting from a checkpoint, it's important to remember that you have access to the Assembly menu on the Mission Failed screen. If you're having trouble with a section and the simple resupply that comes with using a checkpoint isn't sufficient, you can always tinker with your build before heading back in. ▶C

DECISIONS

As you progress through the campaign and complete missions, new job offers from clients are unlocked in small groups that you can complete in any order. However, you'll occasionally come across multiple missions that are labeled as a "Decision" within a group. Decisions are missions that conflict with each other due to your potential clients having opposing goals. You can look at the overview for each mission, and even select the mission to watch the briefing and play through some of it to see what it entails, but as soon as you finish any of the marked missions, the others will become unavailable on your current playthrough. In order to complete all missions, you'll need to play through the game multiple times while choosing a different set of decisions along the way. ▶D

Each weapon has its own ammo cost, so if you switch your AC's weapons and see vastly different ammunition costs on this screen, that's likely to be the root cause.

Red holographic borders like this signify the mission area's boundaries and can't be crossed. Combat zones also feature vertical boundaries, preventing you from ascending too high and damaging you if you fall below the limit.

Reaching a checkpoint is denoted by an on-screen message in the lower right of your HUD.

Two of the missions in this scenario conflict with each other, forcing you to choose between "Eliminate the Enforcement Squads" and "Destroy the Special Forces Craft."

REPLAYING MISSIONS

After completing a mission for the first time, you'll unlock the option to replay it again from the Replay Mission menu, allowing you to earn more COAM, find missing collectibles, or aim for a better mission ranking. When replaying a mission, you can repeat the briefing but won't be able to watch any cutscene or conversation that may have played after first finishing the mission—you also won't be able to affect progression by making decisions that differ from your original choices.

NEW GAME+ CYCLES

Once you've completed a playthrough, your progression and rank in the Arena will carry over to the next cycle of the game, saving you the trouble of having to climb through the ranks again. The difficulty of the game does not change on subsequent playthroughs, but make sure to pay attention to the Arena in New Game+ and New Game++, because even though there are no more ranks to climb, ALLMIND may have some surprises in store for you. New Game+ cycles are also home to alt missions, in which you can take part in the same events from a different perspective. ▶E

The alternate path of the "Attack the Dam Complex" mission sees you fighting the Redguns, who were your allies in the standard version of the mission, and defeating them will have ramifications that you'll feel throughout that playthrough.

ARENA

Alongside the campaign missions, the Arena is one of the game's core components. It places you in a virtual environment and pits you against AI-controlled simulations of every mercenary registered on Rubicon. After completing either "Retrieve Combat Logs" or "Investigate BAWS Arsenal No. 2," you'll unlock the ability to access the Arena while you're in the Garage. There you'll see the records of all of your potential opponents and their ranks, and since you're just starting out, you'll be ranked dead last.

You can then begin working your way through the ranks of ALLMIND's database, with higher ranks featuring increasingly difficult opponents. Bouts take place in a handful of small virtual battlegrounds, with each battle assigned a specific environment, so once you've seen and become accustomed to it, if you encounter it again when fighting a different opponent, you won't have to familiarize yourself with it again. Be mindful of how Arena fights differ from fights with the real pilots during missions, however. Where mission encounters with pilots can sometimes be long, brutal affairs, battles in the Arena are meant to be quick and to the point, often

taking less than a minute to get through. You'll be stripped of your Repair Kits for these battles, but otherwise have access to your AC's full capabilities.

With each victory in the Arena, you'll be rewarded with OST Chips, which can be used in the OS Tuning menu to unlock powerful limited-use abilities for your AC called Expansions, along with other systems and abilities that can help give you an edge in battle. More on OST Chips and the OS Tuning system they're used for can be found on P.35 in Part 05. The Arena can also be a major source of COAM—each tier's battles offer progressively higher payouts. As this is a virtual program, you won't have to pay for your ammunition or repair costs, so the reward that's displayed is the exact amount you'll get for defeating that opponent. ▶F-G

MERCENARY LORE

Each mercenary that you can face in the arena has an accompanying text entry that's full of information about them and their motivations, and reading through it can be one of the best ways to gain additional knowledge about the game's world, characters and factions.
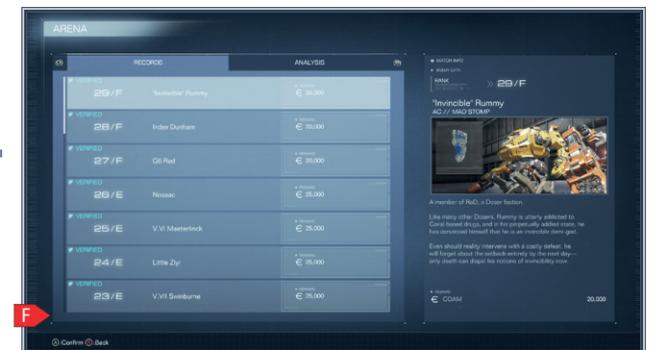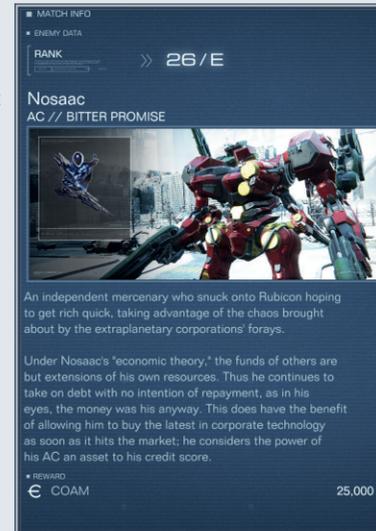
The Arena menu lets you battle previously defeated opponents again, though you won't earn OST Chips for doing so.

Battles in the Arena are tactical, but often brutal, ending in quick bursts of action.

COLLECTIBLES AND RANKING

While the critical path through most missions is clearly indicated by objective markers, venturing off course and exploring every nook and cranny of the environment can often be very rewarding. What form that reward takes can be anything from additional information that you recover from a wreck to increase your understanding of the world around you and the characters' motivations, or simply an additional part that could slot into your AC build. The various types of this content will be outlined below.

COMBAT LOGS

After completing the "Destroy Artillery Installations" and "Grid 135 Cleanup" missions (see P.44 and P.46), you'll gain access to the Loghunt Program, and from that point onward you'll begin encountering enemies that reward you with combat logs when destroyed. Special or more dangerous enemies—such as hostile ACs and heavy MTs—will typically contain these logs, and you'll acquire many of them through natural progression as you destroy them while moving between objectives. Occasionally, however, they can be found on regular enemies in optional areas far away from any objective, and only by fully exploring the mission will you be able to find them. ▶A-B

If you pay close attention while targeting enemies, any that have a combat log can be easily identified by the small combat log icon near their AP gauge. They'll also have green optical sensors, rather than the typical red ones. If you follow the Mission Guide (starting on P.39) while playing through the game's early missions you'll find each combat log in those missions highlighted on the maps.

COMBAT LOG TIERS

Bronze	Silver	Gold	Platinum

A

B
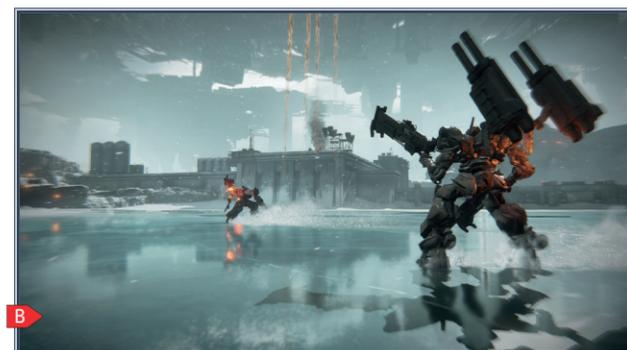
ACs that you fight while progressing through missions provide some of the toughest battles in the game. This means that if you want to acquire all of the combat logs, you'll need to defeat some difficult optional opponents.

HUNTER CLASS

Combat logs won't reward you with COAM, but at the end of a mission that you've acquired one in, they'll be added to your overall log tally and used to determine your Hunter Class. There are four ranks of combat log: Bronze, Silver, Gold, and Platinum, with Bronze giving you the smallest increase to your Hunter Class, and Platinum the highest. Tougher enemies, such as ACs, generally have higher tier logs and offer you the greatest increase to your Hunter Class rank. Reaching a new rank in your Hunter Class rewards you with unique parts that cannot be obtained through any other means. This means that if you want to acquire every part, or just want more tactical options, you'll need to seek out as many combat logs as possible.

Note the combat log icon to left of this Heavy MT's AP gauge.

If you view a mission in the Replay Mission menu, you'll find a small combat log icon on any mission that includes at least one log. If that icon is highlighted, then you've found all of them in that mission, but if it's greyed out then there are still more to find.

Make sure to investigate any wrecks with an access prompt while exploring.

DATA LOGS

Data logs are archived messages and intel stored inside the wreckage of downed crafts, which you can view and permanently unlock by moving close enough until an access prompt appears. Your scanner cannot highlight wrecks, so you'll need to scour every corner of the environment while looking out for the telltale sparks emanating from machine carcasses, indicating that a data log is hidden within it. Though there are multiple types of data logs, but there is no difference in how you obtain them, and unlike combat logs, acquiring data logs won't unlock new AC parts. However, the world of Armored Core VI is brimming with mysteries and veiled motives; finding data logs helps pull back the curtain on various facets of the story, though how it all fits together is up to your own personal interpretation. ▶C

PART CONTAINERS

Part containers are unique objects in the environment that hold new parts for your AC. They're often hidden away or guarded by enemies that you'll need to defeat before you can safely retrieve their contents, but the time doing so is always well spent because there's no other way to obtain the parts contained within them. Part Containers don't start showing up until the first mission of Chapter 2, but from that point onward you should be diligently scanning the environment in the hopes of revealing a hidden container, because unlike wrecks, your scanner will actually detect them. They also feature a flashing orange light that makes them stand out from other objects in the environment, making them easier to find while you're boosting through missions. ▶D

MISSION RANKINGS

Mission Ranks are letter-based grades used to evaluate your performance when opting to play through a mission multiple times via Mission Replay; you will never be graded during regular story progression. Your rank at the end is based on numerous factors relating to your overall performance—these include the amount of damage taken, your total clear time, ammo consumed and enemies defeated, and no checkpoints can be used. The highest rank is an S, while the lowest rank you can possibly achieve is a D. Achieving an S Rank on a mission has no tangible benefit in the game other than higher payout on the mission result screen due to how well

you're likely to have performed. There is, however, an associated Trophy/Achievement for achieving an S Rank on all missions. This is one of the toughest challenges the game has to offer, as it will require mastery of both the technical combat side of the game and the intellectual build-craft aspect of it. ▶E

D

Part container in a mission.

E

Mission Replay screen showing the ranks you've achieved in missions you've replayed.

[PART 4] GAMEPLAY & COMBAT
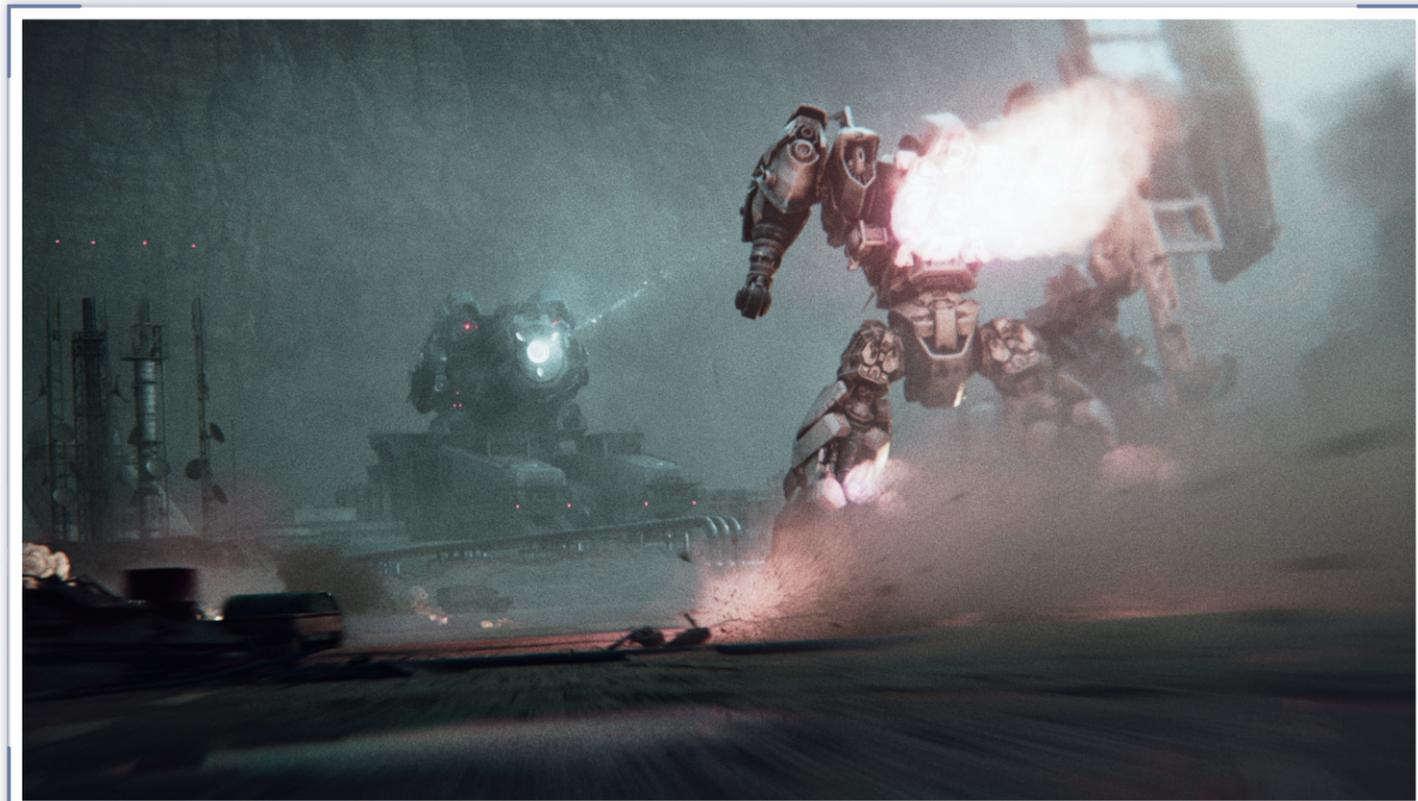
From infiltrating an enemy excavation site deep underground to tackling a massive, two-kilometer tall weaponized mining fortress, you'll be thrown into a wide variety of scenarios that will test your mettle as you battle your way across Rubicon. In this section, we'll attempt to lift the veil on some of the various gameplay systems to help get you started on the journey toward mastering them and becoming an elite mercenary.

PILOTING YOUR AC

Armored Core VI allows you to choose between three preset control assignment types when playing on a gamepad, each of which can be fully edited to customize the controls according to your preferences. While the game also supports mouse & keyboard controls with fully remappable key bindings, note that all explanations in this guide will refer to the default gamepad Type A control scheme. How your AC feels to control can vary significantly based on its assembly, but the basic control inputs always remain the same. Here we'll introduce some basic concepts before going into more depth later on.

Normal Movement: By default, tilting the Left Stick will cause your AC to slowly walk in the corresponding direction. If you engage Target Assist, you'll remain facing the enemy you're locked on to, and any lateral movement will cause you to strafe around them.

Jumping/Ascending: Tapping Ⓐ/⊗ makes your AC jump, and holding the button causes it to Vertical Boost, gradually draining your EN until you release the button.

Boost Movement: Tapping Ⓑ/◯ activates boost movement, which increases your movement speed on the ground and in the air without consuming any EN. Boosting in any direction when airborne also slows your descent slightly. Coming to a complete halt will automatically disable boost movement, but you should ideally keep it active as much as possible to increase your travel speed and make your AC a more difficult target to hit.

Quick Boost: Tapping ⊗/▢ along with a directional input performs a Quick Boost that causes your AC to rapidly move and evade over a short distance at the cost of a sizable chunk of your EN. Because your AC isn't invulnerable at any point during a Quick Boost, you'll need to exclusively rely on the distance covered to physically avoid incoming attacks.

Assault Boost: The last tool in your movement arsenal is the Assault Boost, a high-speed maneuver that you can initiate by pressing in the Left Stick/Ⓛ③. You'll continuously lose EN while Assault Boosting, but it can be used to cruise at high velocity, or quickly close in on enemies while attacking. As an added bonus, enemy attacks deal less impact to your ACS while Assault Boosting, and some of your weapons will deal more impact.

Three examples of how wildly different builds can look while fighting the same enemy.

MOVEMENT IN DETAIL

Armored Core VI's fully 3D, omni-directional movement system is one of its standout features and offers an exceptional degree of freedom when navigating environments and engaging in combat. While movement in most action games is often restricted to a flat circle on the X-axis with a limited amount of verticality, movement in Armored Core VI can best be visualized as a sphere, with your AC's boosters making it possible to ascend on the Y-axis at any point while simultaneously moving in any other direction. As an AC pilot, you'll be traversing areas at high velocity, boosting on the ground or in the air to reach your objective or close the gap with opponents. How you approach each situation is purely limited by your imagination, your AC's EN capacity and the combat zone's borders. ▶A

A ▶
Without the high degree of mobility that's available to you while piloting an AC, it would be impossible to avoid the otherwise overwhelming firepower that is often directed at you.

EN MANAGEMENT

Before getting into the core movement mechanics, it's important to go over EN management since EN is needed to power all advanced movement options in the game. Ascending, Quick Boosting,

Assault Boosting, and even hovering all require EN, and managing this stamina-like resource poorly can lead to disastrous results, particularly if you run out when engaged in combat.

If your EN runs out fully while you're on the ground, you'll still be able to enter Boost Mode since it doesn't require EN, but you won't be able to perform any action that costs EN until it has at least partially recharged. EN recharges fastest while you're on the ground, and it pays to be generally aware of how much you have left at any given time; if you're running low, it's always better to halt EN-consuming actions and let it quickly recharge rather than fully depleting it all. Running out of EN while you're airborne will cause you to start descending, and although it will start to recharge while you're still in the air, both the delay before it begins recharging and the rate at which it does so are slower than when you're on the ground.

In a lot of ways, your improvement as an AC pilot will stem from how efficiently you manage your EN in combat. You can maximize your total EN and minimize your EN output by carefully customizing your AC's generator in the Assembly (see P.34 for more on this), but the vast majority of good EN management will come down to how you pilot your AC. ▶B

VERTICALITY

As previously mentioned, exploiting your AC's vertical mobility is extremely important—many missions require you to scale tall structures, cross expansive divides or explore underground facilities. Outside of navigation, shifting to aerial combat and making full use of verticality can give you an overwhelming tactical advantage in many combat scenarios.

You'll quickly notice how difficult it can be to hit enemies that are soaring above you, so securing the high ground is always a good strategy. Attacking enemies while above them not only makes it easier to keep track of their movements, but weapons with a large blast radius, such as grenade launchers or plasma rifles, become noticeably more potent when fired from this vantage point. Even if the shot initially misses the mark, enemies will often get caught in the explosion caused by it hitting the ground near them.

EN management comes into play once again, however, as staying airborne will be a continuous drain on your reserves, especially if you Quick Boost in the air. Take note of the environment you find yourself in and look for elevated surfaces that you can perch on and continue fighting from while your EN resupplies. Vantage points will rarely be far away, as the combat zones you engage in are designed to reward you for thinking tactically and being aware of your surroundings. ▶C

VERTICAL CATAPULTS

Environments that emphasize vertical traversal often feature Vertical Catapults placed near sheer cliffs or other structures that would otherwise be challenging to scale. As their name implies, these small launch pads can be used to catapult your AC in a straight vertical trajectory at high velocity without draining your EN. To perform a Vertical Launch, simply step on the flat platform delineated by orange lights and press Ⓐ/⊗. Despite being primarily designed to assist with traversal, you can also use nearby Vertical Catapults to quickly gain air superiority over your opponents when fighting.

Keep an eye out for Vertical Catapults to help you rapidly gain a lot of altitude and reach objectives.

B ▶
Keep in mind that your EN only drains while you're actively ascending, so if you use it in short bursts, you can greatly prolong the amount of time you can spend in the air, allowing you to cross gaps that you otherwise wouldn't be able to.

C ▶
An aerial approach can often give you the offensive and defensive edge in battle.

D ▶
Performing well-timed Quick Boosts is often the best defensive tactic for evading high-velocity projectiles. Just remember to keep an eye on your EN; if you run out, you won't be able to Quick Boost until it recharges.

QUICK BOOSTS

Quick Boosts are fast horizontal dashes ideal for evading incoming attacks or quickly closing in on vulnerable enemies. Quick Boosts can be initiated in any direction along the X-axis, even when airborne, but the efficacy of the boost you perform is determined by several of your AC parts, primarily your booster and leg units.

Some leg types, for example those that are reverse-jointed, can perform Quick Boosts that cover larger distances thanks to their spring-like design. Conversely, the heavier tank or tetrapod legs can't cover as much ground with a single Quick Boost. The booster installed on your AC determines how far and how fast it travels, how much EN it consumes, and even the reload time between Quick Boost activations. Pay close attention to your booster's specs in the Assembly if you feel like you're not able to Quick Boost effectively. ▶D

JUMPING OUT OF HARM'S WAY

While Quick Boosts are generally your best option for avoiding damage, some attacks with a wide, horizontal area of effect or large blast radius are almost guaranteed to hit you if you try to evade them with a Quick Boost. When facing attacks that feel impossible to dodge from the ground, try jumping and boosting upward instead. Jumping itself doesn't cost any EN, but remember that how high your AC can jump is primarily influenced by the jump height spec on your assembly's leg units.

Jumping over attacks can be just as viable as a Quick Boost in certain situations.

A

Double Trigger builds can make some of the best use of aggressive Assault Boosting since it allows you to close in on targets extremely quickly while firing to take full advantage of the additional impact.

B
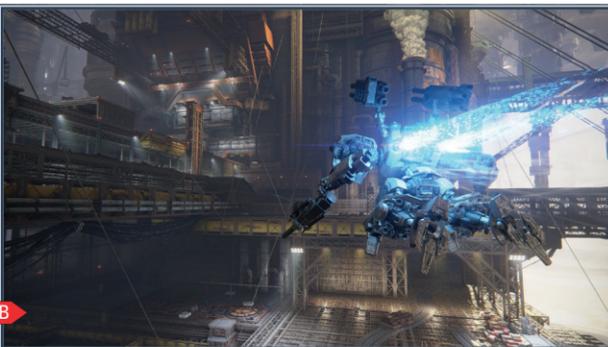
Moving the Right Stick during an Assault Boost allows you to adjust your trajectory. Flicking the Left Stick back will cause your AC to stop boosting.

ASSAULT BOOSTS

The Assault Boost is a unique dash mechanic that can easily be overlooked as just a way to rapidly traverse empty stretches of terrain or bypass enemies and reach objectives. However, it truly shines when used in combat, allowing you to rush toward targets at high speed while overwhelming them with attacks.

During an Assault Boost, it's possible to open fire with weapons installed on arm and back units, with the increased velocity of your AC adding extra impact to the

shots of weapons held in its hands. Using Assault Boost aggressively in this manner allows you to quickly stagger opponents and set them up for massive damage. Just keep in mind that weapons with stronger recoil, such as bazookas or laser cannons, will interrupt your Assault Boost when fired and won't deal extra impact.

As an added bonus, your AC also takes significantly reduced impact from attacks when performing an Assault Boost, reducing the risk of getting staggered as you close the gap. Hits that connect will still deal full AP damage, but it's possible to perform left or right evasive boosts without breaking your stride by tilting the Left Stick in the desired direction. Juking during an Assault Boost consumes some EN, but is an indispensable tool for avoiding powerful attacks while rushing directly at enemies. ▶A-B

BOOST KICKS

Unlocked via OS tuning, Boost Kick is a powerful melee strike you can perform by pressing in the Left Stick during an Assault Boost, and is useful for throwing opponents off balance after closing the gap. While a Boost Kick can deal enough damage to destroy weaker targets, the main strength of this maneuver is the high level of ACS Strain it inflicts. Going for a Boost Kick is a high-risk, high-reward tactic, as rushing directly into melee range can put you in a vulnerable position. However, using Boost Kicks when enemies are wide open can completely change how you approach combat, allowing you to press your advantage by following up with other close-range weapons after the kick connects.

Equipping different leg types influences both the animation and range of your Boost Kicks.

LEG TYPES & MOBILITY

Legs are the AC parts with the most dramatic influence on mobility. There are four different types of leg units, each with their own movement style, and learning which leg type is best for your desired playstyle is vital; you won't fully appreciate the impact each type can have on your tactical possibilities until you experiment with them. Here we'll provide a quick overview of each type's strengths:

- **Bipedal** legs are the "default" leg type. They're well-rounded and come in a large variety of models that can support everything from lightweight to heavyweight assemblies. They function as you might anticipate, and can be seen as the most reliable leg type, having no particular strengths or weaknesses.

- **Reverse Joint** legs are designed to maximize jumping capabilities. These spring-like legs enable ACs to hop over greater distances during Quick Boosts and have the highest jump height of any leg type, making them ideal for quickly shifting into aerial combat at no EN cost. They suffer from low attitude stability, however, so pilots favoring reverse-jointed legs will need to put this additional mobility to good use to avoid getting staggered.

- **Tetrapod** legs are built to maximize the amount of time you spend airborne. While less nimble on the ground than other leg types, tapping the jump button again while in the air will activate hover mode, allowing you to maintain the current altitude until you run out of EN. You can sustain an aerial position with these legs for far longer than any other type, especially when paired with a generator with a high EN capacity. Tetrapod legs can also support enough load to outfit your AC with heavier weaponry, letting you become a flying mobile fortress; a key advantage of hover mode is that you won't need to stop moving to absorb the recoil normally associated with firing heavier weapons or unleashing charge attacks.

- **Tank** legs excel at ground-based warfare, trading aerial mobility for the highest available defense and load limit. While all other leg types are compatible with the full range of booster parts, tank legs come with their own internal boosters that can't be swapped out. To offset this drawback, the high stability of tank legs makes it possible to fire heavy weaponry with lots of recoil, like laser cannons, while moving at full speed on the ground. Tank legs can also perform drifts after a Quick Boost, which more advanced pilots can use to outmaneuver targets and make themselves more difficult to hit. Although limited to only three models, each of the tank legs have distinct pros and cons; one of them might have an extremely high boost speed, for example, while another might feature an aerodynamic design, making aerial combat feasible while still benefiting from some of the other advantages inherent to tank legs.

BOOSTERS

As EN plays a crucial role in determining how mobile your AC can be, carefully considering which booster to install is extremely important. Boosters have a significant influence on your overall boost movement and upward thrust potential, as well as EN consumption when ascending and performing maneuvers like Quick Boosts and Assault Boosts. Depending on your playstyle and overall assembly, being able to Quick Boost or Assault Boost with greater frequency can be more important than how quickly your AC moves when boosting around the battlefield. It's also important to pay attention to the QB reload ideal weight spec when choosing boosters; if the total weight of your assembly rises above this value, you will incur a progressively more severe penalty to Quick Boost reload time based on how far above this ideal weight your current total weight is. ▶C

C

Boosters also influence how much EN is consumed and how far your AC can thrust forward to chase the locked-on target after initiating a melee attack.

ENGAGING IN COMBAT

Combat in Armored Core VI isn't strictly a point-and-shoot affair; often being multifaceted, it can require you to consider many factors, even before a fight actually begins. Here we'll go over some of the key concepts involved.

FIRING WEAPONS

AC assemblies offer a total of four weapon slots: R-Arm, L-Arm, R-Back, and L-Back. Each weapon installed on your AC has a dedicated input on your controller and can either be fired independently or in a combined fashion to overwhelm the opposition with a simultaneous barrage of attacks. This signature ability of ACs to fire up to four weapons at once is a key differentiating factor compared to most other action games and requires a bit of practice to fully master.

When fighting enemies, take a moment to ask yourself if you're making optimal use of all the weapons at your disposal instead of primarily attacking with only a fraction of your destructive potential. For example, weapons like back-mounted missile launchers can be used to build up strain on the enemy's ACS while you simultaneously fire with a pair of machine guns held in both hands. Some heavy-duty ordinance can't be fired in tandem with other weapons, however, so it's essential to keep these factors in mind when assembling your AC and piloting it in combat. ▶A
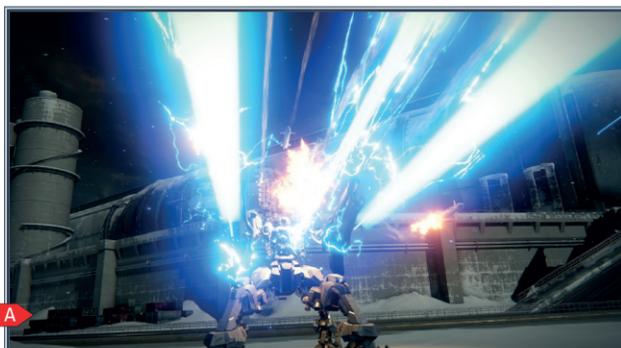
It can take some time to get accustomed to firing all four weapons while also moving around and aiming, but reaching the point where that becomes second nature is a goal well worth working toward.

RELOAD TYPES

Another important element to consider when engaging in combat is the current reload status of each weapon, which you can track using the four curved gauges that surround the bottom half of your reticle. Each weapon class is assigned one of the following three reload types, which influences how they should be managed in battle:

Single Shot

This straightforward reload type occurs automatically after firing a single shot and is generally associated with powerful explosive weapons like bazookas or missile launchers.

Magazine

Many kinetic weapons use magazines that must be reloaded when empty. The reloading process happens automatically whenever a magazine runs dry, but you also have the option to manually reload at any time by pressing Ⓨ/△ + the corresponding weapon input. Always make sure weapon magazines are reloaded between skirmishes, and do your best to reload before an enemy staggers to maximize your damage output.

Overheat

Some weapons generate heat with each shot and will overheat once their heat tolerance is exceeded, becoming unable to fire until it finishes cooling down. Pay attention to the red bar that fills up on the corresponding weapon gauge and stop firing before it reaches the top to allow the weapon to gradually cool down instead of overheating. The amount of heat generated per shot varies by weapon, with stronger charge attacks or melee weapons often overheating in a single shot.

SCANNING YOUR SURROUNDINGS

Every head part is equipped with a scanner that you can activate by pressing ⇩. Scanning will cause a pulse to expand outward in front of your AC, highlighting any enemies and part containers along its path for a short duration. The scan penetrates through solid objects, so it's extremely useful for locating enemies hiding behind obstacles or those that use camera jamming technology to become invisible. Enemies highlighted by your scanner can be locked on to without a direct line of sight, making it possible to ambush them or keep track of their position at all times. While scanning doesn't consume any EN, keep in mind that there's a short cooldown period before you can scan again. ▶B-C

FIGHTING WITH ATTITUDE

When combating larger and more imposing enemies like heavy MTs or bosses, your primary goal should be to stagger them by overloading their Attitude Control System (ACS). This is accomplished by applying strain to the enemy's ACS system by landing attacks on them, and every weapon in the game applies different amounts of strain; this value is shown via the weapon's impact and accumulative impact specs.

Impact is how much ACS strain your weapon causes immediately, but unless you hit the enemy again shortly afterward, the strain will start to wear off and you'll see their ACS gauge start to lower. Accumulative impact works similarly, but compared to Impact, will persist for a longer period, maintaining ACS Strain on an opponent for a few seconds longer, rather than depleting almost immediately. Impact values are typically higher than Accumulative Impact values, allowing you to quickly overload an AC if you can land enough successive hits in a short window of time, but if the enemy retreats, it will also recover all of that strain quickly. A good Accumulative Impact stat gives you more breathing room because you won't lose as much progress towards overloading your target if they happen to evade some of your shots, or if you need to go on the defensive for a bit.

This system is not just limited to the enemies you face—all of these same rules apply to the AC you operate as well. Like your EN gauge, you should always try to remain aware of how much strain is currently being applied to your ACS by keeping an eye on the yellow bar directly above your EN, and a big part of that is becoming familiar with how much impact different enemy attacks have. Getting staggered by either a boss or near a group of enemies can often be fatal, so if you see that the amount of strain you've accrued is starting to reach dangerous levels, don't be afraid to disengage and seek cover until the levels decline to a safer point. ▶D

CAPITALIZING ON STAGGERS

While an enemy is staggered immediately following an ACS Overload, you'll have a brief window within which your next attacks can gain the benefits of an additional damage modifier: these are called direct hits. Every weapon has its own direct hit adjustment spec, and the higher that value, the greater the damage modifier will be when using it on a staggered enemy. Weapons with high attack power and high direct hit adjustment specs will deal immense damage to staggered enemies. It can often help to have a well-rounded set of weaponry; utilize weapons with high impact stats to strain the enemy's ACS, and then have weapons with high attack power and direct hit adjustment reloaded and ready to fire once they're staggered. ▶E-F

Installing different head parts can modify the range and duration of your scanner.

Scanning through walls or obstacles can detect enemies and part containers, though it won't reveal data logs.

1	Total remaining accrued ACS strain
2	ACS strain from normal impact recovering at the normal rate
3	ACS strain from accumulative strain recovering at a slower rate
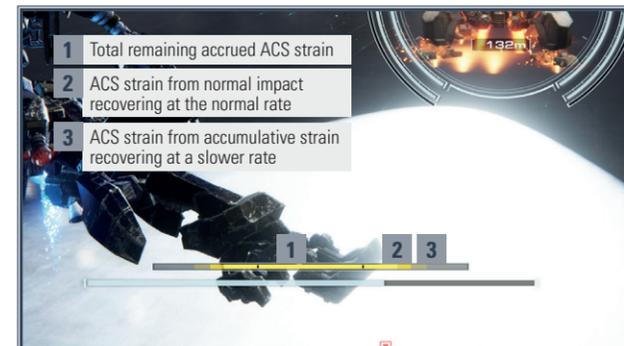
Always try to have your weapons ready to take advantage of the situation as soon as the enemy becomes staggered.

REPAIR KITS

Repair kits can be a literal lifesaver on the battlefield. If you're taking significant AP damage, pressing ⇧ will instantly restore 4,000 AP by default, and up to 6,000 AP after unlocking OS upgrades. There's a small cooldown period after using a repair kit, so don't expect to use them in rapid succession if you're in a scenario where you're taking heavy damage. You're only supplied with three repair kits at a time on any given mission, so it's best to only use them once you've lost more AP than they can restore, and you should always aim to keep some if you know there's a tough encounter coming up. However, the supply sherpas that you encounter during some missions will also resupply your repair kits, allowing you to be a bit more liberal with their usage in those missions. Similarly, if your AC is destroyed all of your repair kits will be restored when you resume from a checkpoint or the start of a mission, regardless of how many you had at the time of death.

SUPPLY SHERPAS

Supply sherpas are remotely deployed support units that restore your AP and fully restock your resources when accessed, including repair kits, ammo, and core expansion uses. You won't encounter supply sherpas in every mission, but they generally appear before a challenging boss fight during lengthier sorties. You'll occasionally receive a message from your handler letting you know that you can summon a sherpa nearby, but in most instances, you'll need to look out for the hexagonal resupply icon to let you know that one is available. ▶F

Supply sherpas are a one-time-use unit, so it's best to deplete your resources as much as possible by taking out any nearby enemies before resupplying. There's rarely more than a single sherpa in the missions that offer them and there's no penalty for resupplying, so we recommend taking advantage of these helpful support units whenever they appear.

You'll be incredibly vulnerable if your ACS gets Overloaded during a battle.
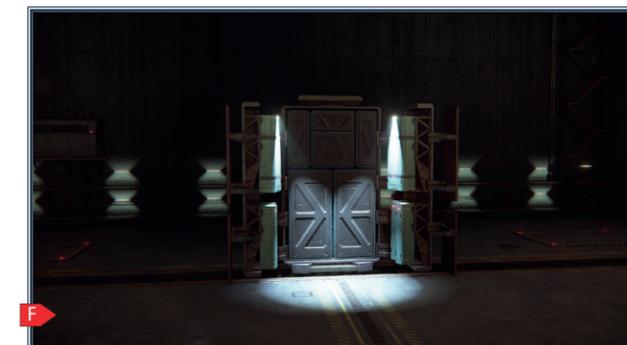
There's no reason to ever pass up the chance to use a supply sherpa when one appears during a mission.

FCS PARTS AND COMBAT RANGE

Your FCS part is responsible for altering the target tracking performance of your weapons at specific ranges, along with how quickly your missiles lock on to their target. If you feel like you're struggling to consistently hit moving targets with your weapons, it's likely a result of having the wrong FCS equipped for the range you're fighting at relative to the enemy.

Each FCS has its own set of assist specs that focuses on different effective weapon ranges: close-range (within 130 meters), medium-range (between 130-260 meters), and long-range (beyond 260 meters). These assist specs determine how accurately the crosshairs on your reticle automatically track the enemy that you have in your sights at any of those ranges.

Close-range breakpoint.

Mid-range breakpoint.

Practical long-range breakpoint, and rough maximum lock-on range.

If your currently equipped FCS has a low mid-range assist, for example, you'll have a harder time landing shots against mobile targets when fighting at that range. In addition to target tracking assist specs, each FCS also has missile lock correction and multi-lock correction specs, which determine how quickly your missiles lock on to single enemies or multiple opponents. Whether you're intent on fighting at the same range regardless of the scenario, or you're trying to adapt your playstyle to the unique challenges that each mission presents, picking the right FCS to complement your choice of weaponry is of utmost importance.

Ricochet is a mechanic that can cause kinetic or energy rounds to bounce off the target's armor, losing all but a fraction of their attack power and impact. The range at which this can happen is determined by a combination of the target's defensive specs and the ideal range and effective range specs of the attacker's weapons. Remember that you're essentially wasting ammo whenever ricocheting occurs, so identifying the ranges at which your weapons lose their potency against different types of enemies is key to improving your damage output. On the other hand, learning the ranges at which you're safe against specific attacks based on your current defensive specs can allow you to greatly minimize the damage taken.

An energy shot bouncing off your AC; note the "ricochet" notification above your AP gauge.

ACQUIRING TARGETS

The targeting reticle is one of the primary means through which you'll know when or if you should fire on an enemy, and even has the power to govern how you'll move in an encounter. Like many systems in the game, it presents you with a wealth of information that you need to quickly process in the heat of combat; familiarizing yourself with exactly what it's showing and how you can manipulate it on the fly is yet another aspect of combat that you'll need to get to grips with on your journey as a mercenary. Here we'll cover some of the key aspects of these interlinked systems, and in the case of Target Assist, reasons for why you may or may not want to use it depending on the circumstances at hand. ▶ A
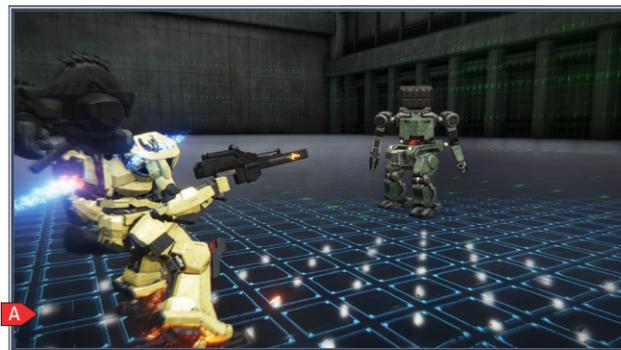
Lock-on: Once you move within 450m of an enemy, your main reticle will snap to and automatically lock onto the enemy closest to the center of the screen, at which point it will also track them if they move. If you have any missiles equipped, you'll also start to see the missile lock indicator start to fill above the targeting crosshairs in the center of your reticle. The targeting crosshairs will still be white at that range, meaning that while the main reticle will automatically follow any enemy movements, any non-homing shots you fire will not receive the benefit of any automated target tracking to assist in hitting moving targets. You'll also hear a small audio cue when you first lock onto an enemy.

Target Tracking: If you move within 390m of an enemy, your targeting crosshairs will turn red, letting you know that target tracking is active and locked onto the enemy. Now when you fire your weapons, those shots will benefit from the predictive fire capabilities of your FCS, ensuring that they compensate for enemy movements, greatly increasing the odds of shots connecting. The strength of that target tracking is based on the close/medium/long range assist specs of your FCS and the firearm specialization spec of your arms.

TARGET ASSIST

Target Assist is another layer of the reticle that you can toggle on or off by pressing in the Right Stick (in the Gameplay settings menu you can also choose whether or not it persists after you destroy your current target). It can be an extremely strong tool to make use of in certain situations. When Target Assist is active, your reticle and camera will remain focused on your target without you having to manually adjust the camera. Instead of your normal lateral movement, with Target Assist active any movement along the horizontal plane will cause you to strafe around the target so that you can keep them in your sights while still dodging and firing.

It's important to note, however, that while Target Assist will help keep an enemy in your sights, using it comes at the cost of reduced target tracking strength. Part of your journey as a pilot should be to improve your ability to manually track targets with the camera, and then gradually reduce your reliance on Target Assist to increase the amount of time your target tracking systems are at full strength, helping ensure your shots always find their mark. The following are a few key pros and cons regarding Target Assist to help judge when you may or may not want to activate it. ▶ B

» Makes it easy to focus all of your attention on a single target while keeping it in the center of the screen, removing the need to manually rotate the camera when fighting. Very useful when fighting against agile targets that boost all over the place, and a must if you're having difficulty manually tracking targets.

» Your AC always faces the target when Target Assist is active. Because your movement becomes relative to the target, Target Assist can allow you to strafe boost around an opponent and perform complex maneuvers like jumping over it without losing lock on at any point.

» You can still switch targets by moving the Right Stick even when Target Assist is engaged, allowing you to switch to a priority target or pick up new threats and have them instantly be your focus.

» Very helpful in one-on-one duels against tougher opponents like bosses since it makes it much easier to observe their behavior and learn how they telegraph attacks. Your Quick Boosts being relative to the enemy can also make it easier to avoid certain attacks, like vertical slashes or high-velocity sniper shots aimed directly at you. ▶ C

» Being focused on a single target makes it more likely you'll lose track of what's happening during encounters involving groups of multiple enemies. Although you can switch targets while Target Assist is active, it's easier and quicker to do so with it disabled.

» You have a much greater degree of control over your AC's movements when Target Assist is disabled, since your AC won't automatically move relative to the target's current position. This means that you don't have to fly directly at an enemy during an Assault Boost; you can still fire at it as long as it remains visible and within FCS lock-on range. The enemy could be at the very edge of your screen and your FCS would still lock on to it without the need to engage Target Assist, giving you maximum control of your movement during encounters.

» There's a penalty to target tracking when Target Assist is active, making your shots less likely to land against moving targets. The more you grow accustomed to manually tracking targets, the easier you'll find it to hit those highly evasive enemies that can prove troublesome when you're newer to the game and having Target Assist do some of the work for you. ▶ D

Target Assist can help to land Boost Kicks, since your AC will rush directly at the target instead of flying in the direction in which the camera is currently pointing.

Target Assist can also work against you, causing you to focus on a single part of a large enemy and obscuring your vision. This would be a good time to disengage Target Assist.

Your locked target can be changed during Target Assist using the Right Stick. Redirecting your focus can prove beneficial if you need to juggle multiple targets, or switch to one of higher priority.

ATTACK INDICATORS

Whenever an enemy fires at you, regardless of how potentially dangerous that attack is, you'll get an attack indicator somewhere around your reticle. The exact positioning of the indicator will let you know the direction in which that attack originates, allowing you to quickly locate threats and neutralize them. Depending on the type of attack, the indicator itself can be different, with weaker attacks giving a smaller, orange-colored indicator, and dangerous attacks giving a large red one. The most dangerous of attacks (typically attacks from weapons such as bazookas, grenades, or charged lasers) are further highlighted by your AC's systems using a distinctive audio cue, along with an extra visual attack indicator in the shape of a square that's positioned around the weapon that's preparing to fire at you.

Don't take attacks with audio cues lightly—they're typically the ones that are likely to take off large chunks of your AP, or deal large amounts of strain to your ACS if they hit you. Evading or using a shield to block these attacks should be your highest priority during any engagement, and any failure to do so will rapidly take you toward the mission fail screen. That said, the timing of when you should evade each of those attacks after you receive your warning varies wildly depending on both distance and weapon type. Charged linear rifle or laser rifle shots hit extremely quickly,

while grenades and bazooka shells tend to travel slower, and if you use a Quick Boost as soon as you hear the audio cue against such an attack, you'll likely be hit before you can boost again.

Not all major threats are accompanied by an attack indicator, however—melee attacks can be executed with no warning, so be especially careful if you're within range of such attacks. Only by learning what each enemy is capable of will you be able to evade their most dangerous attacks with the proper timing. ▶A

Various strengths of Attack Indicators can appear at once, including the red square on an enemy artillery's cannon barrel signifying an especially dangerous attack.

Remain undetected until you enter lock-on range…

…then hit the enemy with a surprise attack to deal bonus impact with your opening shot.

Many kinetic weapons rely on ammo magazines and need to be reloaded once empty, causing a short pause in damage output when this happens during combat.

SURPRISE ATTACKS

The open nature of many environments often presents opportunities to get the drop on enemies and initiate combat with a powerful surprise attack. If you manage to move into lock-on range without being detected by an enemy, it will be marked as "unaware" on your HUD. The first attack that connects against an unaware target will deal bonus impact, so take the time to line up your highest impact weapon to take full advantage of the bonus. Getting a head start on straining an enemy's ACS is a major advantage at the beginning of a fight, so flanking around opponents and hitting them with a surprise attack is a tactic you should employ whenever possible. ▶B-C

WEAPONS AND DAMAGE TYPES

Weaponry in Armored Core VI is categorized into three main damage types: kinetic, energy, and explosive. Each damage type has its own properties, and the defensive performance of your AC against each type is determined by the combined defensive specs of its frame parts. In addition to a large selection of ranged weapon classes, you will also have access to specialized melee weapons that can only be equipped in an AC's L-Arm unit, and defensive pulse shields that can only be equipped in an L-Back slot. Many weapons can also perform charge attacks by holding the input, increasing your build's versatility by giving you multiple ways to deal damage with a single weapon.

KINETIC

Kinetic weapons inflict physical damage using bullet-like rounds or blunt force. They're often most powerful at close or medium range and offer a balanced mix of attack power and impact. They generally fire much faster than the other weapons, both in terms of number of rounds and projectile velocity, making them reliable and easy-to-use. On average, kinetic weapons also have the highest direct hit adjustment of all the weapon types, allowing them to quickly output a lot of damage once the target is staggered. Kinetic weapons are less likely than energy weapons to be effective at long range (with linear rifles being the major exception), and their rounds are prone to ricocheting unless you're fighting within the weapon's ideal range. ▶D

ENERGY

As their name denotes, these weapons utilize energy beams to inflict damage. They typically fire slower, but have more range, maximizing attack power at the cost of lower impact. Many can also be charged to concentrate their firepower and unleash an even more devastating attack. This focus on raw damage output means that energy weapons excel at reducing a target's AP with each shot, but their low impact and direct hit adjustment specs makes them less effective at building up strain and dealing damage to staggered enemies. Energy weapons are further divided into multiple "sub-categories," each with different properties:

- **Laser** weapons fire standard blue beams that travel in a straight trajectory. Many of the melee weapons also use this same laser technology to emit blue energy beams.
- **Plasma** weapons fire purple beams that behave similarly, but upon colliding with a target or the environment, they create a plasma explosion with a medium-sized blast radius. This explosion deals multiple ticks of damage to enemies caught within it.
- **Pulse** weapons fire green orb-shaped projectiles and are specifically designed to break down pulse armor or shielding. Your default HI-32: BU-TT/A pulse blade also relies on this technology to disrupt barriers.

Rather than needing to be reloaded like kinetic weapons, energy weapons are managed through an overheating system. Firing them builds up heat, and if they're used too frequently in quick succession, they'll overheat and need to go through a lengthy cooldown period before they can be used again. To avoid that scenario, keep an eye on the gauges around your reticle as they'll let you know how hot your energy weapons are getting, and be sure to stop firing them before they overheat. ▶E

EXPLOSIVE

Like kinetic weapons, explosive weapons also fire physical projectiles, but employ significantly larger ammunition such as missiles, grenades or shells, that contain varying sizes of explosive payload. They have the highest attack power and impact values of all weapons, but they're heavy, have a slow rate of fire, and often feature high recoil that requires most ACs to come to a stop and brace themselves before firing while on the ground, leaving you briefly vulnerable. Their slow rate of fire also makes them a fairly high risk option, because most attack windows are only large enough to get a single shot off, so the resulting damage loss if you miss that shot is huge.

If you can master their weakness and take advantage of their strengths, however, explosive weapons can be excellent for dealing huge amounts of damage while an enemy is staggered. The large area that some of these weapons impact across also makes them ideal for taking out groups of weaker enemies in a single shot, or for catching mobile enemies when firing down on them from above. In addition, explosive weapons lose none of their effectiveness at longer ranges. Missiles may lose targeting eventually and explode prematurely, and grenades and shells may miss, but any explosive that connects will deal full damage, no matter how far away the target is. Like energy weapons, they tend to have "sub-categories," but they can be generally classified in two ways:

- **Missiles** generally fire multiple smaller projectiles with homing properties. If you have missiles with multi-lock capabilities equipped, you can hold the corresponding weapon input while locked on to a single target to split the payload and hit multiple targets in a single volley.
- **Bazookas** and **grenades** fire a single, high-velocity explosive, often causing a large explosion once it makes contact with either an enemy or the terrain, dealing splash damage to everything in the vicinity. Due to their high recoil, you'll often have to sacrifice mobility in order to utilize the full power of bazookas and grenade cannons. ▶F

CORAL WARFARE

As you progress, you will begin encountering enemy attacks and AC parts that inflict Coral-based damage. This fourth damage type is unique in the sense that it ignores all defensive specs, allowing it to deal its full attack power against any target. Coral attacks can be easily identified by their distinct crimson color, so do your best to avoid getting hit when fighting foes who have access to this type of advanced weaponry.

MELEE WEAPONS

Melee weapons are a unique class of weapons that specialize in delivering extremely high attack power and impact, but can only be equipped in the L-Arm unit and require you to get up close and personal with your target to land a hit. Your introduction to them in the prologue teaches you that melee weapons can also break the physical shields found on some MTs, and likewise, have high PA interference specs like the pulse energy weapons, making them ideal at breaking down pulse barriers and shielding.

Almost all melee weapons overheat after a single use, and many exhibit substantial cooldown times before they can be used again. Except for the explosive thrower, none of the melee weapons use ammo, which makes them ideal for conserving the ammo of other weapons and keeping costs low during missions. Depending on the weapon, initiating a melee attack when locked on to a target may automatically activate your boosters and cause your AC to rush toward the enemy in an attempt to close the gap. Both the range of this short dash and the EN it consumes are influenced by the booster part outfitted on your AC.

All melee weapons feature a unique charge attack that can drastically alter their functionality, such as the laser blade performing circular spinning slashes with a massive area of effect instead of its standard horizontal slash. Many of them can also perform combo strings if you repeatedly press the input—you can find out exactly how many times each weapon can attack by looking at their consecutive hits spec. While melee weapons are risky to use, their high attack power and direct hit adjustment make them the absolute best weapons for taking advantage of an enemy's ACS overload window. ▶G

PULSE SHIELDS

Pulse shields are another specialized weapon type, and can only be equipped in the L-Back slot. Upon deploying them, they'll mitigate the damage and impact of incoming attacks within a 180-degree radius in front of you. Their damage mitigation and impact dampening specs correlate to the percentage of each attack's damage that they'll reduce: a shield with 63 damage mitigation spec will reduce incoming damage by 63%, for example. Shields also have an "initial guard" mechanic that functions similar to a parry. This offers different—usually much higher—reduction values, which can be found under the IG damage mitigation and IG impact dampening specs.

The Initial Guard window is the brief period immediately following deployment of the shield—the amount of time it's active is shown in the IG duration spec and varies from shield to shield. As an example, if a shield has an IG duration spec of 0.2, you'll have 0.2 seconds of Initial Guard when deploying it. Shields build up heat whenever you deploy them (shown via the Dply. Heat Build-Up spec); doing so in quick succession either when trying to Initial Guard attacks or just deploying it after movement will put them on cooldown before you can use them again.
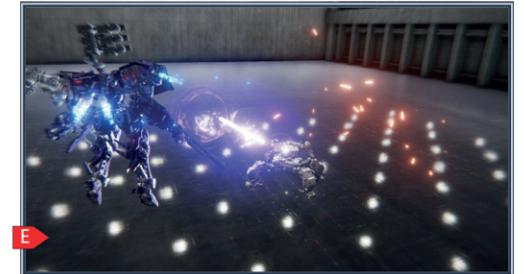
While powerful, energy weapons require a high EN load to equip, making your choice of generator even more important when focusing on this damage type.

Explosive weapons are the most effective weapon type for building up accumulative strain on an opponent's ACS, making them ideal for staggering opponents during protracted encounters against tougher enemies.
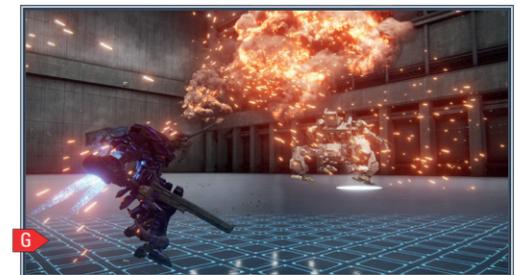
The expansive roster of unique melee weapons perfectly exemplifies Armored Core VI's emphasis on aggression, risk-taking and playstyle diversity.

Some shields are better suited to being deployed for longer periods to mitigate some amount of incoming damage and impact, while others can almost entirely nullify attacks with an Initial Guard if deployed at the right timing.

While your shield may absorb much of the incoming impact, it's still possible for you to be staggered with it deployed. If that happens, your shield will immediately go on cooldown, regardless of how much deployment time it had remaining. When using shields you'll need to be especially mindful of enemies using pulse and melee weapons, as they'll be able to break your shield easily. ▶H

[PART 5] CONSTRUCTING YOUR AC

Due to the highly customizable nature of ACs, putting one together with your own selection of parts, and then changing their design for your own personal look is a major component in making your experience in the game feel unique. You can choose your weapons, head, core, arms, legs, booster, FCS, generator, and core expansion slots to truly fine-tune your experience, and every piece will have a significant impact on your AC's specs and how it controls. All of the parts you collect can then be equipped in the Assembly, and in this section we'll cover the most important unit specs before going over some of the customization options to help get everything looking exactly how you want.

PARTS SHOP

The Parts Shop is where you'll purchase the bulk of your equipment throughout the game. Here, you can trade your hard-earned COAM for new parts, and if you end up changing your mind, trade those parts back to the shop for the same amount of COAM that you spent on them. The Parts Shop typically acquires new stock at the beginning of each chapter, but that's not always the case, especially once you get to NG+ cycles.

FRESH STOCK

It doesn't hurt to check often, but the in-game notification system will also alert you when new parts are available. You'll see a small icon next to the Parts Shop option whenever there are parts that you haven't examined, making it difficult to miss out when new merchandise becomes available.

A

Buying a new weapon.

BUYING PARTS

New stock in the Parts Shop can consist of anything from weapons to frame parts, so it's always worth checking in case something catches your eye—it might be exactly what your AC needs. If you're curious about a weapon or part before buying it, you can press Ⓧ/☐ on the selected part to play a short video that showcases its basic function. Make sure to watch these to the end, because many weapons have multiple functions and they'll be shown one after the other.

Many weapons in the game can be equipped to both arm or back units, but if you want to equip the same weapon to a pair of units, you'll have to buy it individually for each slot. Additionally, if you acquire a weapon from a parts container, you'll

only be given either the L or R version of it; the opposite side's version will appear for purchase in the Parts Shop after the mission. ▶ A

SELLING PARTS

All of your equipment can be sold back at market value, making buying equipment a very safe investment. If you want to try out a weapon, or a new pair of legs, but they end up not being what you were hoping for, you can sell it back and recoup 100% of the cost to buy something else. Experimentation is encouraged, since you won't be punished for doing so by losing your hard-earned COAM. Keep in mind, however, you only have access to the parts you currently own when using the Assembly during a mission, so building up a large selection of parts will give you more options to get through a difficult section if your current build is struggling. ▶ B

B

Selling that same weapon.

ASSEMBLY

After your first mission as a licensed mercenary, you'll be able to access the Assembly from the AC Design menu in the garage. While your initial AC gives you a little taste of some of the potential options, you'll need to experiment with the weapons and parts the game gives you to start formulating a build. For example, you don't

always need a melee weapon, and swapping your melee weapon for another gun may be the best option in some scenarios. How weapons synergize with one another is a major factor in how effective your offense can be, and while having two of the same weapon in your arm or back slots is a reliable way to gain some quick synergy, there are countless effective combinations to discover.

ASSEMBLY

WEAPONS
01 R-ARM UNIT
02 L-ARM UNIT
03 R-BACK UNIT
04 L-BACK UNIT

FRAME PARTS
05 HEAD
06 CORE
07 ARMS
08 LEGS

INNER PARTS
09 BOOSTER
10 FCS
11 GENERATOR
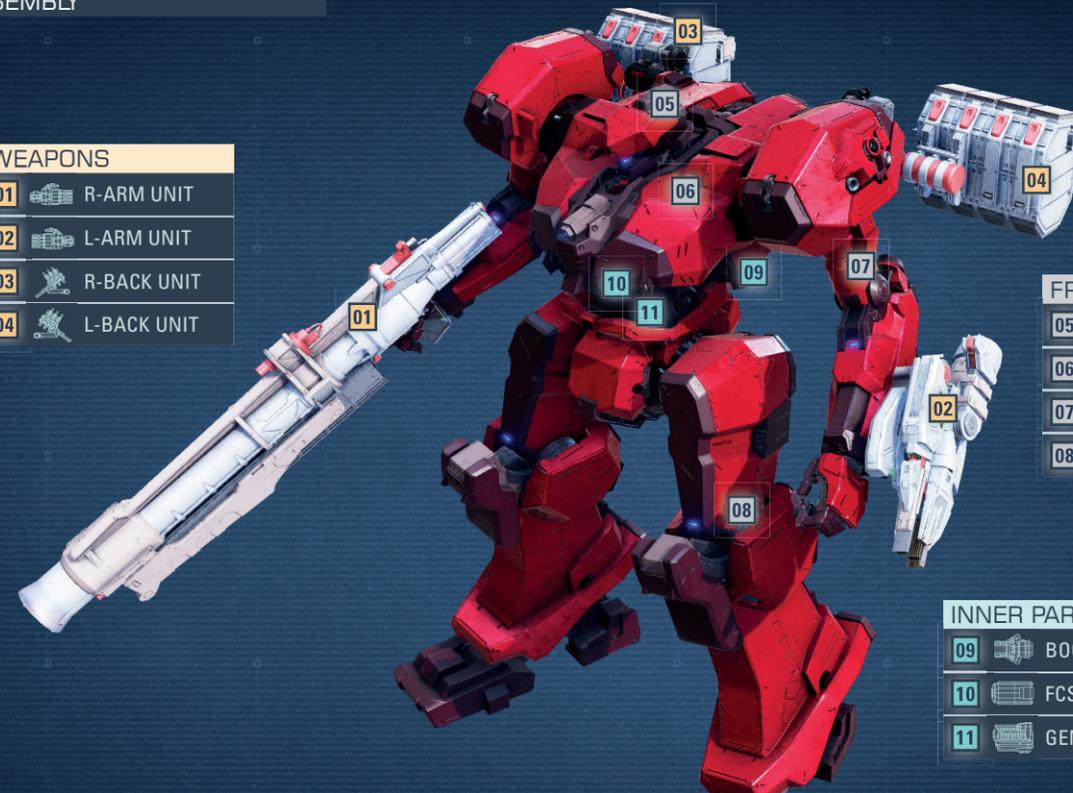
SWAPPING PARTS

The Assembly is where you'll choose from the various parts you own and put together your own personal AC build. The parts available to you in the Assembly are acquired from either Hunter Class rewards, parts containers, training missions or from buying them in the Parts Shop. If you fail a mission, you'll be able to directly access the Assembly without having to go back to the garage, allowing you to adjust your build before making another attempt; take some time to familiarize yourself with the Assembly, because you'll likely be spending a lot of time there.

Upon first entering the Assembly you'll be shown an overview of your current AC and what's equipped in each slot. Selecting any of those parts slots will take you to a new menu that allows you to cycle through each available part for that slot, or you can use the LB/L1 and RB/R1 to move between slots. Just like in the Parts Shop, you'll be able to preview weapons and leg parts by pressing Ⓧ/☐ when a part is highlighted in the Assembly. ▶ C-D

ASSEMBLY

Weapon previews save you both time and COAM by making sure you bring the right weapon for the mission ahead.

C

D

Selecting and swapping out new parts in the Assembly.

EXPANSIONS

Core Expansions can only be purchased using OST Chips that are obtained by defeating opponents in the Arena. Each Expansion, such as Terminal Armor or Assault Armor, must first be unlocked in the OS Tuning menu, and then equipped in the Assembly to be available for use in a mission.

IMPORTANT SPECS

When examining a part in the Assembly (or the Parts Shop) you'll only see some of its basic specs, but pressing ⓨ/△ will bring up an extensive list of more detailed specs. Many of these are unique to each specific part, and all of them can heavily impact how the part will work within your build. This section will cover the most universally important specs, and ones whose effects are most immediately impactful.

CONTEXTUAL HELP

Pressing the View Button / Touchpad while in many of the game's menus will bring up the Help menu, in which you can select an option called "Contextual Help." Selecting this allows you to cycle through many of the terms within the menu and get an additional explanation for them in game.

▌ **AP** AP is a stat shared across all "frame" (head, core, arms, and legs) parts, but skewed more heavily towards the cores and legs. This is your "health" stat for the game and generally signifies how sturdy your AC is. Heavier frame parts typically have higher AP than their lighter counterparts.

▌ **Attitude Stability and ACS** Attitude Stability is somewhat similar to the poise system found in other FromSoftware titles: the higher this value is, the more impact strain your AC can take before the Attitude Control System (ACS) is overloaded and you become staggered. Your overall Attitude Stability is determined by the individual values found on your head, core, and legs.

▌ **Weight & Load** Every part in the game has a specific weight, the combined total of which is known as your Current Load. In addition, leg parts have a spec called "Load Limit," the value of which determines the maximum weight allowed for any AC that equips them. If your total load exceeds your maximum allowed load, you'll become overburdened and won't be able to deploy on missions without special OS Tuning. A red icon next to the Current Load meter and a large red banner in front of the image of your AC will clearly let you know you're overburdened, and that meter will also give you a rough idea of how much weight you need to shave off your build to get it into fighting shape. Tetrapod and Tank legs offer the highest load limits, with reverse joint legs offering the lowest. Adding more total load to your AC, even if you don't exceed the load limit, will lower your boost speed. ▶ A

ARMS LOAD LIMIT

Similar to legs, arms also have their own unique load limit spec, but rather than governing the total allowed weight of your AC, your Arms Load Limit is the total combined weight allowed for the weapons equipped to your arms.

▌ **EN Load and EN Output** Like weight, each part also has its own EN Load that contributes to your Total EN Load. This value is shown in proportion to your total EN Output in the meter below

Your Current Load, represented by the white bar. If your Current Load passes the arrow, the bar will become red, and you will be overburdened.

Current EN Load functions identically to the Current Load bar.

the one for your weight in your AC Specs. Your EN Output is almost entirely determined by your generator and core, with the generator supplying your EN Capacity and core the adjustment values that are multiplied against it to provide your overall total. If you're struggling with EN management, those are the parts that you should initially pay the most attention to if you want to stick with the other parts in your build.

If your EN Load is greater than your EN Output, your AC will be in EN Shortfall and unable to deploy, and—unlike with weight—there's no OS Tuning that can be used to bypass this. As lowering your weight allows you to boost faster, so too are there benefits to having a lower EN Load compared to your EN Capacity. Any residual EN is put towards improving your EN recovery speed, so it can be worth installing a generator with higher capacity than you need to deploy so that you can use EN-consuming actions more frequently. ▶ B

As mentioned in the Gameplay & Combat section, putting together the "right" AC for you can be somewhat of a puzzle, so don't be discouraged if you keep hitting limitations or your specs seem low. Compromises will have to be made somewhere, and having to make concessions may lead to you discovering a play style you wouldn't have considered otherwise.
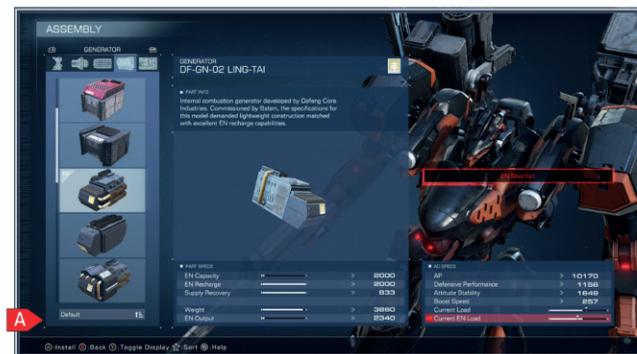
OS TUNING

Build choices are not strictly limited to deciding which parts to equip—there's another method that can improve your AC's general abilities or give it a few powerful and highly specialized features. By defeating opponents in the Arena, you'll earn OST Chips, and these can be used in the OS Tuning menu to augment your AC in various ways, all of which we'll cover in this section. If you're not happy with your OS Tuning, or need to re-allocate them to better suit a mission, you can refund all of your OST Chips in the OS Tuning menu by pressing ⓨ/△. This will cost you a small amount of COAM, and the more OST Chips you have invested in OS Tuning, the more expensive the reset will be.

SYSTEM UNLOCKS

OS Tuning can unlock several advanced features for your AC's systems, called System Unlocks, and among these you'll find options for both general and highly specialized playstyles. Boost Kick gives you access to a high-damage and high-impact gap-closing ability, which must be performed during an Assault Boost. Similarly, if you're using a speedy AC, or just want an easier time keeping enemies in your crosshairs, the ability to Quick Turn by tilting the left stick in the desired direction in conjunction with a Quick Boost might be what you're looking for.

For slightly more niche builds, the Weapon Bay ability enables you to equip arm weapons into your back slots and swap them on the fly. Activating this ability does lock you out of traditional back slot weapons, but opens up new avenues of build diversity if you prefer the functionality of arm weapons. Along these same lines, Weight Control lets you deploy an AC that's Overburdened, and grants the ability to manually purge weapons from your AC to lighten your load during missions. With this active, you can begin missions with a slow AC and a full heavy arsenal, and then gradually purge weapons as you consume ammo, increasing your movement speed and allowing for a different playstyle.

Also for advanced use is the Manual Aim system, which allows you to take full control of the targeting reticle rather than making use of your AC's auto-targeting systems. If you're confident in your aiming abilities, or just want an easier time singling out specific targets that you want to hit, enabling this functionality might be beneficial. ▶ C-D

Boost Kick is so universally useful that it should almost be considered mandatory for any AC build.

A pile bunker stored in a weapon bay on the left shoulder of an AC.
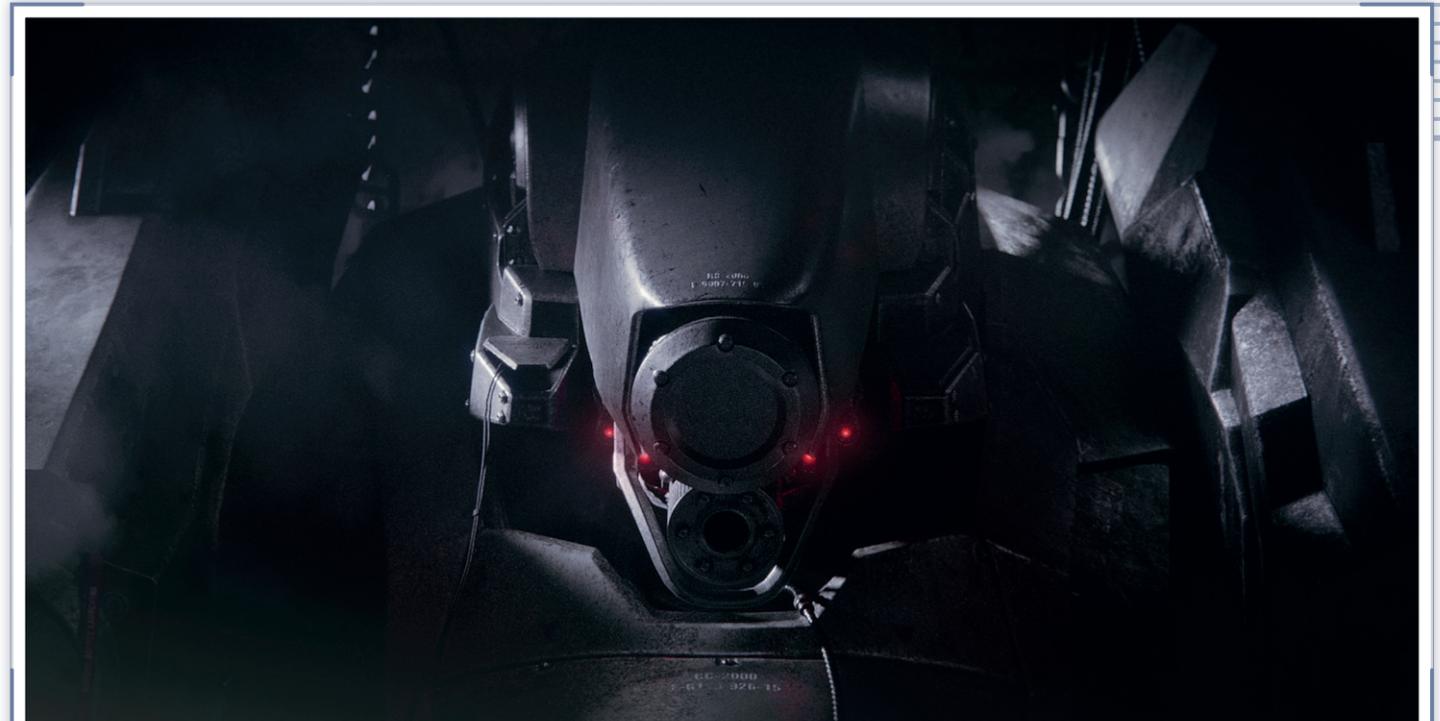
CORE EXPANSIONS

If you've been putting together your AC using parts acquired through traditional means, you may have noticed the glaring empty Expansion slot at the bottom of your parts overview. Core Expansions must be unlocked using OST Chips and then equipped to your AC in the Assembly. Expansions provide you with situationally strong, limited-use abilities that can benefit you either offensively, defensively, or sometimes in both ways at once.

Most Core Expansions can be triggered manually by clicking the Left Stick/Ⓛ③ and pressing Ⓨ/△. Terminal Armor is the sole exception here, since it activates automatically. It's also possible to increase the number of available Core Expansion activations (charges) you have by investing more OST Chips into them, with Terminal Armor again being the outlier because it only has one possible charge. If you have multiple charges and you use a Core Expansion, it will enter a cooldown period before it can be used again. Here is a brief overview of each available Core Expansion:

▌ **Assault Armor** expels a pulse explosion from your AC, deflecting incoming fire and dealing high damage and impact in a moderate radius around your AC. This is an offensively oriented Core Expansion and deals more damage the closer you are to your target. ▶A

▌ **Pulse Protection** drops a temporary pulse shield on the battleground in a fixed position, acting as portable cover for your AC. This spherical shield absorbs 4000 points worth of damage, whether that damage is coming from outside or within the sphere, and it lasts for 25 seconds (before dissipating if that damage threshold hasn't been reached). Enemies can freely enter this sphere without taking any damage, so you can't hide behind it indefinitely, and should instead maneuver around it to keep it between you and your target, because while it will block their shots, yours can pass straight through it. ▶B

▌ **Pulse Armor** is similar to Pulse Protection, but instead of deploying the barrier in a fixed location in the field, it creates a smaller barrier around your AC that stays with you. The barrier itself is not quite as strong—it can only absorb up to 3300 AP worth of damage, and lasts for 10 seconds—but the fact that it stays with you allows you to use it more offensively for Assault Boosting through dangerous attacks to retaliate with close-range strikes of your own. ▶C

▌ **Terminal Armor** functions exactly like Pulse Armor, but instead of being manually activated, it passively activates once your AC's AP is entirely depleted, saving you from being destroyed. The barrier it creates only lasts for 2 seconds, but the 20000 AP damage threshold it offers is unlikely to be breached during that time, making you practically invincible while you recover. This is a "set it and forget it" type of Core Expansion, and a solid defensive option to pick if you either don't want or are struggling to implement the more active expansions into your gameplay. ▶D

ATTACK AND DAMAGE CONTROL

The final options within OS Tuning are the Attack and Damage Control systems. Within these menus you'll be able to unlock incremental increases (usually up to a maximum of 15%) to various damage types and to your overall defense. These tweaks allow you to specialize in and maximize the effectiveness of the specific types of weapons that you use most frequently, and can make your AC significantly more durable. You can also increase the potency of your Repair Kits by up to an additional 2000 AP; since you're likely to be using them often, this is another solid choice to invest your OST Chips into. Access Speed increases the speed at which you can access objects, such as opening doors, essentially halving that time at its highest level. Unless you need those extra few seconds to save some time when you're going for an S Rank, it should be considered a lower priority. ▶E

Using Assault Armor to engulf an enemy AC.
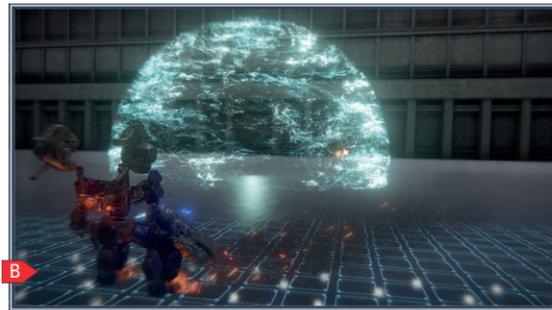
Pulse Protection being used to separate you and enemy ACs.
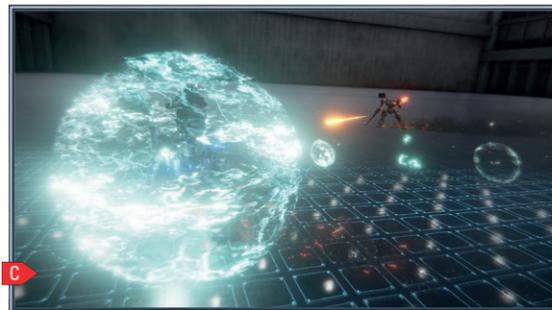
Pulse Armor blocking incoming fire.
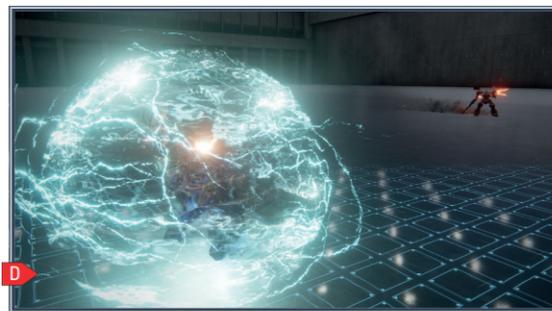
Terminal Armor activating upon receiving fatal damage.

Attack and Damage Control options in the OS Tuning.

COSMETIC CUSTOMIZATION

In addition to outfitting your AC with parts that determine its overall performance, Armored Core VI also offers an extensive suite of visual customization options accessible via the AC Design menu. There you can select from a range of preset color schemes and emblems, or create your own entirely original designs to conquer the battlefield in style.

PAINT

You can customize your AC's paint job by changing the color of the entire frame all at once, or by choosing a custom color for each individual part, including arm and back units. Each part can be painted with preset color sets and patterns, or you can individually paint the "main," "sub," "support," "optional," "other" and "device" portions of each individual part of your AC. In addition, you can change its reflectiveness and luster, giving you immense control over the look of your mech. Finally, you can also pick the kind of weathering your AC displays, regardless of combat damage, all of which give you near-endless customization options. ▶F-J

You can use the "Custom Decals" option in the Decal menu to adjust the position of an emblem on each part of your frame.

DECALS

Much like with a paint job, you can choose a preset from a collection of decals that are acquired as you proceed through the game, each of which can be equipped to any of your frame parts in the "Decals" menu. If you're feeling particularly creative, however, you can create your own custom emblem from the "Image Editor" menu. This custom editor provides you with a 41x41 square grid to insert either a number or basic, preset image to build your own emblem from. This is much less limiting than it may first appear; even though you're given a 41x41 square grid to work in, your emblem is *not* limited to 41x41 pixels—these are merely gridlines to help guide you. You're also given 23 pages worth of preset "pieces" to choose from, and you can freely alter their dimensions and colors and stack up to 128 layers on top of one another, meaning you're really only limited by your imagination. Once you have an emblem you're happy with, save it, and apply it to your AC in the "Decals" menu. ▶K

The Paint menu offers editable color palettes for each individual frame part and weapon.

It's quick and easy to apply a paint job to your entire AC using either the existing color set or one you've put together yourself.
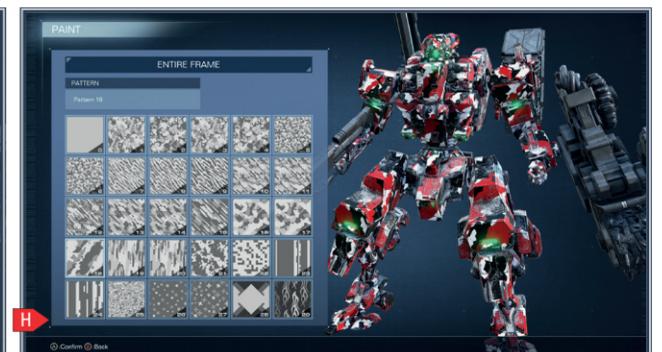
Like paint jobs, patterns can be applied to your entire AC, or on a part-by-part basis.

And just like paint jobs, patterns can be applied to each weapon individually to give each one a signature look.
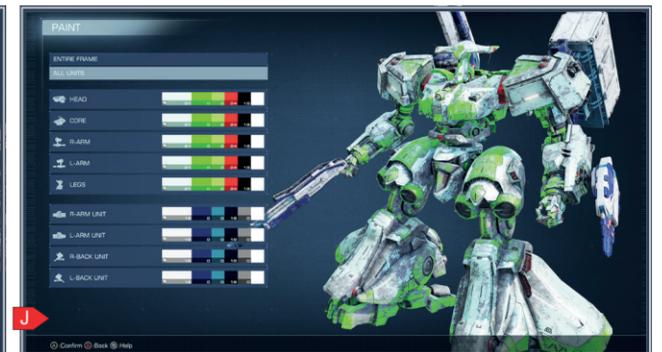
Another example of a vastly different build and paint job.

SAVING AC DATA

Once you've settled on a build you like, or found one that's proved particularly useful, you won't have to abandon it if you want to experiment with new designs. Instead, you can save it in the "AC Data" section of the "AC Design" menu. In this menu, you can save and load up to 40 designs in four different accounts, giving you access to a total of 160 ACs to choose from. These saved ACs even carry across saves, so if you were to start an entirely new game, your AC designs would still be accessible in AC Data.

If you save a design and then sell the parts that it's comprised of, there will be a red "!" warning next to the AC, signifying that parts are missing from your Assembly. If you try to load an old design that's missing parts, it will give you the option to buy the parts from the shop, as long as you have the COAM available.

The "Preset" tab of the AC Data menu is reserved for the ACs of other pilots you'll meet across Rubicon. You can obtain their data by defeating their ACs in the Arena, which will then unlock the option to load their data in the Preset tab and use their AC for yourself. Unlike rebuilding an old AC of your own design, the red "!" warning on a Preset denotes more than just parts you've sold. These ACs might include parts you haven't even acquired at all yet, such as those acquired as rewards for later Hunter Class rankings, or from parts containers in missions. In this case, the "Load" option will be grayed out, and unselectable. ▶A-B

A — Preset ACs that you can unlock through the Arena.

B — If you sell off a lot of parts, you might find that a number of your saved builds become unusable without spending large sums of COAM.

PART 6: MISSION GUIDE

Welcome to the Mission Guide. This section will walk you through the early missions of the game's first chapter. Each mission is covered with a point-by-point walkthrough that follows a specific route, which we've highlighted on the accompanying maps. Any Armored Cores or Bosses you'll encounter in these missions are also covered here, with full strategies and detailed breakdowns of their potential attacks. Below we'll explain the format a little to make sure it's all as clear as possible.

MISSION LIST	
[00] [Prologue] Illegal Entry	P.40
[01-A] Destroy Artillery Installations	P.44
[01-B] Grid 135 Cleanup	P.46
[02-A] Destroy the Transport Helicopters	P.48
[02-B] Destroy the Tester AC	P.51
[03-A] Attack the Dam Complex	P.52
[03-B] Destroy the Weaponized Mining Ship	P.56
[04] Operation Wallclimber	P.60

BOSS LIST	
HC HELICOPTER	P.43
STRIDER	P.59
JUGGERNAUT	P.64

01 Introduction
This text provides a summary of the mission and introduces you to its major features and threats.

02 Mission Objectives
These are the key objectives that will change as you proceed through the mission. When the objective changes, you'll see the new objective listed before the relevant point in the mission's text.

03 Mission Info
Here you'll find the mission's key details, such as the name of the combat zone, the amount of COAM awarded and anything that is unlocked upon completion.

04 Enemy Data
This table shows the details of each enemy type you'll encounter in the mission. The colored dot to the left indicates which type they will appear as on the maps.

05 Assembly
Here we provide a recommended build that should be affordable at the current point in the game, and will help to make certain threats in the mission easier to handle.

MAP LEGEND

01	Text Point	○	Start Point
A	Position Point	+	Supply Sherpa
TGT	Main Target		Vertical Catapult
	Data Log	—	Combat Zone

ENEMIES

○ Weak Enemy	◆ Medium Sniper
○ Medium Enemy	◆ Strong Sniper
○ Strong Enemy	◆ Artillery Sniper
○ Artillery	
○ AC	

COMBAT LOG MODIFIERS

◆ Enemy icons can be modified to indicate that they carry combat logs. The example shown here is a Strong Enemy Sniper with a silver combat log.

[00] [PROLOGUE] ILLEGAL ENTRY

> "'Raven.' That's your new name here on Rubicon."
> —Handler Walter

Having made your way to the surface of Rubicon, your first mission is to assume the identity of a fallen pilot—this lets you register as a mercenary and accept contracts from the planet's active factions. You'll spend the introductory section learning the basic controls and getting a feel for piloting your AC, and must then head to the contaminated city to find your new license. You can approach the potential locations in any order you like; however, there are numerous enemies patrolling the city that will engage you on sight. You don't have to destroy any enemies other than in the mission's final encounter, but it's worth familiarizing yourself with the game's combat by engaging targets along the way.

The basic enemies here provide a sample of what combat will be like moving forward. However, this mission's boss, an AH12: HC HELICOPTER, will pose a challenge to new players. Keep in mind that it's best to avoid being overly reliant on your missile launcher to dispatch light MTs while exploring the city, or you'll run the risk of depleting its ammo reserves before the final encounter; your pulse blade has no ammunition constraints, so using it whenever possible is a good ammo-saving option.

MISSION OBJECTIVES

Reach the Catapult

Obtain a Mercenary License

Destroy the PCA Heavy Combat Helicopter

MISSION INFO

Combat Zone	Southern Belius—Grid 135/Contaminated City
Client	Handler Walter
Reward	170,000
Max Bonus Pay	—
Completion Unlocks	Sortie Menu, AC Design Menu, and Beginner Training 1: Basic Controls
Combat Logs	—
Data Logs	4
Part Containers	—

ENEMY DATA

	No.	AP	AS	Bonus Pay
MT-T-026 Guard Mechs (Rifle)	26	102	121	—
CD-E-086 Aerial Defense Drones (Mini Gatling Gun)	22	40	—	—
MT-E-104 BAWS Bipedal MTs (Machine Gun)	26	470	364	—
MT-E-104 BAWS Bipedal MTs (Dual Machine Guns)	4	470	364	—
MT-E-104 BAWS Bipedal MTs (Machine Gun & Shield)	4	470	364	—
MT-E-104 BAWS Bipedal MTs (Missile Launcher)	8	470	364	—
AH12: HC HELICOPTER	1	23875	2400	—

ASSEMBLY

You're provided with only a base AC for this mission, and its capabilities are average, both defensively and offensively. Your RF-024 TURNER is a solid mid-range weapon that can dispatch most enemies in this mission with just a few shots, but if you come across a group, the multi-lock capabilities of the BML-G1/P20MLT-04 will serve you better. Nothing in your current equipment can match the pure power of your pulse blade, however, and taking some time early in the mission to get used to the ranges at which it can hit enemies will make things much easier for you toward the end.

01	R-ARM UNIT | ASSAULT RIFLE **RF-024 TURNER**	ALAM
02	L-ARM UNIT | PULSE BLADE **HI-32: BU-TT/A**	KIKAWA
03	R-BACK UNIT | MISSILE LAUNCHER **BML-G1/P20MLT-04**	
04	L-BACK UNIT | — **—**	
05	HEAD | — **HC-2000 FINDER EYE**	RaD
06	CORE | — **CC-2000 ORBITER**	RaD
07	ARMS | — **AC-2000 TOOL ARM**	RaD
08	LEGS | BIPEDAL **2C-2000 CRAWLER**	RaD
09	BOOSTER | — **BST-G1/P10**	
10	FCS | — **FCS-G1/P01**	
11	GENERATOR | — **AG-J-098 JOSO**	AWS

Reach the Catapult

01 You'll begin inside the facility into which you unceremoniously crashed, and since it's far away from your intended landing zone, you'll need to make your way out and get back on target. At the far end of the room you're in, you'll need to ascend up a series of ledges to reach the maintenance tunnel that leads to the next section of the facility. ▶ A

02 Once you reach this location you'll have an excellent vantage point from which to survey the large room ahead of you, where a number of hostile units await. The enemies should be unaware of your presence at this point (you'll notice an "Unaware" indicator above them when you target them), and that means your first shot will deal additional impact, putting greater ACS strain on that enemy than hits during regular combat would, and giving you a head-start toward staggering them. Directly below you is a group of four patrolling enemies, and from this vantage point you can use your missiles to multi-lock and destroy them with a single barrage. Drop down and push further into the room once the initial group has been dealt with, and then use your assault rifle to quickly dispatch the two light MTs once they're within range. ▶ B

A number of tutorials will pop up throughout this mission, and since this game has a lot of unique controls and systems, it's worth paying attention to all of them.

Using the environment to your advantage can make encounters significantly easier, so always survey new areas before initiating combat.

Continue along the left-hand side of the tracks until you're within range of the next enemy group and once again use your assault rifle while boosting toward the container they're standing near. While engaging those enemies, a light MT located near the door you need to access will likely spot you and begin firing missiles; either use Quick Boosts to evade them, or take cover behind the container if you're close enough. Wait for an opening, then Assault Boost toward it and finish it off with a pulse blade slash. Now that the area is clear, access the door and proceed to **Position A**, where you'll find a catapult that you can use to reach the city below.

You can go to the objective locations in any order you like, but since the one near **Position B** is closest, that's the most obvious choice.

It can be difficult to spot the enemies among the debris, so make sure to use your scan to pinpoint their locations.

As you approach this area, a PCA Subject Guard heavy combat helicopter will swoop in and begin raining down heavy missiles on the RLF light MTs stationed near the next objective. You can't damage it yet and the blasts from its missiles pack quite a punch, so keep your distance until it flies away.

CHECKPOINTS

When you land after using the catapult, you'll trigger your first checkpoint, which is where you'll restart from if you're destroyed or otherwise fail the mission. Restarting from a checkpoint fully resupplies all of your ammunition and repair kits, and once you've unlocked the Assembly, you'll be able to access it from the mission fail screen and adjust your loadout.

OBJECTIVES
Obtain a Mercenary License

03 ◆ A short distance ahead of your landing point you'll see a group of light MTs; these, along with all future enemies, have a lot more AP than the ones you've encountered previously. Use this group to familiarize yourself with how many shots it takes to destroy them with each of your weapons so that you don't waste any ammunition when you face them again later in this mission.

Stop at the top of the cliff just beyond those enemies—from here you can see the ruined city below as well as the three wrecks that Walter marks as worth investigating for a potential license. There are no enemies outside of the city walls, and it's possible to avoid a lot of those within the city by skirting around the boundary of the combat zone. You won't benefit from taking out additional enemies, and since there's a difficult encounter at the end of the mission, it's best to conserve your missile ammunition. ▶ A

04 ◆ Drop down from the cliffs and start heading toward the opening in the city wall at **Position B**, and then use your scan to reveal the location of the two light MTs guarding the wreck you need to access. These enemies are carrying shields, so

hitting them with your weapons can be quite difficult. Thankfully, it's possible to remain undetected and get quite close to them by entering the city this way, allowing you to rapidly close the remaining distance with an Assault Boost and dispatch them with pulse blade combos. Once they're defeated, access the wreckage at the objective location to get the license. It's expired, however, so you'll need to investigate the next wreck. ▶ B

05 ◆ Instead of heading directly toward the next objective, follow the city wall from here and when you reach the opening, use the wall and the destroyed highway in the area for cover while you take out any enemies that may have survived the attack from the HC Helicopter. The license you obtain from scanning this wreck doesn't meet your requirements either, so you'll need to check the final location. ▶ C

06 ◆ You need to move through the city to reach the next wreck, so it won't be easy to avoid combat. Since this wreck is quite heavily guarded, a cautious approach is prudent. A downed chopper has created a hole in the wall at **Position C**, and if you pass through it, you can weave between the walls and buildings to arrive relatively unscathed at another hole in a wall at **Position D**. From there, you have

a clear line of sight over the enemies surrounding the wreck and can use a combination of multi-lock missiles and assault rifle fire to dispatch them, while using the wall and nearby building for cover. Once the area is clear, boost over and access the final wreck. ▶ D

07 ◆ After retrieving the first three license codes and finding none of them suitable, Walter discovers one final wreck and marks its location for you. However, a group of enemies guard the area just in front of the catapult you need to use to reach the wreck. If you stay low while approaching this point, you can cut across behind them and use the catapult without engaging in combat.

08 ◆ Shortly after you retrieve the license from the wreck, the AH12: HC HELICOPTER encountered earlier will come flying in to engage you. This means it's a good idea to accustom yourself with the layout of this area before accessing the wreck, because and you'll want to know where all of the potential cover is located. Once you're prepared, access the final wreck and get into position to fight the boss.

Investigate objects that stand out in the environment during missions, like this downed transport helicopter. They can often point you toward useful traversal routes or even hidden parts or collectibles.

AH12
HC HELICOPTER

The AH12: HC HELICOPTER is equipped with very powerful munitions that it can use frequently—depending on your positioning, this can make evading its attacks quite difficult. There are buildings scattered around the arena that can provide useful cover, but you can never hide for long as the AH12: HC HELICOPTER will often reposition itself. Try to only take cover against a single incoming attack, and then move to a different position. If you lose track of the boss due to your proximity to a building, remember that you can use your scan to highlight it.

BASIC SPECS

AP	23875
Attitude Stability	2400
Anti-Kinetic Defense	1218
Anti-Energy Defense	700
Anti-Explosive Defense	1136
Shock Resistance	0%
Shock Limit	500
Incendiary Resistance	0%
ACS Anomaly Limit	500

OBJECTIVE
Destroy the PCA Heavy Combat Helicopter

The AH12: HC HELICOPTER approaches the arena from **Position E**. As soon as you've accessed the final wreck, move in that direction so that you can get underneath it straight away; this boss is most dangerous at medium- to long-range, so staying close as much as possible will improve your odds of success. You can start damaging the boss before its AP gauge appears on your HUD—use this time to land as many hits as possible, especially from your pulse blade since it deals far more damage and impact than anything else in your current arsenal. If this initial strike goes well, you can take off a large portion of its AP gauge before the boss even becomes a threat.

Staggering the HC HELICOPTER should be your primary goal, in order to capitalize on the additional damage from direct hits. Whenever possible, Assault

Boost toward it while firing, and then use your pulse blade once you're within range to inflict as much ACS strain as possible. Pay close attention to the boss's ACS gauge while doing this, to ensure that your pulse blade is available for use the instant it staggers. With good timing and positioning you can land a pulse blade combo the instant it staggers, and then get a second one in just before it recovers for a huge chunk of damage. Keep up the pressure by constantly Assault Boosting toward the boss while firing whenever it repositions. Be sure to listen out for attack indicators warning you of incoming heavy missiles, so you know when to seek cover or take to the air to avoid the ensuing blasts. As soon as you bring the chopper down, the mission will be complete. ▶ E

Staying underneath the HC HELICOPTER will allow you to avoid many of its attacks, while also placing you in a good position from which to retaliate.

AH12 HC HELICOPTER ATTACKS

HEAVY MISSILES ▼	MISSILE SALVO	GATLING GUNS
DESCRIPTION Head-on volley of high-impact missiles launched from underside missile pods. No homing capabilities, but large blast radius upon detonation.	**DESCRIPTION** Releases a high volume of low-impact missiles with high homing capability. Can either fire from one or both sides simultaneously.	**DESCRIPTION** Deals heavy AP damage at effective range and inflicts severe strain on your ACS. Can either fire from one or both sides simultaneously.
EVASION Take cover behind buildings or ascend and keep moving while airborne to avoid the blasts.	**EVASION** Quick Boost to either side of the salvo or boost into the air.	**EVASION** Quickly take cover behind a building or position yourself underneath the boss.

[01-A] DESTROY ARTILLERY INSTALLATIONS

"Show that interloper what makes the Liberation Front strong!"
—RLF Soldier

The Rubicon Liberation Front has positioned a number of artillery installations around the contaminated city that you ventured into in the previous mission. Balam Industries have hired you to destroy these installations, so that they can safely proceed with their efforts to survey the area for Coral. You'll encounter a high volume of enemies in this mission and each one, including the artillery, will award

bonus pay, making it potentially quite lucrative. It's possible to largely avoid the enemies that are spread throughout the city if you want a safe and quiet approach, but destroying those near the artillery will make things a bit easier.

It can be worth hunting down as many enemies as possible for bonus pay, but you may want to leave doing so until after you've destroyed most of the artillery installations, as this will reduce the amount of incoming fire you'll need to contend with. If this is your first mission after finishing the prologue, then completing it will unlock access to the Parts Shop in the Garage.

MISSION INFO

Combat Zone	Southern Belius—Contaminated City
Client	Balam Industry
Reward	100,000
Max Bonus Pay	106,800
Completion Unlocks	Parts Shop, Beginner Training 2: Combat Fundamentals (If completed before "Grid 135 Cleanup"), Loghunt Program (If completed after "Grid 135 Cleanup")
Combat Logs	—
Data Logs	—
Part Containers	—

MISSION OBJECTIVES
Destroy All Artillery Installations

ENEMY DATA

	No.	AP	AS	Bonus Pay
○ Shielded Artillery (Grenade Cannon)	7	470	—	2000
○ Shielded Artillery (Sniper Cannon)	2	437	—	2000
● MT-T-026 Guard Mechs (Rifle)	18	102	121	800
● CH-T-025 Attack Helicopters (Anti-Tank Gun)	15	28	—	800
● MT-E-104 BAWS Bipedal MTs (Machine Gun)	4	470	364	2400
● MT-E-104 BAWS Bipedal MTs (Dual Machine Guns)	9	470	364	2400
● MT-E-104 BAWS Bipedal MTs (Grenade Cannon)	7	470	364	2400
● MT-E-104 BAWS Bipedal MTs (Missile Launcher)	6	470	364	2400

ASSEMBLY

You're given the same base AC for this mission as you had in the prologue, and since you're already familiar with its offensive and defensive capabilities, you should feel right at home when you start this mission.

01	R-ARM UNIT | ASSAULT RIFLE RF-024 TURNER	BALAM
02	L-ARM UNIT | PULSE BLADE HI-32: BU-TT/A	ARQUEBUS
03	R-BACK UNIT | MISSILE LAUNCHER BML-G1/P20MLT-04	
04	L-BACK UNIT | —	
05	HEAD | — HC-2000 FINDER EYE	BAWS
06	CORE | — CC-2000 ORBITER	BAWS
07	ARMS | — AC-2000 TOOL ARM	BAWS
08	LEGS | BIPEDAL 2C-2000 CRAWLER	BAWS
09	BOOSTER | — BST-G1/P10	
10	FCS | — FCS-G1/P01	
11	GENERATOR | — AG-J-098 JOSO	BAWS

HIGHWAY THROUGH THE DANGER ZONE

The artillery installations now present in the city are incredibly dangerous and have extremely long range. Their firing angles are limited, however, so staying out of their line of sight will make things much easier. The recommended route through this mission has been planned with that in mind, and if followed, will prevent the artillery from ever being able to target you.

Although the light MTs on the road in front of the artillery can fire at you, you're outside of their effective range so their shots will deal negligible damage even if they hit you.

OBJECTIVES
Destroy All Artillery Installations

01 On your way here from the starting point, you'll encounter two groups of enemies; use the multi-lock on your missile launcher to dispatch the first group quickly. After progressing a bit further, Assault Boost toward the second group while using your assault rifle to destroy one enemy, before slashing the other with your pulse blade when you're close enough. Continuing through the opening in the wall—much like in the previous mission—will place you in the direct line of sight of two artillery emplacements. To avoid this, ascend over the corner of the wall and enter the debris field instead. ▶ A

Use your scanner while moving through the debris to reveal the locations of the enemies hidden within it. After defeating them, head to **Position A** and go through the opening in the debris to emerge behind the first set of artillery; they can't shoot you from here, so boost over and take out the enemies behind them. The artillery has a frontal layer of plating that makes hitting them from the front futile, so always attack them from behind. Once they're destroyed, finish off the other light MTs on the road in front of them.

02 The next set of artillery is almost directly opposite the ones you just destroyed, but heading straight toward them will place you in their sights. Instead, head back to the opening in the city wall

and flank around the outskirts until you reach **Position B**. From there, you can safely target all of the helicopters protecting the artillery. If you boost upwards, you can also get line of sight on the light MT on the rooftop next to them—destroy that before once again dismantling the artillery installations. ▶ B

MAXIMUM PAYOUT

The mission will end shortly after the final artillery installation is destroyed, so if you want to sweep the area for enemies to gain more bonus pay rewards, be sure to leave one intact until you're ready to complete the mission. Be careful when moving around the interior of the city, however, because even without the artillery, the numerous cannon-wielding light MTs can still pose a threat.

03 Given the danger of a direct approach on the next artillery, it's recommended to take a detour around the outskirts of the city instead. Continue around the wall until you reach **Position C**, and then ascend over it and take out the artillery directly on the rooftop ahead of you. You can use the base of the artillery installation and the rooftop you're on to block any incoming missiles from the MTs on the adjacent rooftops, and then pop out between their volleys to pick them off. After destroying everything within range, Assault Boost toward **Position D** and finish off the remaining enemies before taking out both of the artillery installations there. The immediate area should be relatively clear at this point, so you can either continue racking up bonus pay or head straight for the final artillery installation and destroy it to complete the mission. ▶ C

This second set of artillery could easily fire on you if you head directly for them; heading back out of the city and flanking around behind them lets you destroy them in relative safety.

Among these artillery installations are a pair of the especially lethal linear cannon variants that have significantly more range, fire much higher velocity shells and inflict more damage than regular artillery. This means that staying behind them is essential.

[01-B] GRID 135 CLEANUP

"You've got ID. Now you need a rep. Get their attention, 621."

—Handler Walter

The competition between Balam and Arquebus to control the survey efforts within the contaminated city has moved to one of the surrounding grids: Grid 135. Arquebus would have you enter the area and eliminate a squad of Dafeng light MTs, guard mechs, attack helicopters and quad drones. This is a straightforward job, taking place entirely within a single large room that contains all of your designated targets. The combat zone is broken up into three lengthy walkways separated by gaps in the floor; if you fall into these gaps and cannot boost back out, you'll take AP damage as you reappear on the walkways again, so be mindful of your footing and manage your EN carefully.

MISSION INFO

Combat Zone	Southern Belius — Grid 135
Client	Arquebus Corporation
Reward	68,000
Max Bonus Pay	—
Completion Unlocks	Parts Shop, Beginner Training 2: Combat Fundamentals (If completed before "Destroy Artillery Installations"), Loghunt Program (If completed after "Destroy Artillery Installations")
Combat Logs	—
Data Logs	—
Part Containers	—

MISSION OBJECTIVES

Annihilate the Dafeng MT Squad

ENEMY DATA

	No.	AP	AS	Bonus Pay
MT-T-026 Guard Mechs (Rifle)	6	102	121	—
CH-T-025 Attack Helicopters (Anti-Tank Gun)	13	28	—	—
CD-J-098 Quad Drones (Cluster Missile Launcher)	2	302	310	—
MT-E-104 BAWS Bipedal MTs (Machine Gun & Shield)	5	470	364	—
MT-E-104 BAWS Bipedal MTs (Missile Launcher)	3	470	364	—
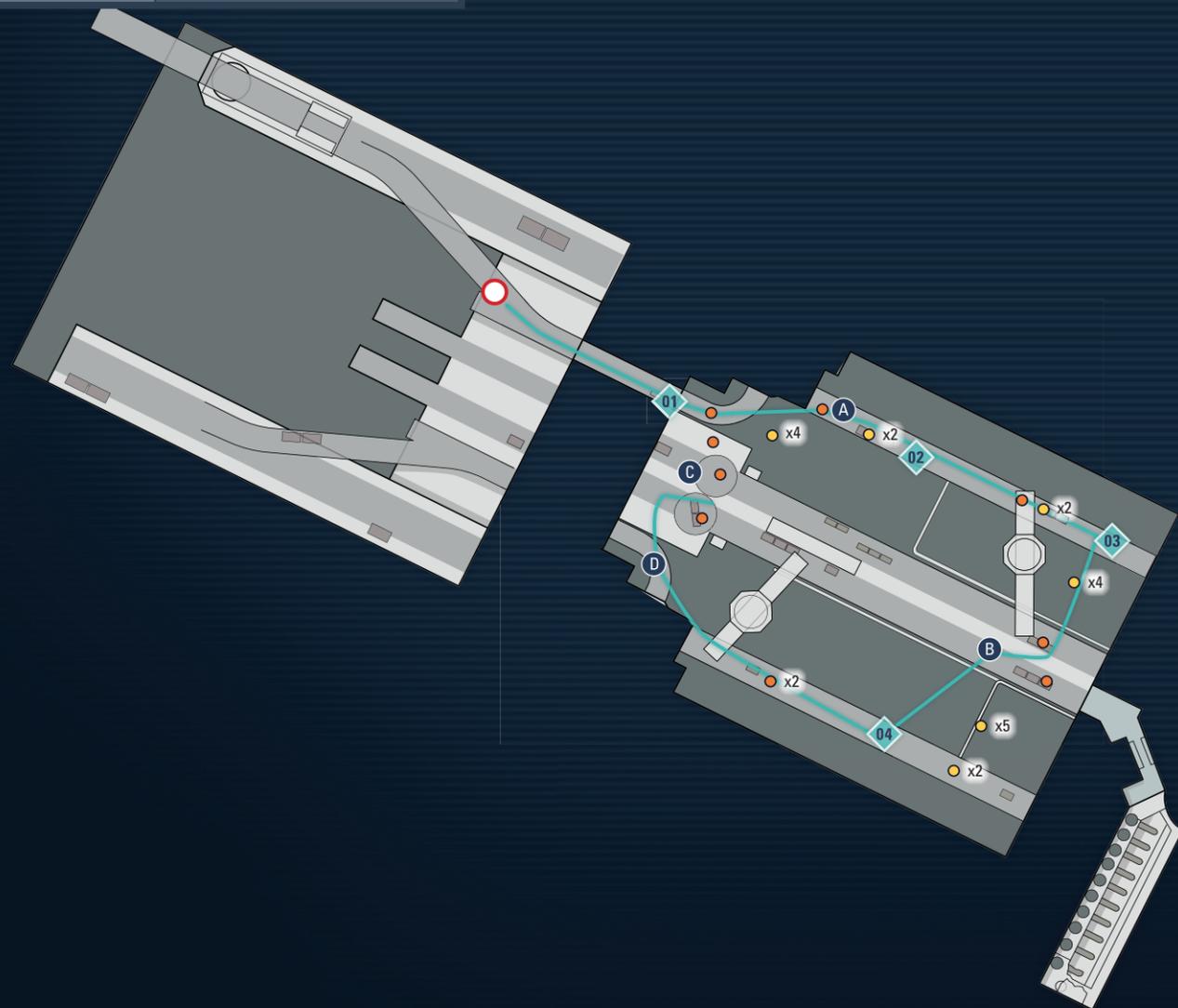
A You can safely take out the first group of helicopters from this doorway before they even know you're there.

B If you keep back from the edge of the tracks here, you'll be able to avoid most of the incoming missiles from the light MTs on the adjacent tracks.

ASSEMBLY

For this mission, you'll primarily be sticking with the same base AC you started with in the prologue. If you've already completed the "Destroy Artillery Installations" mission and have access to the Parts Shop, however, there's one additional unit that might serve you well in this mission: the L-Back version of the BML-G1/P20MLT-04 missile launcher. Given that you're forced to engage with a lot of enemies in this sortie, the extra firepower and ability to multi-lock onto more enemies will come in extremely handy.

01	R-ARM UNIT	ASSAULT RIFLE **RF-024 TURNER**	ALAM
02	L-ARM UNIT	PULSE BLADE **HI-32: BU-TT/A**	KIKAGAWA
03	R-BACK UNIT	MISSILE LAUNCHER **BML-G1/P20MLT-04**	
04	L-BACK UNIT	— **—**	
05	HEAD	— **HC-2000 FINDER EYE**	BaD
06	CORE	— **CC-2000 ORBITER**	BaD
07	ARMS	— **AC-2000 TOOL ARM**	BaD
08	LEGS	BIPEDAL **2C-2000 CRAWLER**	BaD
09	BOOSTER	— **BST-G1/P10**	
10	FCS	— **FCS-G1/P01**	
11	GENERATOR	— **AG-J-098 JOSO**	BAWS

OBJECTIVES

Annihilate the Dafeng MT Squad

01 ◇ Continue along the tracks and scan the doorway to gain access to the room you need to clear. Don't enter it straight away, however; instead, use your missile launcher to take out the helicopters directly ahead of you. After taking a few steps into the room, you'll be detected by the enemies near **Position A**—the light MT there has a shield, so shooting at it from a distance isn't going to work. Move forward until it comes into view, and then Assault Boost directly toward it and use your Pulse Blade to destroy it before unloading your assault rifle into the other nearby enemies. ▶ A

02 ◇ Carefully walk up to the start of the container on which the two guard mechs were standing. This will place you just within lock-on range of the light MT perched on the crane further ahead without it detecting you—fire a single missile salvo to destroy it. Once that enemy is destroyed, boost along the racks and defeat the two guard mechs that were standing below it. ▶ B

03 ◇ Near the end of those same tracks, you'll spot a group of helicopters off to the side, so use your multi-lock missiles again to take them all out quickly. You can also destroy one of the light MTs on the adjacent tracks from here, but to get the other one you'll need Assault Boost across the gap to get into range. As soon as that last light MT is destroyed, move up the central tracks to **Position B**. From here you'll be able to target another group of helicopters as well as a pair of guard mechs toward the opposite side of the room. At this point, you should see "TGT" markers appear on the last remaining targets, and you'll also get a comms message letting you know that a group of enemy reinforcements has entered the room; these will begin to group up near **Position C**. ▶ C

04 ◇ The two light MTs remaining from the initial group of targets both have shields, so jump across to the tracks here and Assault Boost toward them to get within your pulse blade's range. When you're ready to take on the reinforcements, boost along the tracks here and then jump across to **Position D**. The reinforcement group consists of a pair of light MTs with shields, and a pair of quad drones utilizing cluster missiles that drop additional payloads as they travel, making them by far the bigger threat. From this position, you have a clear line of sight on both of them, and any incoming fire from the light MTs should be blocked by either the tracks or the support structure they're standing near. Once the drones are down, jump over and use your pulse blade to mop up those light MTs and complete the mission.

C If you're having trouble targeting the helicopters and guard mechs, you can try jumping above the pipes to get a clearer shot.

[02-A] DESTROY THE TRANSPORT HELICOPTERS

"…Now they're asking for you by name."
—Handler Walter

Balam's subsidiary, Dafeng, has taken a combat role against the RLF in this region and Balam wants to recruit you to lend them some much needed support. The area of operation contains three transport helicopter sites, each of which is defended by higher volumes of enemies than you may have previously encountered, consisting of light MTs, artillery, armored combat vehicles and one heavy MT. The area is mostly open with some structures and buildings allowing for cover, but the variable heights of these structures as well as a wooded section at the beginning of the mission will have an impact on your ability to spot threats, so scanning often is recommended. Although not required for the mission, if you want to maximize your bonus pay, it's worth taking a trip back down into the city to destroy the enemies still patrolling within its walls.
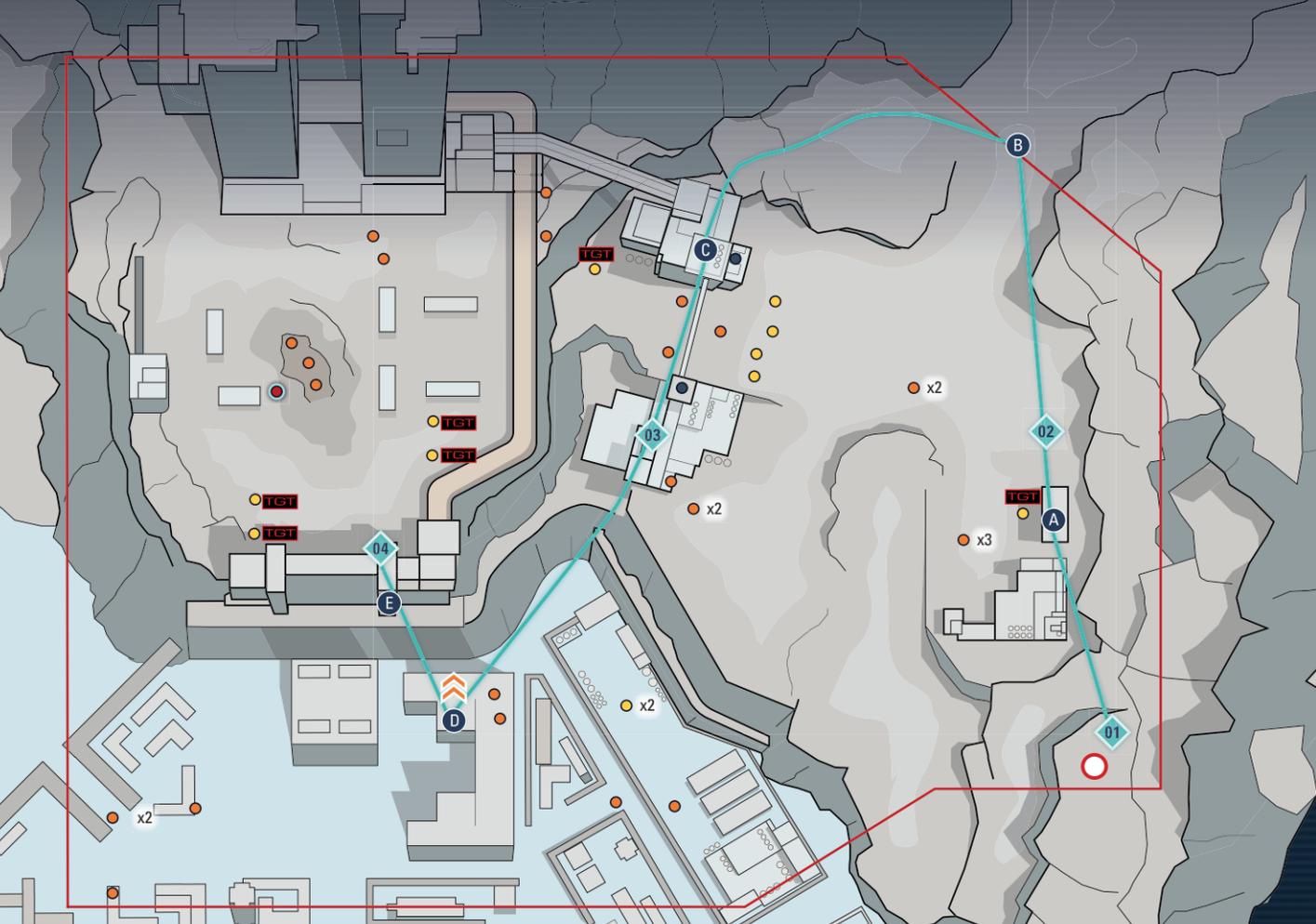
MISSION OBJECTIVES

Destroy All Transport Helicopters

MISSION INFO

Combat Zone	Southern Belius—Contaminated City
Client	Balam Industries
Reward	80,000
Max Bonus Pay	99,200
Completion Unlocks	—
Combat Logs	Silver x1
Data Logs	—
Part Containers	—

ENEMY DATA

	No.	AP	AS	Bonus Pay
TH-E-012 Transport Helicopters	6	750	—	—
CV-T-020 Armored Combat Vehicles	4	73	—	800
MT-T-026 Guard Mechs (Rifle)	2	102	121	800
Artillery (Horizontal Missile Array)	2	202	—	4000
MT-E-104 BAWS Bipedal MTs (Machine Gun)	12	470	364	2400
MT-E-104 BAWS Bipedal MTs (Machine Gun & Bazooka)	6	470	364	2400
MT-E-104 BAWS Bipedal MTs (Shotgun & Shield)	1	470	364	2400
MT-E-104 BAWS Bipedal MTs (Missile Launcher)	7	470	364	2400
MT-J-048 BAWS Tetrapod MTs (Sniper Cannon & Laser Blade)	1	13370	2200	24000

ASSEMBLY

Given the amount and difficulty of the enemies you encounter in this mission, it's worth spending some of your hard-earned COAM to purchase a few upgrades for your AC before you tackle it. The extra damage you gain by equipping a DF-BA-06 XUAN-GE and additional BML-G1/P20MLT-04 will help deal with the increased number of enemies, and provide a hard-hitting option to use against the more robust ones.

Some in this mission are armed with shields, so stick with your HI-32: BU-TT/A to make dispatching them easy, while also giving you a strong close-range option against the harder enemies. If you prefer to stay at medium range, then you could swap out the HI-32: BU-TT/A for the MG-014 LUDLOW that you unlock from completing the first set of training missions, but you'd need purchase the L-Arm version of it from the Parts Shop. Since you'll be using a lot of missiles with this build, the large reduction in lock-on times that you get from the FCS-G2/P10SLT will come in very handy. Finally, the DF-GN-02 LING-TAI Generator vastly improves your EN recharge and supply recovery specs for only a minor EN capacity reduction, so the overall trade-off is more than worthwhile.

01	R-ARM UNIT | BAZOOKA	DF-BA-06 XUAN-GE
02	L-ARM UNIT | PULSE BLADE	HI-32: BU-TT/A
03	R-BACK UNIT | MISSILE LAUNCHER	BML-G1/P20MLT-04
04	L-BACK UNIT | MISSILE LAUNCHER	BML-G1/P20MLT-04
05	HEAD | —	HC-2000 FINDER EYE
06	CORE | —	CC-2000 ORBITER
07	ARMS | —	AC-2000 TOOL ARM
08	LEGS | BIPEDAL	2C-2000 CRAWLER
09	BOOSTER | —	BST-G1/P10
10	FCS | —	FCS-G2/P10SLT
11	GENERATOR | —	DF-GN-02 LING-TAI

If you're not concerned about destroying the other enemies for bonus pay, you can just Assault Boost through this area and destroy the helicopter without stopping.

OBJECTIVES

Destroy All Transport Helicopters

01 From your starting point atop a cliff, you can see a squad of light MTs patrolling around the first helicopter you need to destroy; they're too far away to engage from here, but if you Assault Boost to the rooftops above the helicopter at **Position A**, you'll have an excellent vantage point from which to destroy all of the enemies. The light MTs will sometimes try to jump up to your rooftop, so use your scan to keep an eye on them and destroy them before they can get a clear shot at you. ▶A

02 From your position on the rooftop, you can see across the area to where the next helicopter is located. You should notice a blockade in front of it, consisting of numerous light MTs and support units, along with a pair of artillery missile arrays. The presence of the artillery will make a direct approach highly dangerous, so a much safer option is to flank around the area by following the road to **Position B**, and then cut across the cliffs and jump up to the rooftops of the building near the blockade at **Position C**.

Similar to the previous encounter, your elevated position gives you a commanding advantage over both the enemies and artillery installations below, allowing you to fire down on them almost unchallenged. The height difference also allows you to bypass the shields of the units carrying them. If, however, they do jump up and start blocking your shots, just boost over and finish them off with your pulse blade. If you move from the front of those buildings to the opposite side, you can also destroy a pair of light MTs that are perched on the cliffs between you and the final group of helicopters.

03 Those final helicopters are located in the same area where you faced the AH12: HC HELICOPTER in the prologue, but if you were to Assault Boost directly over there, you'd immediately come under fire from the light MTs guarding the helicopters. Instead, jump across to the rooftop here and destroy the nearby light MTs, then Assault Boost toward the vertical catapult at **Position D** and use it to reach the top of the structure at **Position E**. ▶B

Use the vertical catapult at **Position D** to reach the helicopters waiting at **Position E**.
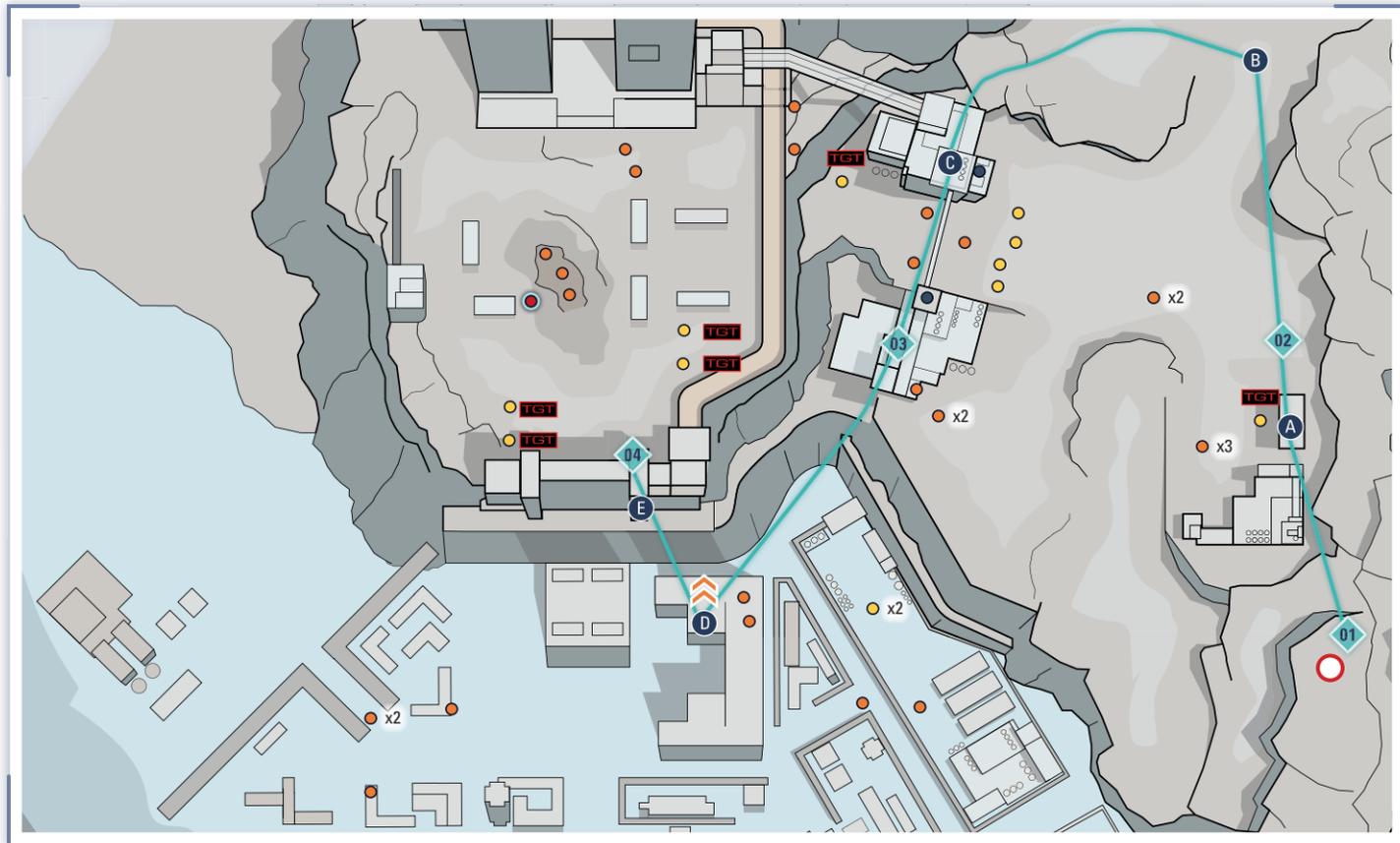
BONUS PAY

If you're going for maximum bonus pay, you should venture out into the city before using the vertical catapult and destroy the enemies there if you haven't already done so.

04 ◆ The enemies in the area will become alerted to your presence when you land, but the heavy MT in the middle won't move—as long as you stay away from the edge, it wont have the angle to hit you from where it is. The group of light MTs in the middle will start moving toward you, so approach the edge and, in between the heavy MT's attacks, pick them off as they approach.

At this point, you can focus on destroying the remaining helicopter targets to complete the mission as Walter suggests. Destroying the heavy MT, however, yields a high amount of bonus pay and a combat log, so destroying it is worth the effort. The safest way to defeat it is to hold your position here, because even though it's too far away for your systems to lock onto, you can manually aim and fire your bazooka. Doing so will inflict full damage regardless of range, so move backward to dodge its shots, and then move in again to fire your own back at it. It will move around intermittently; wait for it to stop again and you can resume fire. If you don't have an angle, you can simply move along the top of the structure until you do.

Dropping down into the area and engaging the heavy MT directly is a faster, but significantly more dangerous option, that forces you to contend with its shotgun and pulse blade. The cannon is still its most dangerous attack—always be on the look out for the alert indicators so you know when to Quick Boost out of the way. Jumping up and over it can help avoid its melee attacks while allowing you to fire down on it when you're close. From further away, be aware that despite its size it can cover large distances very quickly by jumping toward you. The remaining light MTs might also enter the fray if you're moving around a lot. If this happens, make sure to take cover form the heavy MT and finish them off first, to avoid contending with attacks from three enemies.

Manual aim from afar is the safest way to destroy the heavy MT. A successful bazooka strike will be confirmed by a red "HIT" above heavy MT's body.
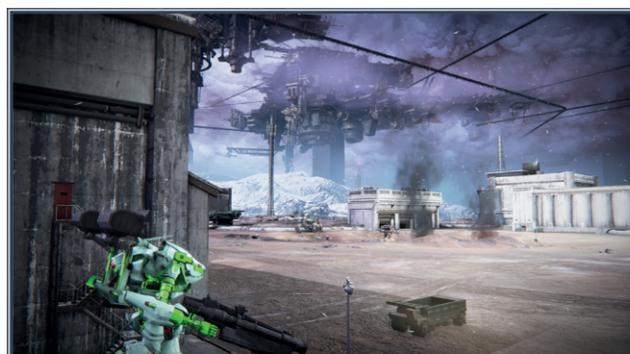
The buildings around the crater can provide excellent cover from the heavy MT's attacks if you decide to take it head-on.

[02-B] DESTROY THE TESTER AC

"I... just... I just wanted a callsign of my own"
—Dafeng Student Pilot

Arquebus has received intel that a new Armored Core is being transported out of the contaminated city to Balam HQ. They're hiring any available mercenaries to make sure that doesn't happen, which provides an opportunity for you to earn some reward money. The Tester AC is the only hostile enemy in this mission, and defeating it is your only objective. It can be found within a small compound that features plenty of buildings that you can use for cover, but also includes a significant amount of open space; bring the battle into this open area if you prefer freely moving around without having to worry about hitting a wall.

Destroy the Tester AC

01 ◆ The Tester AC is outfitted with its own pulse blade, a burst rifle, and an active homing missile launcher that fires slow-moving but high impact projectiles, giving it effective options at most ranges. Avoiding its missiles can be especially awkward due their travel speed; they move slower than other missiles, but faster than your normal boost speed, so you might need to Quick Boost a couple of times to fully evade them.

Unfortunately for the Tester AC, the Dafeng pilot controlling it is not a trained operator. They tend to react quite slowly, won't maneuver a lot and will back away rather than pressuring you with their pulse blade at close ranges. Crucially, they also won't fire its missiles when you're at close range. This means the best strategy is to stay close and take a very aggressive approach in the fight. A single hit from your bazooka will nearly max out its ACS gauge, meaning you'll only need to land a few missiles afterward to stagger it, providing an opening to unleash the full damage of your pulse blade. If you time things correctly and have another bazooka shot and missile salvo on their way so they hit just as it recovers, it's possible to keep it in an almost perpetual stagger state, barely able to retaliate at all.

The Tester AC is unaware of you when the mission begins, which allows you to get into position to deal a very potent opening strike. Rather than heading straight toward your target, Assault Boost along the wall to **Position A**, and then jump onto the rooftops near **Position B**, making sure to stay back from the edge nearest to your target. If you slowly approach the edge, you'll have a clean shot at the Tester AC without the helicopter getting in the way. When you're ready, fire your bazooka at it to get the additional impact damage while it's unaware, and then fire off some missiles. The Tester AC will stagger as soon as the missiles hit, so start moving toward it, aiming to get close enough to use your pulse blade the instant it staggers.

Stay close, ideally positioning yourself so that there's a wall behind the Tester AC, giving it nowhere to retreat to. Now unleash your bazooka and missiles to stagger it again, and use your pulse blade to inflict major damage before it recovers. As long as you stay close and keep attacking, the Tester AC will soon succumb to the onslaught.

The building shown here is a great place to stagger the Tester AC with a strike of your pulse blade. Even if it recovers, it will not have the room to boost away from your blade in time.

ASSEMBLY

The same build that you used for the "Destroy the Transport Helicopters" mission will serve you just as well in this one-on-one duel. ACs provide some of the toughest battles in the game, so don't expect a quick kill and place great emphasis on straining your opponent's ACS. The dual missile launchers combined with the bazooka let you inflict significant amounts of both impact and accumulative impact from medium range. The pulse blade, as usual, is your heavy hitter—make sure to position yourself such that you're close enough to use it the instant you stagger the Tester AC.

01	R-ARM UNIT | BAZOOKA DF-BA-06 XUAN-GE	
02	L-ARM UNIT | PULSE BLADE HI-32: BU-TT/A	
03	R-BACK UNIT | MISSILE LAUNCHER BML-G1/P20MLT-04	
04	L-BACK UNIT | MISSILE LAUNCHER BML-G1/P20MLT-04	
05	HEAD | — HC-2000 FINDER EYE	
06	CORE | — CC-2000 ORBITER	
07	ARMS | — AC-2000 TOOL ARM	
08	LEGS | BIPEDAL 2C-2000 CRAWLER	
09	BOOSTER | — BST-G1/P10	
10	FCS | — FCS-G2/P10SLT	
11	GENERATOR | — DF-GN-02 LING-TAI	

MISSION OBJECTIVES

Destroy the Tester AC

MISSION INFO

Combat Zone	Southern Belius—Contaminated City
Client	Arquebus Corporation
Reward	95,000
Max Bonus Pay	—
Completion Unlocks	—
Combat Logs	Silver x1
Data Logs	—
Part Containers	—

ENEMY DATA

	No.	AP	AS	Bonus Pay
⬤ TESTER AC / Dafeng Student Pilot	1	11100	1551	—

ATTACK THE DAM COMPLEX

> *"Why don't you start a sewing club together...*
> *and stitch that damn mouth of yours shut!"*
> —G1 Michigan

Balam has chosen you to take part in an operation against the RLF. Heading to the Gallia Dam Complex, you'll join up with two in-house pilots from the Balam Redguns: G4 Volta and G5 Iguazu. Together you must destroy a series of generators around the dam that are supplying the RLF with energy. The enemies you'll encounter use a combination of explosive and kinetic damage, including the enemy AC defending one of the final targets. There's also an optional encounter with a Heavy MT that uses an energy-based laser blade.

The mission takes place in an open area with increasing levels of elevation as you progress through the complex. Your allies will often take the lead and openly engage enemies as they reach them, so you can use them to take some of the heat off you—since the enemies are already in established elevated positions, the extra breathing room they give you is more than welcome. This is especially important since this is a long mission with no checkpoints to rely on.
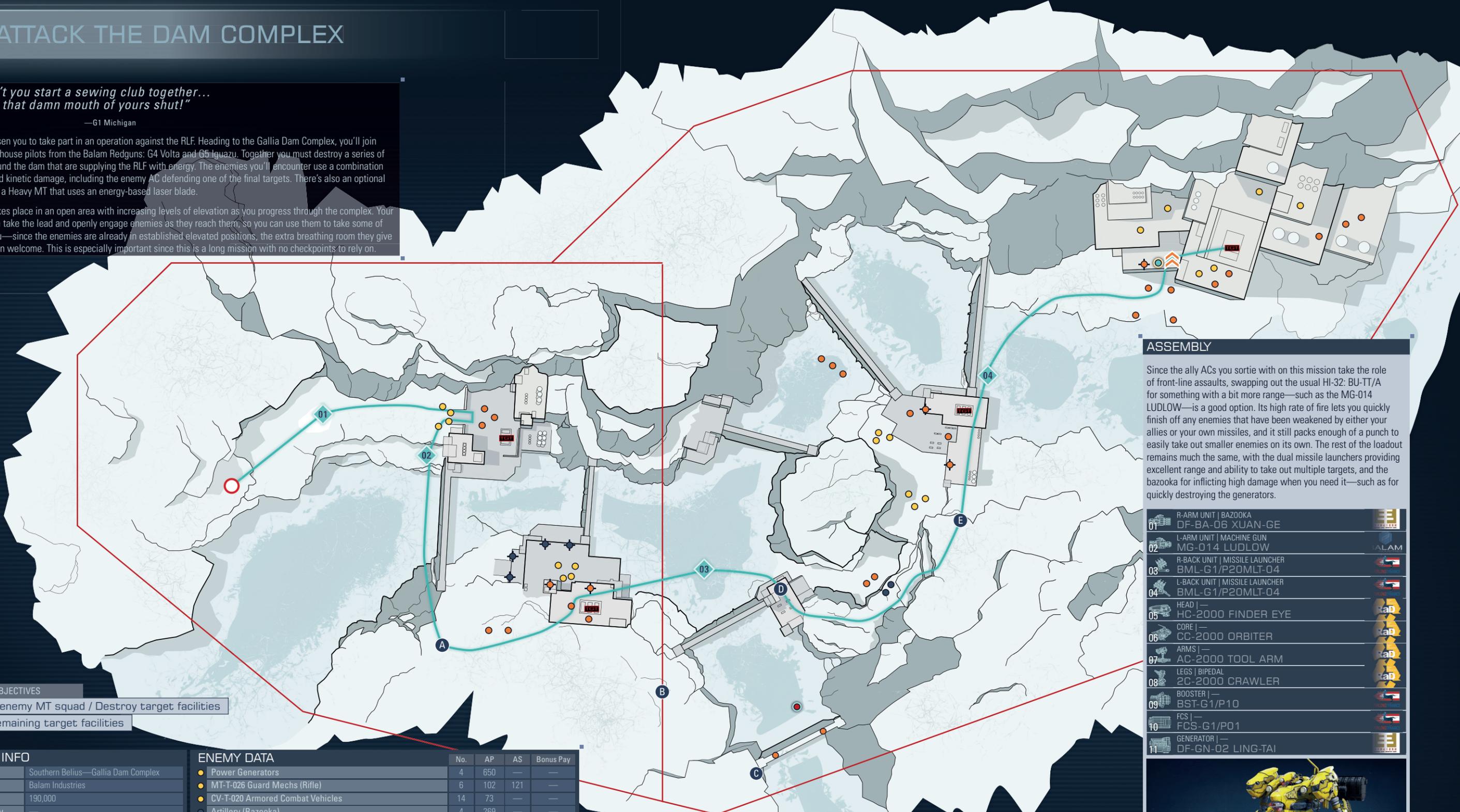
MISSION OBJECTIVES

Annihilate enemy MT squad / Destroy target facilities

Destroy remaining target facilities

MISSION INFO

Combat Zone	Southern Belius—Gallia Dam Complex
Client	Balam Industries
Reward	190,000
Max Bonus Pay	—
Completion Unlocks	Training Exercise: Intermediate Support 1 & 2, Parts Shop Update 2 (If completed after "Destroy the Weaponized Mining Ship")
Combat Logs	Silver x1, Gold x1
Data Logs	—
Part Containers	—

ENEMY DATA

		No.	AP	AS	Bonus Pay
●	Power Generators	4	650	—	—
●	MT-T-026 Guard Mechs (Rifle)	6	102	121	—
○	CV-T-020 Armored Combat Vehicles	14	73	—	—
○	Artillery (Bazooka)	4	269	—	—
○	Artillery (Forward Missile Array)	2	202	—	—
●	MT-E-104 BAWS Bipedal MTs (Machine Gun)	13	470	364	—
●	MT-E-104 BAWS Bipedal MTs (Dual Machine Guns)	5	470	364	—
●	MT-E-104 BAWS Bipedal MTs (Machine Gun & Bazooka)	2	470	364	—
●	MT-E-104 BAWS Bipedal MTs (Cluster Gun)	5	470	364	—
●	MT-E-104 BAWS Bipedal MTs (Grenade Cannon)	7	470	364	—
●	MT-J-048 BAWS Tetrapod MTs (Sniper Cannon & Laser Blade)	1	13370	2200	—
◉	BURN PICKAXE / Index Dunham	1	11420	1620	—

ASSEMBLY

Since the ally ACs you sortie with on this mission take the role of front-line assaults, swapping out the usual HI-32: BU-TT/A for something with a bit more range—such as the MG-014 LUDLOW—is a good option. Its high rate of fire lets you quickly finish off any enemies that have been weakened by either your allies or your own missiles, and it still packs enough of a punch to easily take out smaller enemies on its own. The rest of the loadout remains much the same, with the dual missile launchers providing excellent range and ability to take out multiple targets, and the bazooka for inflicting high damage when you need it—such as for quickly destroying the generators.

01	R-ARM UNIT | BAZOOKA	DF-BA-06 XUAN-GE
02	L-ARM UNIT | MACHINE GUN	MG-014 LUDLOW
03	R-BACK UNIT | MISSILE LAUNCHER	BML-G1/P20MLT-04
04	L-BACK UNIT | MISSILE LAUNCHER	BML-G1/P20MLT-04
05	HEAD | —	HC-2000 FINDER EYE
06	CORE | —	CC-2000 ORBITER
07	ARMS | —	AC-2000 TOOL ARM
08	LEGS | BIPEDAL	2C-2000 CRAWLER
09	BOOSTER | —	BST-G1/P10
10	FCS | —	FCS-G1/P01
11	GENERATOR | —	DF-GN-02 LING-TAI
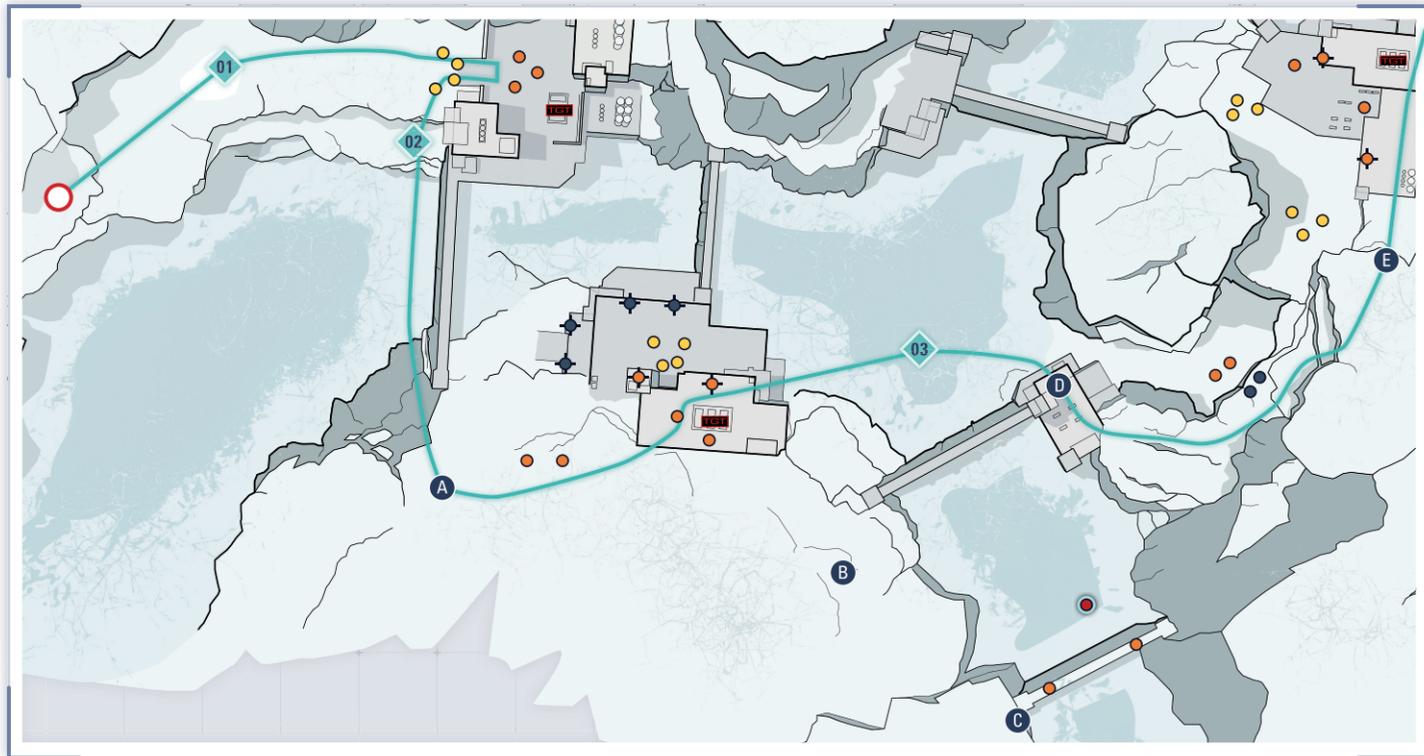
OBJECTIVE   Annihilate enemy MT squad / Destroy target facilities

01 ◆ You'll begin alongside Volta and Iguazu, and your initial target is just ahead of you, guarded by group of light MTs and few combat vehicles in support. Your allies don't wait for you and will begin their assault shortly after the mission begins, so follow behind them and use your missile launchers to multi-lock onto the smaller vehicles and destroy them as soon as they're within range. Taking those enemies out allows your allies to pull the focus of the light MTs rather than dealing with the small fry, which in turn should enable you to use your bazooka to pick them off while they're distracted. Volta and Iguazu won't destroy the target generator for you, so once all of the surrounding enemies have been dealt with, destroy the generator and get ready to move on the next one. ▶ A

02 ◆ Volta and Iguazu will begin heading for the next objective location as soon as the first generator has been destroyed, but that area is defended by a significant number of artillery installations and light MTs outfitted with grenade cannons; even with your allies drawing fire, it can be a dangerous direct approach. A more tactically sound option is to drop down the front side of the nearby dam wall and follow it along to the adjacent cliffs. You can then ascend those cliffs and emerge behind all of the enemies and artillery at **Position A**, surprising them while Volta and Iguazu are engaging them from the front. As long as you stay on the ground here, the artillery can't get a clear shot at you—focus your fire on the light MTs, since they pose the greatest threat. As before, when the area is clear, destroy the generator to get the location of your next target. ▶ B

Silver Combat Log
HEAVY MT

To retrieve this combat log, you'll need to destroy a nearby heavy MT that's equipped with the same weapons as the one you faced in the "Destroy the Transport Helicopters" mission. To make matters more complicated, there are two light MTs with grenade launchers overlooking the area. Though these MTs might not pose much of a threat on their own, you can quickly get into trouble if you try to deal with the heavy MT while also dodging their shells.

Your best option is to flank around them using the cliffs at **Position B** and head to **Position C** just behind the dam wall they're standing on. From there, you can quickly and easily destroy them without having to worry about the heavy MT. You can then move toward the roof of the small tower in the corner and start firing down at the heavy MT below you with your missiles and bazooka until it's destroyed. It cannot boost itself up to you, and although it will fire at you, its shots will hit the wall, so moving backwards slightly will allow you to avoid getting caught in the blast.

A Try to keep the fight near the front of this area, because if you venture over toward the generator, the artillery and light MTs defending the next target will start firing on you.
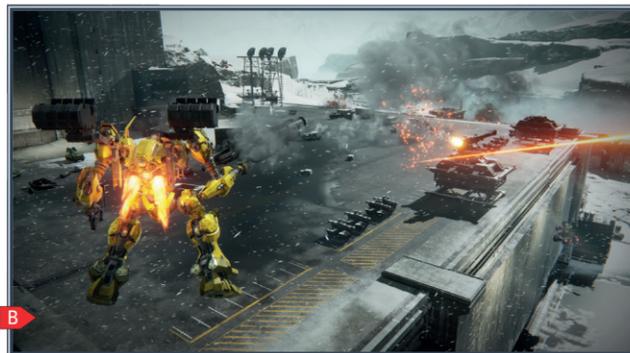
B All enemies and the generators at both sites have to be destroyed before you'll get your next targets, so you can't just destroy the generator and move on.

---

03 ◆ Shortly after the objective updates, Volta and Iguazu will split up and approach it in a pincer maneuver, with one following a ravine and the other going up and over a dam wall. The dam route has less initial threats to deal with, but puts you in an unfavorable position to approach the generator, while heading straight up the ravine forces you to contend with direct fire from both enemies and artillery. With a bit of maneuvering and use of the environment, however, the ravine can actually be the safest approach.

Scale the building at **Position D**, and then use the cliffs beyond it to flank behind the artillery and destroy it easily while your ally deals with the light MTs below. From there, ascend the nearby cliffs to reach the vantage point at **Position E** from which you can easily destroy most of the enemies in the area and the generator. You don't need to destroy all of the enemies in order to progress at this stage of the mission, but doing so will ensure that Volta and Iguazu don't remain behind in combat, and you'll want them with you for an upcoming fight.

04 ◆ When you begin to approach the next objective, the pilot of the AC BURN PICKAXE, Index Dunham, announces himself and enters the fight in an effort to protect the final generator. This battle is totally optional, but since destroying BURN PICKAXE yields a combat log, it's recommended that you destroy it before heading to the final generator. The group of light MTs at the base of the complex can tie up your allies for quite some time if you don't get involved; having them free to help you against BURN PICKAXE will make that fight much easier, so destroying that initial group should be your first goal.

Your allies take a direct approach toward the MTs' location, so if you follow the top of the dam wall and then come in from the side, you can destroy the light MTs while they're distracted. At this point, if you simply want to complete the mission, you can jump up to the vertical catapult and use it to reach the top of the complex where the final generator is located. Destroy the generator and the mission will end. ▶ C

Gold Combat Log
AC—BURN PICKAXE

If you've already taken out the group of light MTs at the base of the complex and are still in that area, BURN PICKAXE will drop down and immediately attack you. Let your allies land the first attacks so that its focus switches to them, and try to keep them between you and the enemy AC at all times so that they can act as shields for you. Keeping the fight in this area or on the ice field gives you plenty of room to move around and keep your distance from BURN PICKAXE. Maintaining your distance is key to an easy fight here, because if you draw the attention of the enemy AC by firing overly aggressively, the extra space will let you easily back off a bit until your allies draw its fire once again.

The Redguns won't deal a lot of damage, but the impact from their combined fire will help toward staggering BURN PICKAXE so that you can land high-damage shots with your bazooka. If you've acquired all combat logs up to this point, upon completing this mission you'll unlock the 04-101 MIND ALPHA arm unit, which offers a nice defensive upgrade over the default arms, albeit with a slight reduction in melee specialization.

C Even though numerous enemies surround the final generator, you can jump up to it and destroy it quickly to bring the mission to an end.
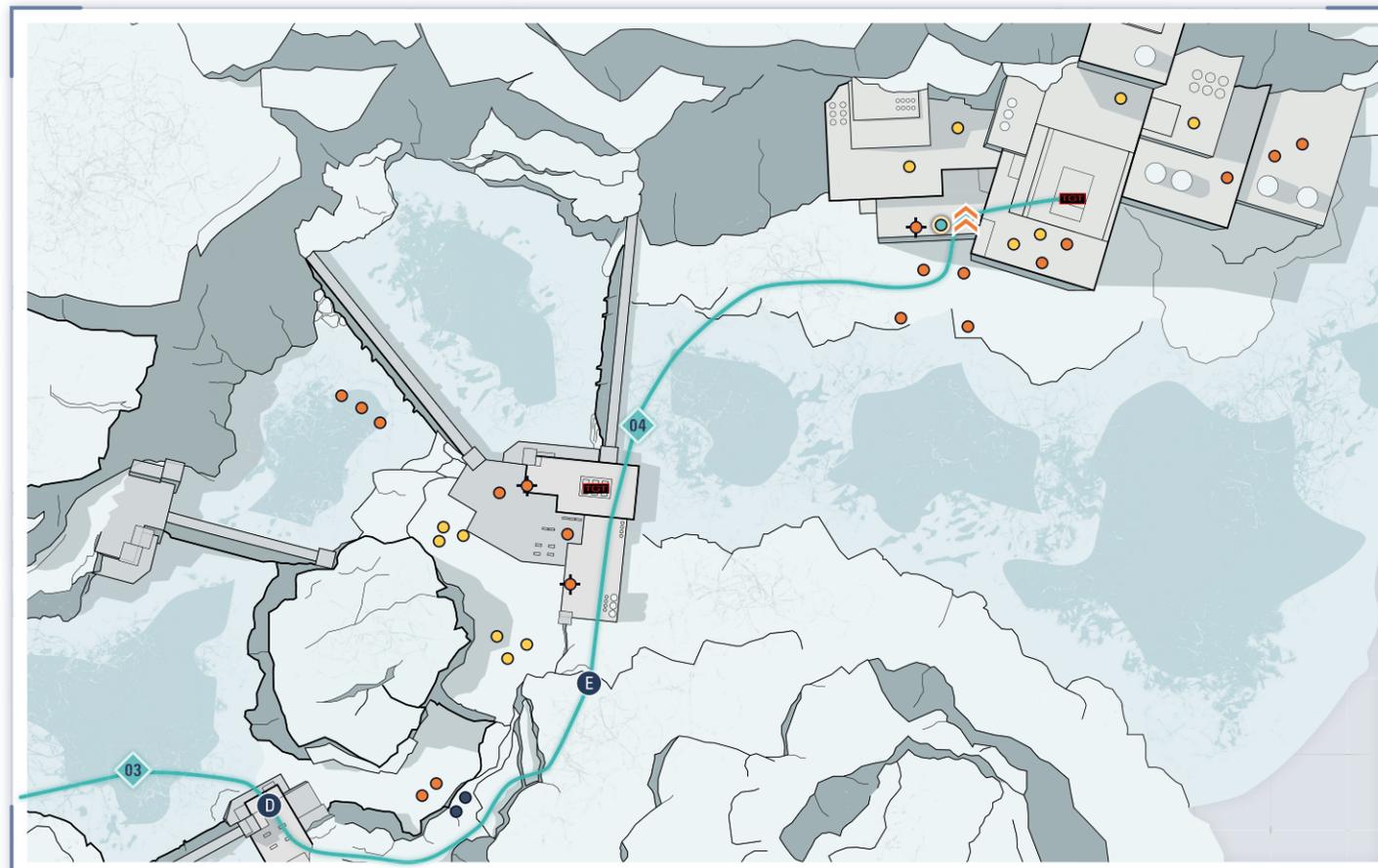
[03-B] DESTROY THE WEAPONIZED MINING SHIP

"A fitting end for something built to fail."
—Handler Walter

Arquebus, on behalf of their affiliate Schneider, is tasking you with reaching and destroying a special RLF vessel: the weaponized mining ship STRIDER. This mining-ship-turned-mobile-weapon platform is hindering Arquebus's Coral efforts, and they will not allow the RLF to have their way with the dunes. While the STRIDER is technically a boss enemy, tackling it requires destroying a series of targets until you reach its core: the Eye. Defending the ship are a number of light MTs and guard mechs that you'll either need to fight your way through or bypass, and since both the area and the ship itself are so expansive, the mission will encompass a great deal of movement and verticality. Though unlikely, it's possible to fail the mission by taking too long, as the STRIDER eventually moves outside the combat zone.

MISSION OBJECTIVES

- Approach the Weaponized Mining Ship STRIDER
- Destroy the STRIDER's Leg Unit
- Destroy All Sub-Generators
- Destroy the Eye
- Withdraw From the Deck

MISSION INFO

Combat Zone	Western Belius—Bona Dea Dunes
Client	Arquebus Corporation
Reward	270,000
Max Bonus Pay	—
Completion Unlocks	Training Exercise: Intermediate Support 1 & 2, Parts Shop Update 2 (If completed after "Attack the Dam Complex")
Combat Logs	—
Data Logs	—
Part Containers	—

ENEMY DATA

	No.	AP	AS	Bonus Pay
● MT-T-026 Guard Mechs (Rifle)	3	102	121	—
● MT-E-104 BAWS Bipedal MTs (Machine Gun & Bazooka)	9	470	364	—
● EB-0309 STRIDER (Turrets)	19	90	—	—
● EB-0309 STRIDER (Missile Launchers)	6	202	—	—
● EB-0309 STRIDER (Sub-Generators)	4	650	—	—
● EB-0309 STRIDER (Eye)	1	8980	—	—
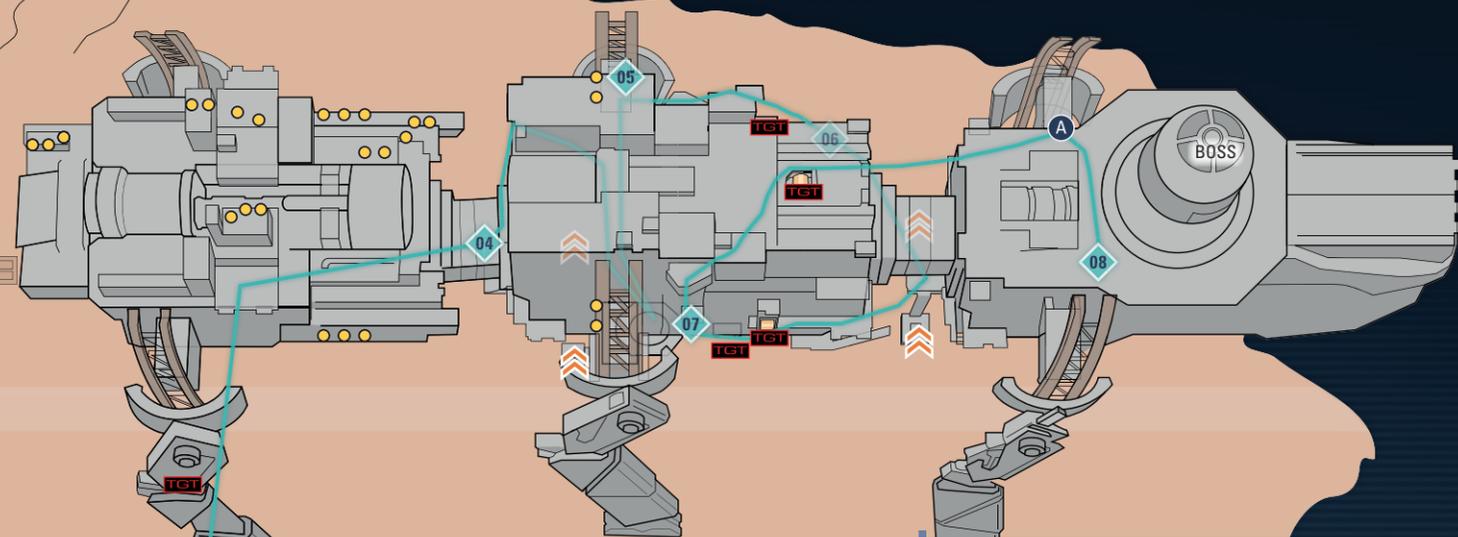
ASSEMBLY

Due to the amount of movement involved in this mission—whether evading lasers and missiles during the approach or boosting upward to scale the STRIDER itself—swapping to the lighter NACHTREIHER/42E legs with increased jumping capabilities will make things easier. Needing to constantly stop to fire a bazooka would also prove a hindrance in this mission. You can get around this by using a Double Trigger loadout, with weapons like the MG-014 LUDLOW paired with the dual missile launchers. This allows you to stay mobile while still dealing a significant amount of damage.

01	R-ARM UNIT	MACHINE GUN MG-014 LUDLOW	ALAM
02	L-ARM UNIT	MACHINE GUN MG-014 LUDLOW	ALAM
03	R-BACK UNIT	MISSILE LAUNCHER BML-G1/P20MLT-04	
04	L-BACK UNIT	MISSILE LAUNCHER BML-G1/P20MLT-04	
05	HEAD	— HC-2000 FINDER EYE	
06	CORE	— CC-2000 ORBITER	
07	ARMS	— AC-2000 TOOL ARM	
08	LEGS	BIPEDAL NACHTREIHER/42E	
09	BOOSTER	— BST-G1/P10	
10	FCS	— FCS-G2/P10SLT	
11	GENERATOR	— DF-GN-02 LING-TAI	

Approach the Weaponized Mining Ship STRIDER

01 Not only does heading straight toward the STRIDER force you to constantly contend with the laser it fires, but there are numerous other enemies scattered along the way that will do their best to ensure that the laser hits you. A quicker and safer option is turn your heading to roughly 170 on your compass and keep Assault Boosting in that general direction until you're almost directly behind the STRIDER. Taking this route will keep you out of its range until you're behind it, at which point it won't have a clear angle to fire on you and you can safely start approaching. ▶A

Once you get closer, the STRIDER will begin firing a concentrated laser beam in addition to salvos of homing missiles. Use Quick Boosts or cover to evade its attacks.

Destroy the STRIDER's leg unit

02 Upon reaching the back of the STRIDER, Walter tells you to take out one of its legs to slow it down and possibly create a way to board it. To get into position to fire on the leg joint, you'll need to boost around the side of the STRIDER and head to the top of a nearby dune. While you'll still be safe from the laser as long as you don't go too far out, it will begin firing missiles at you; wait until you've dodged a missile salvo, and only then attack the leg joint.

Destroying the joint causes the rear portion of the ship to decouple and come crashing down to the ground. Some targets mounted on the STRIDER come into view while this is happening, so keep an eye out for them and destroy them once they're within range. It's possible to get caught in the destruction if you get too close to the edge of the cliff at this point, and if that happens your AC will be instantly destroyed. Make sure to keep your distance until the dust settles and only then begin your ascent. ▶B

Destroying the light MT in the area before you turn your attention to the leg unit will ensure that it doesn't sneak up and attack you.

MOVING TARGET

Once the ship's captain decouples the body from the portion of the STRIDER that you destroyed, the rest of the STRIDER continues to walk along its path. This means that if you do not make the jump onto its body by the time it distances itself about 2,500 meters from the destroyed section, you'll hear Walter tell you there's no way aboard and you'll fail the mission.

OBJECTIVE	Destroy All Sub-Generators

03 Time is of the essence now, because you need to scale the crashed section of the STRIDER and make it over to the rest of the body before it can walk too far away. Now on its side, the part of the STRIDER's rear section that's directly facing you features numerous areas of support structures that form a series of platforms you can use to jump up to the top of it. The top section forms a makeshift runway leading straight toward the body of the STRIDER, so line yourself up and Assault Boost over to it before it gets too far away. ▶ A

04 You can destroy the sub-generators in any order you like, but our recommended order not only gives you an efficient route, but also allows you to stay mostly out of harm's way. The first sub-generator is underneath the STRIDER, and the easiest way to reach it is to start by heading upward. From the platform you landed on, set your heading to 180 and scale the series of platforms directly ahead of you, and then follow the walkway around once you reach the top. Look directly down over the edge from there and you should see a platform with a vertical catapult on it; drop down onto that, and then look back under the STRIDER and jump over to the rotating platform to get a clear shot on the sub-generator. Once it's destroyed, Assault Boost back over to the vertical catapult you just passed and use it to reach a platform near the top of the ship. ▶ B

05 Upon landing on this platform, the Eye will once again resume firing at you, but as long as you stay close to the body of the STRIDER, it won't be able to hit you. Next, jump across to the platform ahead of you that's near the next sub-generator. Unfortunately, you can't get a clear shot on it from here and will need to use some careful maneuvering to find an angle. Wait for the Eye to fire, and then jump out and around the outside of the sub-generator so that you can shoot between its outer casings, and then land safely on the walkway on the other side of it. If you missed some shots and didn't quite destroy it, just repeat the process. ▶ C

06 The next sub-generator is located on the opposite side of the STRIDER, but taking a route over its topside would expose you to its laser fire. Instead, follow the walkway around until you can see the platform beneath the neck joint of the STRIDER, jump across to it, then ascend to the platform you can see above you on the opposite side. From there you can follow the platform around until you're near the next sub-generator and use the same tactic of jumping out and around it while firing to destroy it. ▶ D

07 The final sub-generator is on top of the ship, so you'll need to venture within firing range of the Eye. You can use a series of platforms on the side to reach the top, but don't start ascending until after the Eye has fired so that you have some room to move. Upon reaching the top, you can quickly get behind some containers near the edge and use them to block the laser. Wait there again until after it has fired, and then quickly boost out and destroy the nearby sub-generator. Now the time has come to turn your sights on the Eye to finally cripple this behemoth for good.

A

Use your machine guns to quickly take out the STRIDER's turrets as you jump past them without slowing down.

B

You can jump back to the vertical catapult, but given that the STRIDER is moving, it's quite easy to run out of EN while you compensate, making Assault Boosting the much safer option.
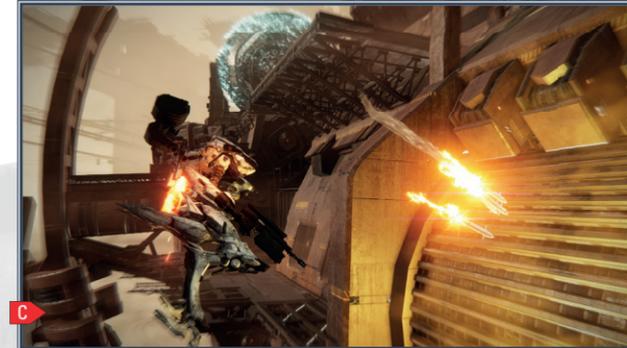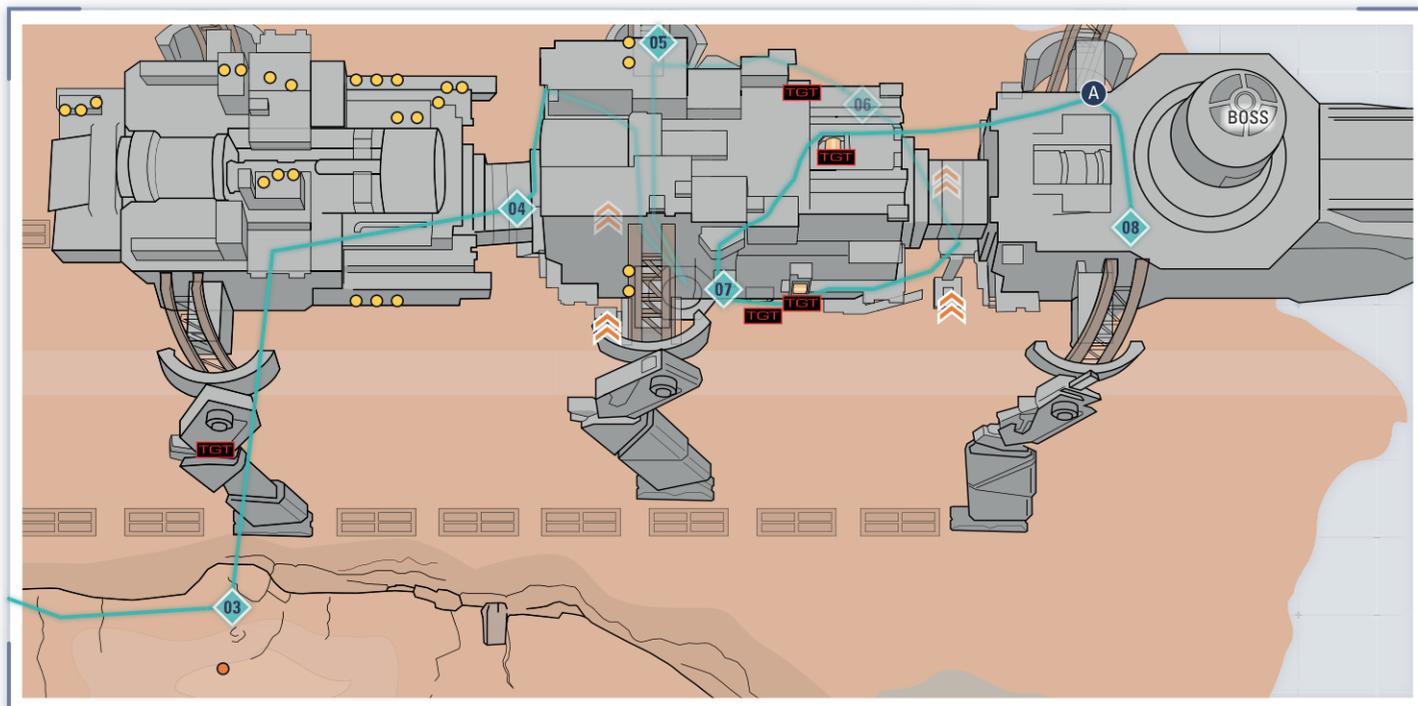
C

A single salvo from both of your missile launchers will easily destroy the generator, so you can just fire them and then concentrate on landing safely.

D

You have enough EN to make it to this platform by jumping, but you can Assault Boost to make it easier.

EB-0309

STRIDER
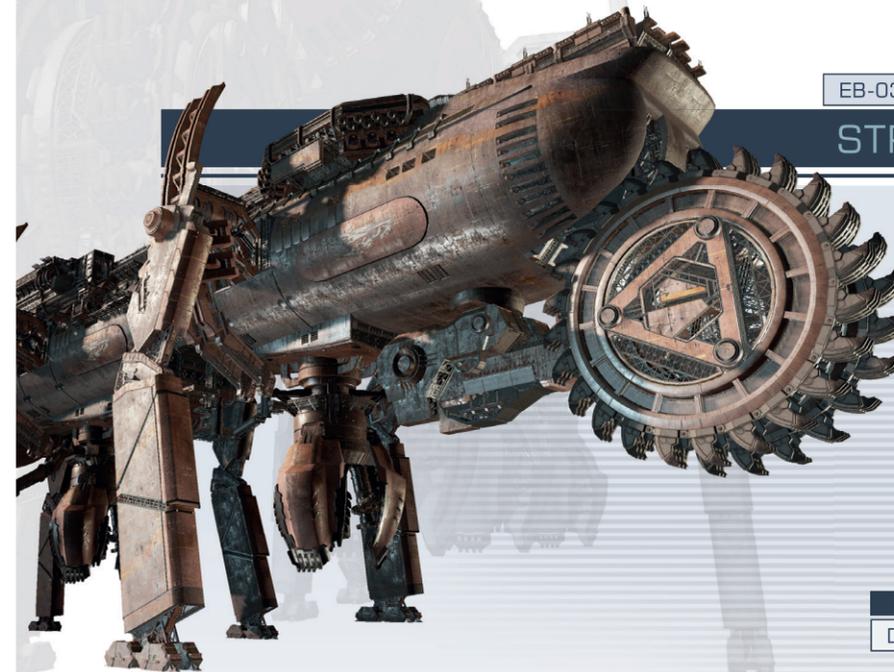
The immense power unleashed by the Eye can make for a very dangerous direct assault, and while you can use a series of Quick Boosts to keep circling around it and avoid the lasers, there's a much simpler and safer option. Wait behind the final sub-generator until after the Eye has fired, and then quickly boost over to the front section of the ship where the Eye is located, and drop over the side to a platform just below the top at **Position A**. While you're on that platform, the Eye cannot hit you, so simply wait until it fires, and then jump up and unload your weapons, making sure to land before it fires again.

OBJECTIVE	Destroy the Eye

BASIC SPECS	
AP	8980
Attitude Stability	—
Anti-Kinetic Defense	1000
Anti-Energy Defense	1000
Anti-Explosive Defense	1000
Shock Resistance	0%
Shock Limit	500
Incendiary Resistance	0%
ACS Anomaly Limit	500

EB-0309 STRIDER ATTACKS

DIFFUSE LASER ▽

DESCRIPTION Sustained laser fire consisting of a large volume of small bolts.

EVASION Position yourself on a platform that blocks the Eye's direct line-of-sight.

CONCENTRATED LASER ▽

DESCRIPTION Single concentrated higher-impact single beam that sweeps horizontally regardless of your position.

EVASION Position yourself on a platform that blocks the Eye's direct line-of-sight.

MISSILE SALVO

DESCRIPTION Releases a large volume of high-impact missiles in a pincer trajectory.

EVASION Place yourself on a platform which blocks the Eye's direct line-of-sight.

ASSAULT ARMOR

DESCRIPTION The Eye charges energy and releases a pulse to disable your ACS and damage your AC; used at close range.

EVASION Quick Boost away from the Eye as it charges the pulse.

OBJECTIVE	Withdraw From the Deck

08 Repeat the process described above a few times and the Eye will soon be destroyed. You're not quite out of the woods yet, though; destroying the Eye caused a chain reaction in the rest of the STRIDER that will cause it to explode, so you need to clear the area as soon as possible. Jump back up to the top of the STRIDER and Walter will soon update your objective to a location in the desert that you need to reach in order to clear the blast radius. Turn your sights toward it and Assault Boost in that direction—simply keep Assault Boosting until you reach it to complete the mission.

"You ready to climb the Wall?"

—V.IV Rusty

In Operation Wallclimber, your mission is to clear out a pair of gatling gun emplacements and a heavy MT along the approach to the Wall, then scale the fortress from the inside and eliminate the JUGGERNAUT heavy mobile artillery platform that's bombarding the area from atop it. Most enemies you'll encounter primarily rely on explosive weaponry, but you'll also have to contend with some potent kinetic ordinance from the more dangerous foes such as the linear cannon artillery, the heavy MT and the JUGGERNAUT, so prepare accordingly. There are a number of opportunities to obtain combat and data logs as you proceed, and they can all be acquired with only a minimal amount of deviation from the mission objectives.

MISSION OBJECTIVES

- Destroy the City Gatling Cannon and Tetrapod MT
- Penetrate the Wall and Reach the Top
- Destroy JUGGERNAUT Heavy Mobile Artillery Platform

MISSION INFO

Combat Zone	Central Belius—Liberation Front Fortress "The Wall"
Client	Arquebus Corporation
Reward	330,000
Max Bonus Pay	193,600
Completion Unlocks	Training Exercise: "Intermediate Support 3: Tetrapod ACs", Training Exercise: "Intermediate Support 4: Tank ACs", Parts Shop Update 3
Combat Logs	Bronze x3
Data Logs	2
Part Containers	—

ENEMY DATA

|		No.	AP	AS	Bonus Pay
●	MT-T-026 Guard Mechs (Rifle)	4	102	121	800
●	MT-E-104 BAWS Bipedal MTs (Machine Gun)	7	470	364	2400
●	MT-E-104 BAWS Bipedal MTs (Dual Machine Guns)	5	470	364	2400
●	MT-E-104 BAWS Bipedal MTs (Machine Gun & Bazooka)	6	470	364	2400
●	MT-E-104 BAWS Bipedal MTs (Grenade Cannon)	9	470	364	2400
●	MT-E-104 BAWS Bipedal MTs (Shotgun & Shield)	1	470	364	2400
●	MT-E-104 BAWS Bipedal MTs (Missile Launcher)	3	470	364	2400
○	Shielded Artillery (Gatling Guns)	2	403	—	8000
○	Artillery (Bazooka)	5	269	—	4000
○	Artillery (Sniper Cannon)	14	437	—	4000
●	MT-J-048 BAWS Tetrapod MTs (Nine-Barrel Bazooka & Dual Gatling Guns)	1	13370	2200	24000
	HA-T-102 JUGGERNAUT	1	63985	1600	—

ASSEMBLY

The JUGGERNAUT that awaits atop the Wall poses by far the biggest threat you've had to contend with thus far, so much of your assembly should be focused on making the battle against it as easy as possible. COAM is still quite limited at this point in the game (unless you've been replaying missions), so you should sell off any parts you're not using to amass enough funds to put together a build that gives you the best chance at victory. Keep in mind that you sell parts for the same amount they cost, so you're not losing any COAM by doing this.

Your bazooka and pulse blade will serve you well, because you need hard-hitting weapons that deal as much damage and impact as possible, regardless of your distance from the boss. Jumping over the boss and staying airborne is highly advisable in this battle, so swapping to the KASUAR/42Z reverse jointed legs will allow you to easily shift to aerial combat at no EN cost, thanks to their increased jump height. Using those legs does come at a cost in terms of your AP and defenses, but the VP-44S head unit will allow you to recoup some of those specs.

While you can use them whenever you get behind the JUGGER-NAUT, the BML-G1/P20MLT-04 missile launchers are not ideal for this boss encounter. You're much better served purchasing a set of vertical missile launchers, which can fire directly onto the boss from above, bypassing its frontal shield. The BML-G1/P03VTC-08 delivers more damage and impact, but the Vvc-70VPM plasma missile launchers will strain the JUGGERNAUT's ACS even if they hit the shield, while also taking advantage of its huge weakness against energy damage.

01	R-ARM UNIT	BAZOOKA	DF-BA-06 XUAN-GE
02	L-ARM UNIT	PULSE BLADE	HI-32: BU-TT/A
03	R-BACK UNIT	PLASMA MISSILE LAUNCHER	Vvc-70VPM
04	L-BACK UNIT	PLASMA MISSILE LAUNCHER	Vvc-70VPM
05	HEAD	—	VP-44S
06	CORE	—	CC-2000 ORBITER
07	ARMS	—	AC-2000 TOOL ARM
08	LEGS	BIPEDAL	NACHTREIHER/42E
09	BOOSTER	—	BST-G1/P10
10	FCS	—	FCS-G2/P10SLT
11	GENERATOR	—	DF-GN-02 LING-TAI

BOSS
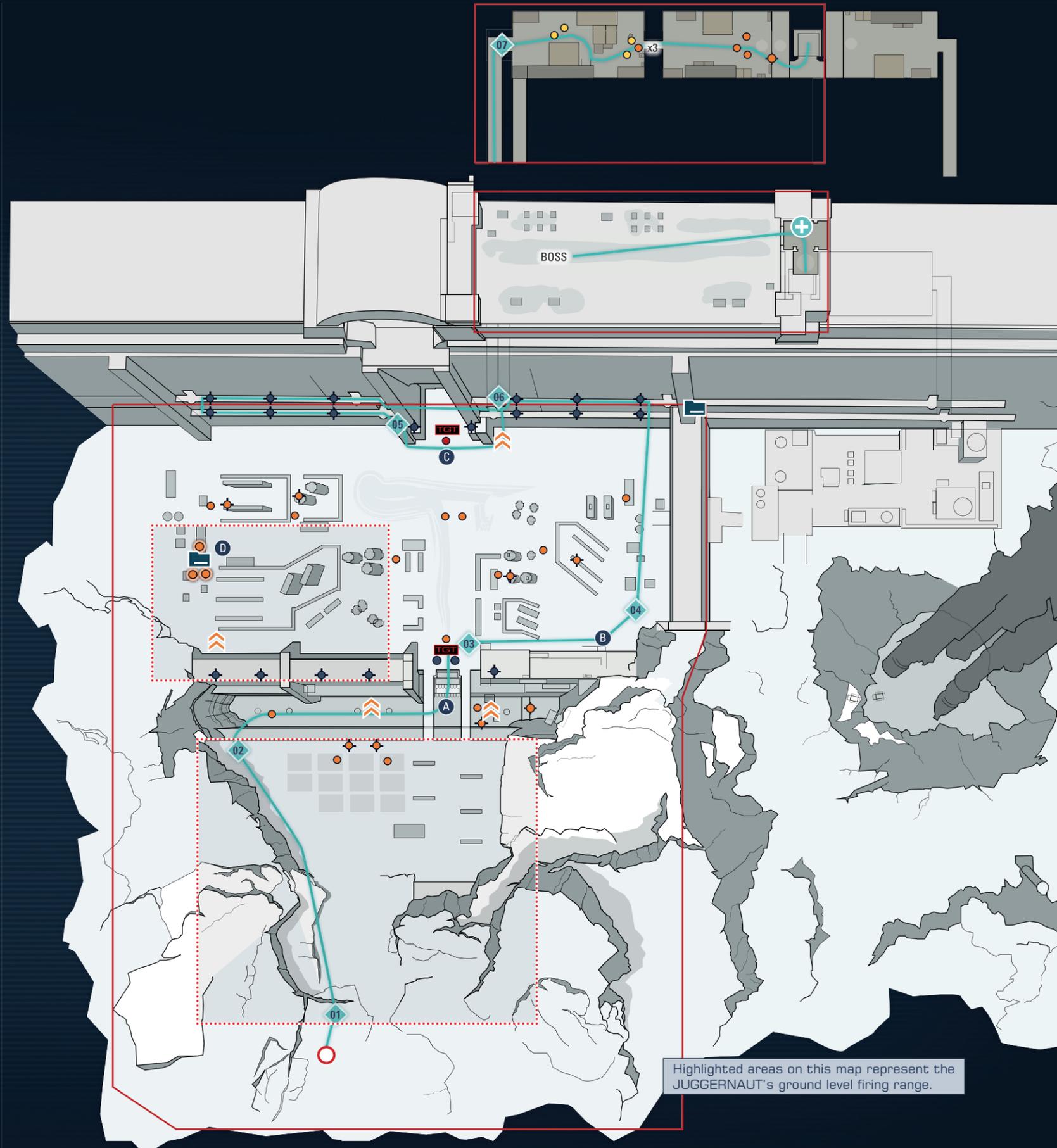
Highlighted areas on this map represent the JUGGERNAUT's ground level firing range.

JUGGERNAUT FIRE

As soon as you progress past the edge of the cliff where you begin, you'll enter the sights of the JUGGERNAUT sitting atop the Wall, and it will begin targeting you relentlessly with explosive shells capable of depleting thousands of AP per shot. Evading these shells should be your primary concern at the start of the mission, so listen for the attack indicator, stay mobile with plenty of changes to your altitude, and use Quick Boosts to help avoid the large blast radius they create. Due to its elevation, the JUGGERNAUT only has a line of sight over the first half of the area (and some of the western side of the city when you're on the ground), so reaching its blind spots as quickly as possible will make things much easier.

OBJECTIVES

Destroy the City Gatling Cannon and Tetrapod MT

01 From the edge of the cliff here, you'll be able to overlook the besieged outskirts of the base below and can see the towering Wall ahead. The two gatling cannons you need to destroy are on the opposite side of a small bridge spanning a deep divide that splits the area into two distinct halves. Taking a direct route to the gatling cannons and dealing with them head-on would put you under fire from both the JUGGERNAUT and the other enemies in the area, so skirting around the battlefield is the safest option. When you're ready, line yourself up such that you can Assault Boost over the section of cliff that juts out between you and the divide and land on the other side of it. From there, boost along the bottom of the cliff and drop into the divide, using your missiles to take out any light MTs that enter your view. ▶A

A

Steer clear of JUGGERNAUT's explosive rounds as you make your way to the Wall.

B

You'll want to Quick Boost forward as soon as you clear the top of the divide to get behind the gatling cannons before they can fire on you.
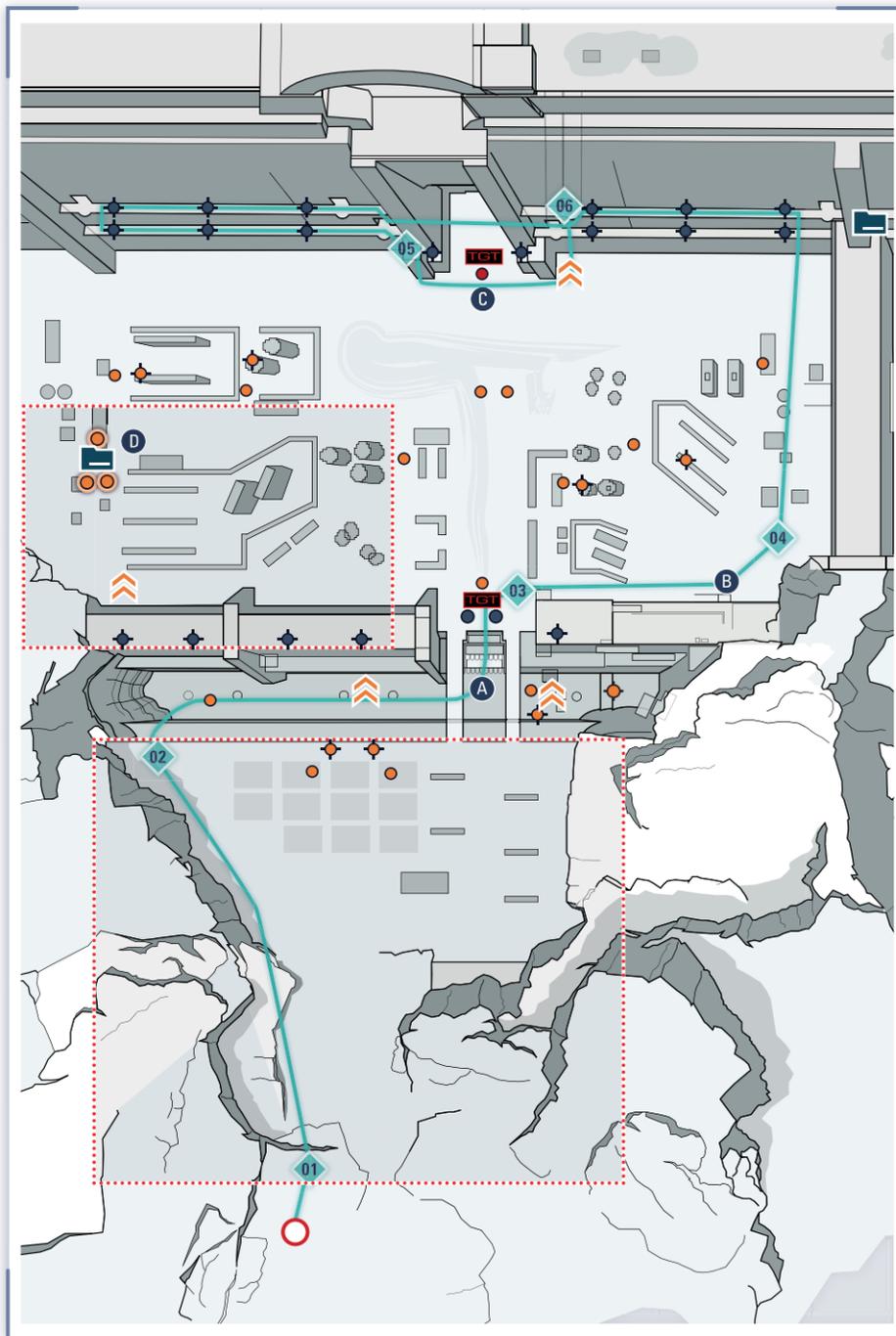
02 Drop down into the divide once you reach it, and from here, start making your way along it toward **Position A**. Enemy units within the divide are fewer and less hazardous than those outside, and you'll be out of the JUGGERNAUT's line of fire, but many of the light MTs down here are equipped with high-impact missiles that are capable of straining your ACS very quickly. Due to the potential threat they pose if you're targeted by a group of them at once, go slowly, and take them out as you encounter them so that you can safely prepare for your ascent.

Once you reach **Position A**, you'll be directly below the gatling cannons and can ascend the ledges to face them. They're front-shielded, so you'll need to quickly maneuver behind them or use your plasma missiles to take them out. Keep in mind that while the artillery emplacements along the Wall can't reach you, there are other light MTs in the surrounding area that can—stay ready to Quick Boost at a moment's notice if you hear any attack indicators. ▶B

03 From your position near the destroyed gatling cannons, you'll have a clear view of the rows of artillery emplacements strategically placed along the Wall's ledges. You're currently outside their effective range, but

moving further toward the Wall will cause them to track you with a red targeting laser and open fire. Given the amount of artillery defending the Wall, a less direct route offers a much safer means of reaching your destination; use the city's buildings for cover and start following the road to **Position B**. ▶C

04 Once past all of the buildings, you'll have a straight shot to the bottom of the Wall, so when you're ready, Assault Boost straight toward it to remain protected from incoming artillery fire. Along both sides of the Wall are two levels of walkways, each containing three linear cannon artillery units, with an additional two overlooking the heavy MT at **Position C**. Fighting the heavy MT while the artillery are still active makes the battle far more hazardous than it needs to be, so it's recommended that you destroy them before engaging it. The best way to accomplish that is to jump to the upper level and position yourself along the outer edge of it so that you can target the artillery on both levels at the same time. When you reach the central columns, jump out and boost around them so you land on the other side and continue destroying the artillery there. ▶D

DOLMAYAN'S WRITINGS (1)

As you scale the outside of the Wall to destroy the artillery, it's worth taking a quick detour to the edge of the combat zone so that you can grab the data log that's nestled away in a corner behind a large column.

C

Make sure to keep scanning as you follow the road, because there are numerous light MTs among the buildings that you should try to destroy as you pass by.

D

Even if you're confident you could defeat the heavy MT without destroying the artillery, the amount of bonus pay you'll get makes them worthwhile targets.

05 After clearing out the artillery units and any light MTs in the immediate area, it's time to face the heavy MT. As long as you remained high on the Wall while destroying the artillery you shouldn't have alerted it, allowing you to take advantage of the unaware bonus with your first strike. The heavy MT is outfitted with gatling guns and missile launchers that are more suited to close- or medium-range encounters, and it even has the ability to Quick Boost toward you and fire a cluster of missiles, which can be extremely dangerous and makes fighting it from this elevated location your safest option. ▶E

At this range the heavy MT will only use its gatling guns, and because you're outside of their effective range you'll only take negligible damage if they hit you. You can freely fire your missiles and bazooka at it—although it will occasionally attempt to dodge your bazooka, the elevated position usually ensures that your shot hits close enough to deal damage. You can even walk backward out of sight for a while until it loses track of you, at which point it will become unaware again and reset its position, allowing for another surprise attack with your bazooka.

E

If you choose to fight the heavy MT on the ground you'll want to stay as mobile as possible, sticking to its sides to keep clear of the gatling guns. If you get in trouble, use the vertical catapult to escape.

G4'S LAST WORDS

The area should be significantly clearer now, making this a good time to head over to **Position D**, where you'll be able to obtain three bronze combat logs by defeating a group of light MTs. There's also a data log that you can acquire by scanning G4 Volta's wreck once the nearby enemies have been defeated.

F

Entering from the bottom pits you against two guard mechs on the way through.

OBJECTIVE Penetrate the Wall and Reach the Top

06 The doors leading to the interior of the Wall will open once the heavy MT has been destroyed, finally giving you a route to the top, where the JUGGERNAUT awaits. There's an access door on both of the levels you previously cleared the artillery from, and you can use either of these to continue forward. Be warned, however: once you enter the Wall you won't be able to return outside, so make sure you've collected everything, including your fill of bonus pay, before you enter. ▶F/G

G

Using the top entrance allows you to easily skip the encounter, as long as you boost ahead.

07 ◈ Be ready to engage a batch of guard mechs once you enter this room. When you near the opposite side, the connecting door will open and a small group of light MTs will advance on you. These enemies are tightly grouped, so a well placed shot from your bazooka can make quick work of them. There's another group of light MTs in the adjacent room, so enter with caution. One of these is atop a higher platform at the back, and equipped with a high-impact grenade cannon; this enemy should be your priority target, so it's worth Assault Boosting past the initial group to quickly destroy it. Proceed through the door near that light MT, and then use the elevator on the other side to reach the top of the Wall, where you'll be able to call in a supply sherpa. Make sure to take advantage of its services, because once you exit the nearby door you'll immediately begin the fight with the HA-T-102 JUGGERNAUT. ▶A


HA-T-102

JUGGERNAUT

The front of the JUGGERNAUT is impervious to damage due to its thick armor plating, so your only option for dealing damage and overloading its ACS is to circle around it and attack from the sides or the rear, with its exposed thrusters being the main weak spot. You'll be accompanied by V.IV Rusty during the first phase of this fight, and since he'll draw a lot of the JUGGERNAUT's attention, use that time to accustom yourself to maneuvering around it and finding opportunities to get a shot in.

The top section of the Wall where the fight takes place is lengthy and flat, with only a few small destructible obstacles to impede your movement. If you ever feel overwhelmed, remember that you can drop to a lower ledge on either side of the combat zone to shield yourself from incoming fire. However, be aware that hiding will cause the JUGGERNAUT to return to the center of the area and face your position, so this isn't an advantageous location from which to directly attack the boss.

BASIC SPECS

AP	63985
Attitude Stability	1600
Anti-Kinetic Defense	1210
Anti-Energy Defense	177
Anti-Explosive Defense	361
Shock Resistance	999
Shock Limit	35%
Incendiary Resistance	0%
ACS Anomaly Limit	999

OBJECTIVE
Destroy JUGGERNAUT Heavy Mobile Artillery Platform
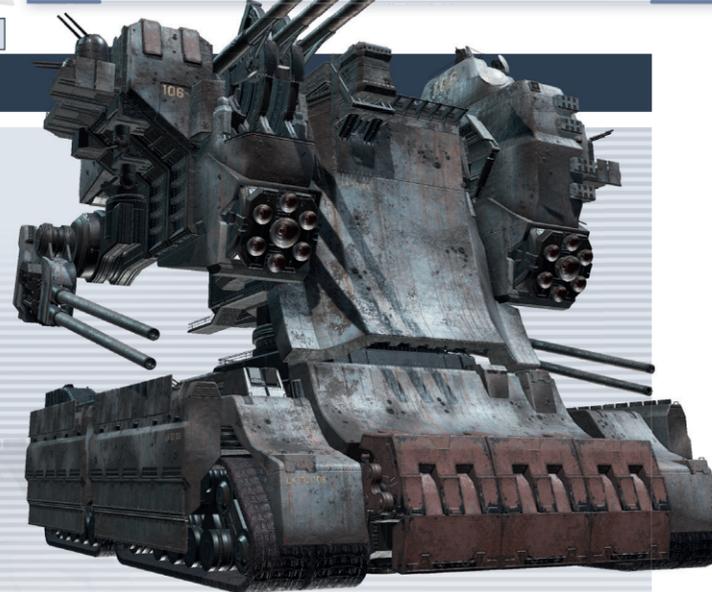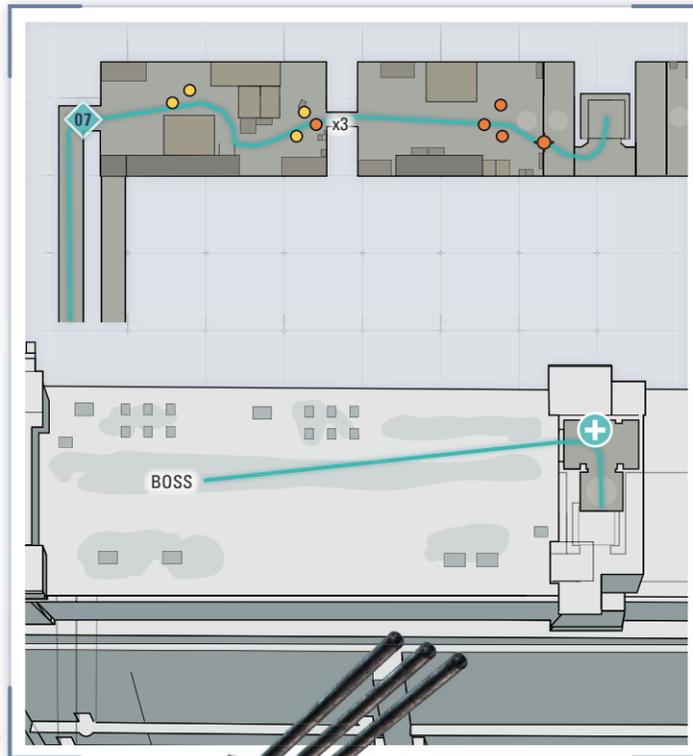
The JUGGERNAUT always begins the fight by attempting to ram your AC with its Crashing Charge. This collision is potentially enough to overload your ACS; mastering Quick Boosting or jumping away when the JUGGERNAUT charges is crucial to victory.

PHASES

1 Take some time during this opening phase to observe how the JUGGERNAUT uses its Crashing Charge, and the type of attacks that follow it—mastering these patterns is the key to defeating this behemoth. If it charges evasively to create distance, it will typically follow up with either its Heavy Kinetic Rifle or Missile Salvo. When it charges directly at you, however, you should always expect the Explosive Cannons to follow—as soon as you evade the charge, listen for an attack indicator and be ready to avoid the incoming projectiles. These explosive rounds not only inflict a great deal of impact, but they also create a large explosion upon detonation; if you're on the ground, even a well-timed Quick Boost might not be enough to clear their blast radius. Jumping and maneuvering in the air is generally the safest way to avoid JUGGERNAUT's explosive rounds. ▶B

While you're in front of the JUGGERNAUT, you should be constantly moving and firing your plasma missiles to build up ACS strain while you attempt to get an angle on its blind spot. The easiest way to do that is to toggle Target Assist to focus your view on JUGGERNAUT, and then jump over it and move toward its rear until the camera automatically spins around to face it again. At this point, your bazooka should fire directly into the exposed thrusters instead of at a downward angle (where it risks clipping the frontal shield), which is what is likely to happen if you fire while above the boss.

If you're close enough after firing your bazooka—and depending on the JUGGERNAUT's current ACS strain—you may want to follow up with a pulse blade combo. The bazooka and plasma missiles should be your primary means of straining its ACS in an effort to stagger it, whereas your pulse blade has the highest direct hit value and will deal the most damage after it has been staggered; if the boss is close to staggering after your bazooka shot, hold off on using your pulse blade until after you've staggered it to ensure you can use it straight away. Be prepared to immediately Quick Boost to either side after your attacks, however, because the JUGGERNAUT can respond by quickly charging in reverse, which would apply heavy strain to your ACS and high AP damage if it hits you.

2 After losing 40% of its AP, the JUGGERNAUT will begin deploying large numbers of landmines whenever it repositions with a Crashing Charge or Quick Turn. Individual landmines can deal significant damage and impact when stepped on, but the combined impact of multiple mines in quick succession is the real threat, as this will overload your ACS and leave you open to direct hits.

At this point, Rusty will receive a call from his superiors ordering him to exit the battle. Try to land as many solid hits as possible and stagger the JUGGERNAUT one more time before Rusty leaves, because you'll be forced to handle the rest of the fight alone once he's gone. The strategies you've been using up until this point still apply, but without Rusty there to draw some of the boss's attention, your evasive skills and timing will need to be that much sharper to stay alive and create openings.

There's little room for you to move cautiously around JUGGERNAUT, as its increased mobility gives you fewer chances to get behind it. Beyond launching constant volleys of plasma missiles, you'll need to try to match its speed and shift to aerial combat more often in order to hit its blind spot. Looking for opportunities to land bazooka or pulse blade hits should still be your priority, but given the amount of attack opportunities you're likely to have, staggering JUGGERNAUT again can be extremely difficult. Keep in mind that while you won't deal any damage or additional ACS build-up when hitting its frontal shield, doing so will stop its ACS from recovering, and taking the occasional shot at it will go a long way toward an eventual stagger.

JUGGERNAUT ATTACKS

CRASHING CHARGE	ALL PHASES

DESCRIPTION Revs its wheels in place for a brief moment and quickly charges toward your AC. It can either move forward or backward depending on your position.

EVASION Quick Boost to either side of the JUGGERNAUT.

QUICK TURN	ALL PHASES

DESCRIPTION Revs its treads similarly to if it was about to charge but will instead spin in place.

EVASION Evade backward or keep your distance from the frame of the JUGGERNAUT.

MISSILE SALVO	ALL PHASES

DESCRIPTION Releases a high volume of low-impact missiles with limited homing capabilities.

EVASION Quick Boost to either side of the salvo.

HEAVY KINETIC RIFLE	ALL PHASES

DESCRIPTION Opens fire with one or both kinetic rifles simultaneously. Deals heavy AP damage and high ACS strain.

EVASION Jump and Quick Boost to either side of the shot.

EXPLOSIVE CANNONS ▽	ALL PHASES

DESCRIPTION Fires a burst of three high-impact explosive rounds in a tight pattern or fanning spread. Shots can be aimed either horizontally or vertically.

EVASION Signaled by attack indicators around the cannons. Stay mobile and visually track the rounds, then jump, use boost movement, or Quick Boost to avoid them.

LANDMINES	PHASE 2

DESCRIPTION Releases a trail of explosive landmines in its wake during Crashing Charge; can also deploy mines while spinning during Quick Turn.

EVASION The landmines are timed explosives as well as proximity detonating, so be vigilant and maneuver around them until they explode.