

# ARMORED CORE 6 TTRPG

## Complete Parts Database

This document contains all AC parts converted to 5e-based TTRPG mechanics.

## GENERATORS

### Total Parts: 14

Generators are your mech's power plant. They determine your energy capacity, recharge rate, and damage output for energy weapons.

### What The Stats Mean

- **EN Capacity:** Your total energy battery. Energy is spent on Quick Boosts (100-180 EN), Assault Boost (250-400 EN/turn), Flight (150-300 EN/turn), and Energy Weapons (50-300 EN/shot). Higher capacity = more actions before empty.
- **EN Recharge:** How much EN you recover per turn. High recharge = rapid recovery. Low recharge = you better make your shots count.
- **EN Supply:** Emergency recovery when you hit 0 EN. After 3 turns of "emergency mode" (speed drops to 200ft, no boosting/energy weapons), you instantly recover this much EN.
- **EN Output:** Maximum power output. Your total EN Load (FCS + Booster + frame parts + weapons) must be LESS than Output or you can't power your loadout. Spare output improves recharge rate.
- **Energy Firearm Spec:** Damage multiplier for energy weapons. 100% = normal damage, 145% = +45% damage. Doesn't affect missiles or melee.
- **Weight:** Adds to total mech weight. Must stay under leg Load Limit or you can't deploy.

### In Practice

**EN Output Check:** Your FCS has 280 EN Load, Booster has 195 EN Load, weapons/frame add 850 EN Load = 1325 total. Your generator needs 1325+ EN Output or the build fails.

**High Capacity/Low Recharge (VE-20C):** 8800 EN, 500 recharge. Spam energy weapons for 10+ turns, but empty = 17 turns to refill.

**Low Capacity/High Recharge (JOSO):** 2890 EN, 952 recharge. Only ~8 shots before empty BUT recover 1/3 tank per turn. Hit-and-run.

**Energy Weapon Specialist (NGI 000):** 145% E-Spec = 180 damage laser → 261 damage. Glass cannon.

## All Generators

Name	Tier	Capacity	Recharge	Supply	Weight	Output	E-Spec	Role
AG-E-013 YABA	Starter	2200	769	800	3420	2600	101%	Training
AG-J-098 JOSO	Fast Recharge	2890	952	1100	4110	2930	108%	Hit-and-run
AG-T-005 HOKUSHI	Lightweight	3110	845	950	3890	2790	105%	Speed builds
DF-GN-02 LING-TAI	Balanced	3450	820	1020	5200	3180	110%	Standard
DF-GN-06 MING-TANG	Sustained	3000	924	1980	6180	3280	112%	Never down
DF-GN-08 SAN-TAI	Heavy Combat	3690	555	780	10130	4090	132%	Heavyweight
IA-C01G: AORTA	Coral Balanced	4020	734	1150	5690	3370	118%	Coral tech
VP-20C	High Output	5250	720	680	6890	3920	122%	Power-hungry
VP-20D	Max Output	5640	612	550	7920	4500	128%	MAX output
VP-20S ★	BEST ALL-ROUNDER	5780	870	764	4680	3290	115%	Best balanced
VE-20A	Energy Weapons	4850	690	720	7140	3640	138%	E-weapon spec

VE-20B	Energy Balanced	5120	755	810	6350	3480	125%	E + recharge
VE-20C	MAX CAPACIT Y	8800	500	624	8950	4340	135%	Massive battery
IB-C03G: NGI 000 ★	GLASS CANNON	6000	476	666	4330	3500	145%	MAX E-dmg

## Build Archetypes

- Balanced: VP-20S (5780/870, best all-rounder)
- Max Output: VP-20D (4500 output, powers anything)
- Energy Weapons: NGI 000 (145% dmg) or VE-20A (138% dmg)
- Tank: VE-20C (8800 capacity) or DF-GN-06 (1980 supply)
- Fast Recharge: JOSO (952 recharge)
- Lightweight: HOKUSHI or YABA (3000s weight)

# **FIRE CONTROL SYSTEMS (FCS)**

**Total Parts: 10**

FCS determines your attack roll bonuses at different ranges. Specialists trade effectiveness at one range for dominance at another.

## **What The Stats Mean**

- Close/Medium/Long: Attack roll bonus/penalty at that range bracket
- Missile: Bonus to missile attack rolls
- EN Load: Passive power draw. Must be covered by generator EN Output.
- Weight: Adds to total mech weight

## **Bonus Scale**

- +5: Elite specialty (hit on 5+)
- +3 to +4: Great
- +1 to +2: Good/average
- 0: Neutral
- -2 to -3: Poor
- -4 to -6: Unusable (need 14-16+ to hit)

## **Range Brackets**

- Close: 0-300ft (melee, shotguns)
- Medium: 300-800ft (rifles, most combat)
- Long: 800-1500ft (snipers, artillery)

## **All FCS Systems**

Name	Tier	Close	Medium	Long	Missile	EN Load	Weight	Role
FCS-G1/ P01	STARTER	0	0	0	-2	280	110	Basic
FC-006 ABBOT	All-Rounder	+1	+2	+1	0	310	125	First upgrade
FCS-G2/ P05	All-Rounder	+1	+3	0	+1	325	130	MID-RANGE
FC-008 TALBOT	All-Rounder	+3	+2	-2	+1	265	95	Lightweight
IB-C03F: WLT 001	All-Rounder	+4	+4	+3	+3	388	160	ULTIMATE
IA-C01F: OCELLUS	Close-Range	+8	-4	-6	0	292	130	MELEE KING
VE-21B	Close-Range	+4	+1	-3	+2	345	140	Brawler
FCS-G2/ P10SLT	Missile	0	+1	+1	+5	300	115	MISSILE MASTER
FCS-G2/ P12SML	Missile	+1	+2	+1	+4	315	120	Small missile
VE-21A	Long-Range	-4	-2	+6	+1	364	85	SNIPER

# BOOSTERS

**Total Parts: 12**

Boosters determine movement speed and Quick Boost capability.

## What The Stats Mean

- Movement: How far you move per turn when boosting
- QB Distance: Quick Boost instant burst distance (your dodge)
- QB Cost: Energy consumed per Quick Boost
- EN Load: Passive power draw. Must be covered by generator EN Output.
- Weight: Adds to total mech weight
- Special: Notable features (melee charge bonus, etc)

## All Boosters

Name	Tier	Movement	QB Distance	QB Cost	EN Load	Weight	Special
BC-0200 GRIDWALKER	STARTER	380 ft	110 ft	120 EN	150	1150	Training
BC-0400 MULE	Early Heavy	420 ft	120 ft	150 EN	280	1850	Heavy duty
BST-G1/P10	Early Balanced	480 ft	140 ft	110 EN	195	1420	First upgrade
AB-J-137 KIKAKU	Melee	450 ft	155 ft	100 EN	210	1580	Melee +100%
BC-0600 12345	Mid Heavy	500 ft	180 ft	95 EN	180	1360	Best heavy QB
BUERZEL/21D	Ultra-Heavy	580 ft	150 ft	180 EN	340	2200	Max thrust
BST-G2/P04	Mid Balanced	540 ft	185 ft	85 EN	205	1480	All-rounder

BST-G2/P06SPD	Speed Kiter	680 ft	125 ft	140 EN	225	1620	FASTEST
ALULA/21E	Lightweight	650 ft	210 ft	75 EN	170	1120	Best QB
FLUEGEL/21Z	High-End	620 ft	195 ft	80 EN	215	1550	Premium
IA-C01B: GILLS	Coral	600 ft	200 ft	70 EN	185	1380	Best efficiency
IB-C03B: NGI 001	Coral Elite	640 ft	215 ft	65 EN	195	1450	Endgame

## Build Archetypes

- Heavy: BC-0600 12345 (180ft QB)
- Balanced: BST-G2/P04
- Melee: KIKAKU (+100% charge)
- Speed: ALULA/21E (210ft QB, 170 load)
- Efficiency: GILLS (200ft QB, 185 load)

**Quick Boost:** Costs EN but can be used as reaction for +4 AC vs one attack. Lightweight = 20+ QB/fight, heavy = 5-10 QB/fight.

## LEGS

Legs determine your AC's movement type, carrying capacity, and survivability. There are four leg types with distinct playstyles:

**BIPEDAL:** Standard humanoid legs. Balanced movement, decent load limits, reliable all-rounders. Come in light/mid/heavy variants.

**REVERSE JOINT:** Chicken legs. High mobility, incredible jump height (no EN cost), but fragile with low load limits. For hit-and-run builds.

**TETRAPOD:** Four-legged spider mechs. Can HOVER to lock altitude and absorb weapon recoil. High load limits, excellent for aerial bombardment.

**TANK:** Treads. Massive HP and load limits, can fire heavy weapons while moving. Slow turns, poor aerial mobility, but unstoppable juggernauts.

## What The Stats Mean

**HP:** Health points added to your AC. Tanks have the most, reverse joints the least.

**AC Bonus:** Defense boost. Higher = harder to hit. Ranges from +0 (lightweight) to +3 (super heavy).

**Prone Resistance:** Bonus to saves against being knocked prone. Tanks resist being knocked down, reverse joints get ragdolled easily.

**Load Limit:** Maximum weight your legs can carry. If total build weight exceeds this, you cannot deploy. Tetrapods and tanks have the highest limits.

**Weight:** How heavy the legs themselves are (counts toward Load Limit from other parts).

**EN Load:** Passive power draw that must be covered by your generator's EN Output.

**Movement Speed:** How fast you move per turn when boosting (measured in feet/turn).

**Special:** Unique abilities: High Jump (reverse joint jumps without EN), Hover (tetrapod locks altitude and absorbs recoil), Ram Damage (tanks), weight category.

## In Practice

- 2C-2000 CRAWLER vs DF-LG-08 TIAN-QIANG: Crawler is lightweight starter legs (52k load, +1 AC). TIAN-QIANG is heavyweight chonker (82k load, +3 AC, +5 prone resist). TIAN-QIANG lets you mount dual grenade launchers and laugh off explosions.
- KASUAR/42Z vs RC-2000 SPRING CHICKEN: Both are reverse joints but KASUAR is lightweight glass cannon (520ft speed, +0 AC) while SPRING CHICKEN is midweight (480ft speed, +1 AC, 68k load). SPRING CHICKEN can actually carry weapons.
- VP-424 vs LG-033M VERRILL: VP-424 is lightweight tetrapod (70k load) for hit-and-run aerial sniping. VERRILL is heavyweight beast (76k load, 4200 HP) that hovers in place with quad plasma cannons and doesn't give a damn.



- LG-022T BORNEMISSZA: The absolute unit. 6200 HP, +6 prone resist, 87k load limit. You're a mobile fortress that can't be knocked down and obliterates everything.

## BIPEDAL LEGS

Name	HP	AC	Prone Res	Load Limit	Weight	EN Load	Move Speed	Special
2C-2000 CRAWLER	2800	+1	+2	52,000	19,500	280	400	Lightweight Bipedal, Starter
AL-J-121 BASHO	3000	+1	+2	62,600	20,500	300	420	Midweight Bipedal, Balanced
LG-011 MELANDER	3200	+2	+3	67,500	22,400	340	410	Midweight Bipedal, Popular Workhorse
LG-012 MELANDER C3	3100	+1	+3	65,800	21,800	320	430	Midweight Bipedal, Melander Variant
DF-LG-08 TIAN-QIANG	3800	+3	+5	82,600	23,600	400	380	Heavyweight Bipedal, Tank Destroyer
VP-422	3300	+2	+3	69,200	23,100	360	400	Midweight Bipedal, Arquebus Standard
NACHTREIHER/42E	2900	+0	+1	58,400	18,900	270	480	Lightweight Bipedal, Speed Demon
VE-42A	3900	+3	+5	79,500	25,300	420	370	Heavyweight Bipedal, Maximum Defense
06-041 MIND ALPHA	3400	+2	+4	71,200	23,800	380	410	Midweight Bipedal, ALLMIN D Design
IB-C03L: HAL 826	3600	+2	+4	74,800	24,200	400	430	Heavyweight Bipedal, Coral/NG ++ Reward
IA-C01L: EPHEMER A	3100	+1	+3	66,500	21,200	330	440	Midweight Bipedal,

								Coral Specialist
--	--	--	--	--	--	--	--	------------------

## REVERSE JOINT LEGS

Name	HP	AC	Prone Res	Load Limit	Weight	EN Load	Move Speed	Special
EL-PL-00 ALBA	2500	+0	+1	55,800	19,200	290	520	Lightweight Reverse Joint, High Jump
KASUAR/42Z	2400	+0	+0	54,600	18,400	270	540	Lightweight Reverse Joint, Speed King
RC-2000 SPRING CHICKEN	2900	+1	+2	68,400	25,900	400	480	Midweight Reverse Joint, Best Balance
06-042 MIND BETA	3200	+1	+3	72,100	27,600	440	450	Heavyweight Reverse Joint, ALLMIN D

## TETRAPOD LEGS

Name	HP	AC	Prone Res	Load Limit	Weight	EN Load	Move Speed	Special
VP-424	3700	+2	+4	69,800	31,600	760	380	Lightweight Tetrapod, Hover, Recoil Absorption
LG-033M VERRILL	4200	+3	+5	76,200	36,200	680	360	Heavyweight Tetrapod, Hover, Maximum Load
LAMMER GEIER/42 F	3900	+2	+4	72,500	33,100	720	370	Midweight Tetrapod, Hover, Schneider/DLC

## TANK LEGS

Name	HP	AC	Prone Res	Load Limit	Weight	EN Load	Move Speed	Special
<b>2C-3000 WRECKER</b>	4800	+2	+5	78,900	35,200	620	420	Midweight Tank, Fire While Moving, Ram
<b>2S-5000 DESSERT</b>	5200	+3	+6	84,600	41,800	710	400	Heavyweight Tank, Fire While Moving, Ram
<b>EL-TL-10 FIRMEZA</b>	5000	+2	+5	81,200	37,900	650	410	Midweight Tank, Fire While Moving, Ram
<b>LG-022T BORNEMISSZA</b>	6200	+3	+6	87,000	49,500	840	380	Super Heavy Tank, Fire While Moving, Ram, ABSOLUTE UNIT
<b>VE-42B</b>	5800	+3	+6	91,000	46,600	820	390	Heavy Tank, Hover Capability!, Fire While Moving
<b>EL-TL-11 FORTALEZA</b>	5100	+2	+5	69,300	24,700	620	460	Lightweight Tank, Fast, Fire While Moving, Ram

## CORES

The Core is your AC's torso and foundation. It contributes the most HP, determines expansion slots, and provides the booster performance for your Assault Boost (ground rocket dash) and Flight speeds.

### What The Stats Mean

**HP:** Health points from the core. Cores provide 1500-3600 HP. Combined with legs, your total HP will be 2500-9800.

**AC Bonus:** Defense boost. Cores provide +3 to +6 AC. This is your biggest single AC contribution.

**Prone Resistance:** Bonus to saves against being knocked prone. Heavy cores resist knockdown better.

**Assault Boost Speed:** Your ground rocket dash in ft/turn. When you hit that afterburner, THIS is how fast you go. Ranges from 1200 ft/turn (heavyweight fortress) to 2000 ft/turn (lightweight rocket). For reference, a football field is 300 feet - speed demons cross THREE football fields in one turn.

**Flight Speed:** Your sustained airborne speed in ft/turn when flying continuously. Ranges from 800 ft/turn (flying brick) to 1500 ft/turn (aerial ace).

**Expansion Slots:** 1 or 2 slots for Core Expansion parts (special abilities like Assault Armor, Terminal Armor, Pulse Protection, etc). Most cores have 2 slots, lightweight cores often have only 1.

**Weight:** How heavy the core is (counts toward Load Limit).

**EN Load:** Passive power draw that must be covered by your generator's EN Output.

**Special:** Weight category and manufacturer bonuses.

### In Practice

- CC-2000 ORBITER (starter): 1800 HP, +3 AC, 1600 ft Assault Boost. You're fast but fragile. One expansion slot limits your options.
- BD-011 MELANDER (workhorse): 2400 HP, +4 AC, 1500 ft Assault Boost, 1100 ft Flight. The Reliable Choice™ that works with everything.
- DF-BD-08 TIAN-QIANG (tank destroyer): 3200 HP, +6 AC, 1200 ft Assault Boost. You're slow but UNKILLABLE, and you get +30% armor multiplier.
- NACHTREIHER/40E (speed demon): 2100 HP, +3 AC, 2000 ft Assault Boost, 1500 ft Flight. You cross 666 feet per SECOND. Enemies blink and you're behind them.
- IA-C01C: EPHEMERA (Coral): 2200 HP, +4 AC, 1700 ft Assault. Your energy weapons deal +15% damage and charge 15% faster.
- IB-C03C: HAL 826 (NG++ elite): 2800 HP, +5 AC, 1700 ft Assault, 1300 ft Flight, +15% to ALL systems. The ultimate balanced endgame core.

- VE-40A + BORNEMISSZA legs: 3600 HP from core + 6200 from legs = 9800 total HP. You are a raid boss.
- EL-PC-00 ALBA: 2000 ft Assault / 1500 ft Flight. Built for permanent aerial combat, you never touch the ground.

## CORE PARTS

Name	HP	AC	Prone Res	Assault Boost (ft/turn )	Flight Speed (ft/turn )	Exp Slots	Weight	EN Load	Special
CC-2000 ORBITER	1800	+3	+2	1600	1200	1	16,200	210	Lightweight Starter, RaD
BD-011 MELANDER	2400	+4	+3	1500	1100	2	20,800	280	Midweight Workhorse, Balam
BD-012 MELANDER C3	2500	+4	+3	1550	1150	2	21,600	290	Midweight Melander+, Balam
DF-BD-08 TIAN-QI ANG	3200	+6	+5	1200	850	2	24,100	380	Heavyweight Tank, +30% Armor, Dafeng
VP-40S	2300	+4	+3	1450	1250	2	19,400	270	Midweight Tetrapod Core, Arquebus
NACHTRIEHER/4 OE	2100	+3	+2	2000	1500	1	17,800	240	Lightweight Speed King, Schneider
VE-40A	3600	+5	+5	1300	900	2	23,800	360	Heavyweight Defense Monster, Arquebus
CC-3000 WRECKER	2200	+4	+3	1650	1150	1	18,900	260	Midweight Efficient, RaD, Hidden
AC-J-120 BASHO	2600	+4	+3	1550	1200	2	21,200	310	Midweight Balanced, BAWS
AC-J-120 /RC JAILBREAK	2700	+5	+4	1500	1150	2	22,400	330	Heavyweight BASHO+, BAWS

<b>EL-TC-10 FIRMEZ A</b>	3100	+5	+5	1350	950	2	23,200	350	Heavyweight Tank Support, Elcano
<b>EL-PC-00 ALBA</b>	2000	+3	+2	1900	1500	1	16,800	230	Lightweight Aerial Ace, Elcano
<b>07-061 MIND ALPHA</b>	2800	+5	+4	1650	1300	2	22,600	320	Heavyweight AI Design, ALLMIN D
<b>CS-5000 MAIN DISH</b>	2900	+5	+4	1550	1250	2	23,400	340	Heavyweight NG+, RaD
<b>IA-C01C: EPHEME RA</b>	2200	+4	+3	1700	1250	2	19,100	280	Midweight Coral, +15% E-Wpn, Hidden
<b>IB-C03C: HAL 826</b>	2800	+5	+4	1700	1300	2	22,100	310	Heavyweight Coral Elite, +15% All, NG++



## ARMS

Arms hold your weapons and determine how accurately you can aim. Different arms specialize in firearms, melee weapons, or heavy weapon recoil control.

### What The Stats Mean

**HP:** Health points from arms. Arms provide 500-1200 HP.

**AC Bonus:** Defense boost. Arms provide +1 to +3 AC.

**Firearms Spec:** Attack bonus with ranged weapons (rifles, shotguns, cannons, etc). Ranges from +1 (terrible aim) to +4 (sniper precision). This stacks with your FCS bonuses.

**Melee Spec:** Attack bonus with melee weapons (swords, pile bunkers, chainsaws). Ranges from +0 (can't punch for shit) to +4 (melee master). This stacks with your FCS bonuses.

**Recoil Control:** Bonus when firing heavy weapons like bazookas, grenade launchers, and cannons. +3 means you can fire dual plasma cannons while boosting with minimal accuracy penalty. +0 means your shots spray everywhere.

**Weight:** How heavy the arms are (counts toward Load Limit).

**EN Load:** Passive power draw that must be covered by your generator's EN Output.

**Special:** Weight category and specializations.

### In Practice

- AC-2000 TOOL ARM (starter): +2 Firearms / +1 Melee / +0 Recoil. You can hit things but heavy weapons kick like a mule.
- VP-46S (sniper arms): +4 Firearms / +0 Melee / +1 Recoil. Pinpoint accuracy with rifles, but you can't melee worth a damn.
- DF-AR-08 TIAN-QIANG (heavyweight): +2 Firearms / +3 Melee / +3 Recoil. The SWOLE arms. Dual plasma cannons? No problem. Pile bunker? Hell yes.
- NACHTREIHER/46E (lightweight): +3 Firearms / +1 Melee / +0 Recoil. Fast and accurate but can't handle heavy ordnance.
- 04-101 MIND ALPHA (balanced): +3 Firearms / +2 Melee / +2 Recoil. ALLMIND's solution to 'why choose one?'
- IB-C03A: HAL 826 (elite): +4 Firearms / +3 Melee / +2 Recoil. NG++ god-tier arms that do everything well.
- Total attack bonus example: VP-46S arms (+4 Firearms) + VE-21A FCS (+5 long range) = +9 to hit with sniper rifles at 1000ft. You hit on a 1.

## ARM PARTS

Name	HP	AC	Fire Spec	Melee Spec	Recoil Ctrl	Weight	EN Load	Special
AC-2000 TOOL ARM	600	+1	+2	+1	+0	3,200	90	Lightweight Starter, RaD
AR-011 MELANDER	750	+2	+2	+2	+1	4,100	120	Midweight Balanced, Balam
AR-012 MELANDER C3	800	+2	+3	+2	+1	4,300	130	Midweight Melander+, Balam
DF-AR-08 TIAN-QIANG	1100	+3	+2	+3	+3	5,900	180	Heavyweight Powerhouse, Dafeng
DF-AR-09 TIAN-LAO	1200	+3	+2	+4	+3	6,200	190	Heavyweight Melee Monster, Dafeng
NACHTREIHER/46E	650	+1	+3	+1	+0	3,600	100	Lightweight Speed, Schneider
VP-46S	720	+2	+4	+0	+1	3,900	110	Midweight Sniper, Arquebus
VP-46D	850	+2	+3	+1	+2	4,500	140	Midweight Versatile, Arquebus
VE-46A	1050	+3	+3	+2	+2	5,400	170	Heavyweight Precision, Arquebus
04-101 MIND ALPHA	900	+2	+3	+2	+2	4,800	150	Midweight AI Balanced, ALLMIND
EL-TA-10 FIRMEZA	1000	+3	+2	+2	+3	5,600	180	Heavyweight Tank Support, Elcano
AA-J-123 BASHO	820	+2	+2	+3	+1	4,400	135	Midweight Versatile, BAWS
AA-J-123/RC	950	+2	+3	+3	+2	5,100	160	Heavyweight BASHO+, BAWS

<b>JAILBREAK</b>								
<b>AC-3000 WRECKER</b>	880	+2	+2	+2	+2	4,600	145	Midweight Efficient, RaD, Hidden
<b>EL-PA-00 ALBA</b>	700	+1	+3	+1	+1	3,700	105	Lightweight Aerial, Elcano
<b>AS-5000 SALAD</b>	920	+2	+2	+3	+2	4,900	155	Midweight NG+, RaD
<b>IA-C01A: EPHEMERA</b>	780	+2	+3	+2	+1	4,200	125	Midweight Coral, Hidden
<b>IB-C03A: HAL 826</b>	950	+3	+4	+3	+2	5,200	165	Heavyweight Coral Elite, NG++

## HEADS

Heads provide scanning abilities to detect enemies and some HP/AC. Different heads have varying scan ranges and system recovery bonuses (helps you recover from being knocked prone faster).

### What The Stats Mean

**HP:** Health points from head. Heads provide 300-800 HP.

**AC Bonus:** Defense boost. Heads provide +1 to +2 AC.

**Scan Range:** Detection range in feet. When you activate scan, all enemies within this range are marked for your entire team. Ranges from 1000 ft (short-range) to 2500 ft (long-range reconnaissance). Marked enemies can be seen through walls.

**Scan Duration:** How long enemies stay marked in seconds (3-12 seconds). Longer duration = more time to coordinate attacks.

**System Recovery:** Bonus to saves for recovering from prone/stagger faster. +3 means you recover instantly, +0 means you're on your back for a full turn.

**Weight:** How heavy the head is (counts toward Load Limit).

**EN Load:** Passive power draw that must be covered by your generator's EN Output.

**Special:** Weight category and special abilities.

### In Practice

- HC-2000 FINDER EYE (starter): 1500 ft scan / 6 sec duration / +1 recovery. Basic recon head.
- VE-44B (long-range): 2500 ft scan / 8 sec duration. You see EVERYONE on the battlefield. Perfect for sniper builds.
- IA-C01H: EPHEMERA (hidden): 2200 ft scan / 12 sec duration / +3 recovery. Enemies stay marked for 12 seconds AND you recover from prone instantly.
- IB-C03H: HAL 826 (NG++): 2400 ft scan / 10 sec duration / +3 recovery. Elite endgame head with massive range and instant recovery.
- DF-HD-08 TIAN-QIANG: Only 1200 ft scan but +2 recovery and 750 HP. Built for brawling, not recon.
- KASUAR/44Z: 1800 ft scan / 8 sec / +2 recovery. Lightweight speed demon head.
- Scan combo: Mark enemies from 2000+ feet away, entire team sees them through walls, coordinate alpha strike.

## HEAD PARTS

Name	HP	AC	Scan Range (ft)	Scan Duration (sec)	System Recovery	Weight	EN Load	Special
HC-2000 FINDER EYE	400	+1	1500	6	+1	1,800	60	Lightweight Starter, RaD
HD-011 MELANDER	500	+1	1600	7	+1	2,100	70	Midweight Balanced, Balam
HD-012 MELANDER C3	550	+2	1650	7	+2	2,300	75	Midweight Melander +, Balam
DF-HD-08 TIAN-QIANG	750	+2	1200	6	+2	3,200	95	Heavyweight Brawler, Dafeng
VP-44S	520	+1	1900	8	+1	2,400	80	Midweight Recon, Arquebus
VP-44D	620	+2	2000	8	+2	2,800	90	Midweight Advanced Recon, Arquebus
VE-44A	720	+2	2100	9	+2	3,100	100	Heavyweight Long-Range, Arquebus
VE-44B	780	+2	2500	8	+3	3,400		
NACHTREIHER/44E	420	+1	1700	7	+1	1,900	65	Lightweight Speed, Schneider
KASUAR/44Z	480	+1	1800	8	+2	2,200	75	Lightweight Recon, Schneider
HC-3000 WRECKER	550	+1	1550	6	+1	2,400	80	Midweight Efficient, RaD, Hidden
AH-J-124 BASHO	570	+1	1650	7	+2	2,500	85	Midweight Balanced, BAWS
AH-J-124/RC JAILBREAK	680	+2	1800	8	+2	2,900	95	Heavyweight BASHO+, BAWS

<b>HD-033M VERRILL</b>	650	+2	1900	9	+2	2,700	90	Midweight Heavy Recon, Balam
<b>EL-TH-10 FIRMEZA</b>	700	+2	1400	6	+2	3,000	100	Heavyweight Tank Support, Elcano
<b>EL-PH-00 ALBA</b>	450	+1	2000	10	+2	2,100	70	Lightweight Aerial Recon, Elcano
<b>20-081 MIND ALPHA</b>	600	+2	1850	8	+2	2,600	85	Midweight AI Recon, ALLMIN D
<b>20-082 MIND BETA</b>	720	+2	2100	9	+3	3,000	95	Heavyweight AI Elite, ALLMIN D
<b>HS-5000 APPETIZER</b>	650	+2	1750	7	+2	2,700	90	Midweight NG+, RaD
<b>HC-2000/ BC SHADE EYE</b>	520	+1	1900	9	+2	2,300	75	Midweight Stealth Recon, RaD/NG+
<b>IA-C01H: EPHEMERA</b>	600	+2	2200	12	+3	2,500	80	Midweight Coral, Hidden
<b>IB-C03H: HAL 826</b>	750	+2	2400	10	+3	2,900	95	Heavyweight Coral Elite, NG++

## EXPANSIONS

Core Expansions are special abilities equipped in your core's expansion slots. They have limited charges (1-3 per rest) and no weight/EN cost. Most cores have 2 expansion slots.

### What The Stats Mean

**Action:** How to activate: Bonus Action (you choose when), Reaction (immediate response), or Auto (triggers automatically).

**Effect:** What the expansion does.

**Duration:** How long the effect lasts in rounds (1 round = 6 seconds).

**Charges:** How many times you can use it per rest. Recharges after a long rest or resupply.

**Special:** Additional notes and unlock requirements.

### In Practice

- Assault Armor: Enemies swarm you at close range. Bonus action → BOOM. 250 damage to all enemies within 200 ft, stagger them, and cancel all incoming missiles/bullets. Your turn to counter-attack.
- Pulse Armor: Tank build charging through enemy fire. Pop Pulse Armor (bonus action) → absorb 2000 damage for 10 rounds while closing distance. Perfect for melee rushdown.
- Pulse Protection: Sniper duel. Drop stationary shield (bonus action) → you can shoot out, they can't shoot in. 2400 damage shield lasts 25 rounds. Camp and delete them.
- Terminal Armor: Boss fight. You're at 200 HP, boss fires plasma cannon for 800 damage. Terminal Armor auto-triggers → you survive at 1 HP with 12,000 damage shield for 2 rounds. Pop repair kit or go for the kill.
- Most cores have 2 slots: Assault Armor + Terminal Armor is the meta combo (offense + safety net).
- Lightweight cores (ORBITER, NACHTREIHER, ALBA, WRECKER) only have 1 slot. Choose wisely.

## EXPANSION PARTS

Name	Action	Effect	Duration	Charges	Special
<b>ASSAULT ARMOR</b>	Bonus Action	Pulse explosion: 250 dmg + stagger to all enemies within 200 ft. Cancels all incoming projectiles in blast.	1 round (instant)	3	Best offensive expansion.
<b>PULSE ARMOR</b>	Bonus Action	Mobile shield follows you. Absorbs 2000 damage.	10 rounds	3	Best for aggressive builds.
<b>PULSE PROTECTION</b>	Bonus Action	Stationary shield at target location. Absorbs 2400 damage. You can shoot out, enemies cannot shoot in.	25 rounds	3	Must stay in bubble.
<b>TERMINAL ARMOR</b>	Auto (Reaction)	When reduced to 0 HP, survive at 1 HP. Deploy 12,000 damage shield for 2 rounds.	2 rounds	1 (per mission)	Last stand ability.



## **WEAPONS**

These aren't small arms. Your AC is between 10-20 METERS TALL. A 'handgun' on an AC fires rounds the size of cannonballs. These are all artillery weapons. Even the 'light' weapons hit like tank cannons.

## ARM WEAPONS: HANDGUNS

Handguns are rapid-fire sidearms with good ammo capacity. Despite the name, they're firing explosive rounds capable of punching through armored vehicles. Fast fire rate, moderate damage, reliable.

### Weapon Stats Explained

**Damage:** Damage per shot.

**Range:** Effective range in feet. Short: 0-300, Medium: 300-800, Long: 800-1500+.

**Ammo:** Shots before reload. Ballistic weapons need ammo, energy weapons use EN per shot.

**Fire Rate:** Action cost: Standard Action (1 attack), Bonus Action + Action (burst/full auto), or Reaction.

**Weight:** Weapon weight (counts toward Load Limit).

**EN Load:** Power draw for energy weapons.

**Special:** Unique properties like burst fire, stagger, status effects.

Name	Damage	Range (ft)	Ammo	Fire Rate	Type	Weight	EN Load	Special
HG-003 COQUILLE TT	45	500	120	Standard	Kinetic	1,800	50	Lightweight starter; high ammo, Balam
HG-004 DUCKETT	58	550	100	Standard	Kinetic	2,100	60	Balanced handgun, reliable, Balam
MA-E-211 SAMPU	52	480	90	3-Round Burst	Kinetic	2,400	70	Burst fire (3 shots), moderate stagger, BAWS
VP-66LH	62	600	—	Charged Burst	Energy (Laser)	2,200	95	Charge: 6-shot laser burst (total 372 dmg), 180 EN/burst, Arquebus
HI-16: GU-Q1	48	450	—	Standard	Energy (Pulse)	1,900	85	Pulse rounds,

								breaks shields fast, 65 EN/shot, Takigawa
<b>HI-18: GU-A2</b>	56	500	—	Standard	Energy (Pulse)	2,100	90	Upgraded pulse gun, better damage, 75 EN/shot, Takigawa

### Usage Notes

- HG-003 COQUILLET: The starter handgun. 120 rounds means you never run dry. Low damage but reliable. Perfect for learning.
- HG-004 DUCKETT: The 'real' handgun. 58 damage per shot, 100 rounds, 550 ft range. Solid all-rounder.
- MA-E-211 SAMPU: Burst fire = 3 shots per action (156 total damage). Burns through ammo fast but staggers well.
- VP-66LH: Charge it up → 6-shot laser burst for 372 total damage. Best burst DPS but needs energy.
- HI-16 GU-Q1: Pulse rounds shred shields and barriers (Pulse Armor, Terminal Armor). Anti-shield specialist.
- HI-18 GU-A2: Upgraded pulse gun. Better damage, still murders shields. 75 EN per shot.
- Dual wielding: Two handguns = reliable sustained DPS. Two COQUILLET = 240 rounds before reload.
- Handgun + Melee: Keep a handgun in one hand, sword in the other. Shoot while closing, slash when in range.

## ARM WEAPONS: RIFLES

Rifles are the backbone of AC combat. Mid-to-long range, balanced fire rate, solid damage.

Name	Damage	Range (ft)	Ammo	Fire Rate	Type	Weight	EN Load	Special
RF-024 TURNER	72	800	80	Standard	Kinetic	2,800	80	Starter assault rifle, reliable, cheap
RF-025 SCUDDER	85	850	70	Standard	Kinetic	3,200	95	Upgraded assault rifle, higher damage
MA-J-200 RANSETS U-RF	78	750	60	3-Round Burst	Kinetic	3,400	100	Burst rifle, 3 shots (234 total), BAWS
MA-J-201 RANSETS U-AR	82	800	65	3-Round Burst	Kinetic	3,600	110	Burst assault, 3 shots (246 total), BAWS
LR-036 CURTIS	145	1200	24	Charged Shot	Kinetic (Railgun)	4,200	140	Charge: 290 dmg railgun shot, massive stagger
LR-037 HARRIS	158	1300	20	Charged Shot	Kinetic (Railgun)	4,600	150	Elite railgun, charge: 316 dmg
VP-66LR	92	1000	—	Charged Shot	Energy (Laser)	3,800	190	Charge: 184 dmg laser beam, 240 EN/shot, Arquebus
VE-66LRA	102	1100	—	Charged Shot	Energy (Laser)	4,100	205	Heavy laser, charge: 204 dmg, 280 EN/shot
VE-66LRB	108	1150	—	Charged Shot	Energy (Laser)	4,400	220	Elite laser, charge: 216 dmg, 300 EN/shot
Vvc-760PR	98	900	—	Charged (AoE)	Energy (Plasma)	4,000	210	Plasma explosions, charge:

								AoE blast, 260 EN/shot, VCPL
<b>IA-C01W1 : NEBULA</b>	105	950	—	Charged (AoE)	Energy (Plasma/Coral)	4,200	225	Coral plasma, charge: multi-explosion, 280 EN/shot, Hidden
<b>44-142 KRSV</b>	88	950	—	Dual Mode	Energy (Laser+Plasma)	4,500	240	Plasma shot OR charge laser, full charge: both (320 total), ALLMIND
<b>IA-C01W6 : NB-REDS HIFT</b>	118	1100	—	Chain Explosion	Energy (Coral)	4,800	280	Plasma shot → chain explosions (236 total), NG++
<b>IB-C03W1 : WLT 011</b>	125	1200	—	Sweep Beam	Energy (Coral)	5,200	300	Charge: massive Coral beam sweep (375 dmg), NG++

#### Usage Notes

- ASSAULT RIFLES (RF-024, RF-025): Bread and butter. 70-85 damage, 70-80 rounds, 800-850 ft range. Reliable sustained fire.
- BURST RIFLES (RANSETSU series): 3 rounds per trigger pull = 234-246 total damage per burst. Higher burst DPS but burns ammo fast.
- LINEAR RIFLES (CURTIS, HARRIS): Railguns. Charged shot = 290-316 damage PLUS massive stagger. Slow fire rate but one-shot kills on light mechs. Tank/Tetrapod legs required to fire without slowing down.
- LASER RIFLES (VP-66LR, VE-66L series): 92-108 damage base, charge for double (184-216). No ammo but costs 240-300 EN per shot. Instant hit, no bullet travel time.
- PLASMA RIFLES (Vvc-760PR, NEBULA): 98-105 damage with AoE explosions. Charge creates multi-explosion zone. Great vs groups. Costs 260-280 EN/shot.
- 44-142 KRSV (ALLMIND): Plasma shot (88 dmg) OR charge laser (160 dmg). Full charge fires BOTH for 320 total. Versatile but energy hungry.

- NB-REDSHIFT (NG++ Coral): 118 damage plasma shot that CHAINS into explosions hitting multiple times (236 total). Coral generators boost this further.
- WLT 011 (NG++ Coral Elite): Charge fires sweeping Coral beam for 375 damage. Can hit multiple enemies in beam path. Most powerful rifle in game.
- Dual wielding: Two assault rifles = constant fire while one reloads. Two CURTIS railguns = 580+ damage alpha strike with charged shots.
- Energy weapon builds: Need high EN Output generator (VP-20D, IB-C03G) + Energy Firearm Spec boost for best performance.

## SHOTGUNS (5)

Shotguns are the favored choice for aggressive builds of all sizes. Due to the speed of modern day mechs, using a shotgun is telling other pilots *“Yes, I am better than you. I will outmaneuver you.”*

Weapon	Damage	Range (ft)	Ammo	Fire Rate	Type	Weight	EN Load	Special
SG-026 HALDEMAN	140	250	66	Standard	Kinetic	3,660	185	Wide spread, Balam
SG-027 ZIMMERMAN	165	350	53	Standard	Kinetic	4,400	242	Tight spread, long range, Balam
WR-0777 SWEET SIXTEEN	230	200	42	Volley	Kinetic	1,640	268	All barrels fire, RaD
VP-66LS	150	400	—	Charged	Laser	2,870	320	Charge: 300 dmg + 30 ft AoE, Arquebus
WUERGER/66E	160	450	—	Charged	Laser	3,030	340	Charge: 320 dmg + 30 ft AoE, best range, Arquebus

### Usage Notes

- HALDEMAN: Starter shotgun, wide spread pattern. Gets outclassed quickly but serviceable early game.
- ZIMMERMAN: The meta shotgun. Tight pellet spread extends effective range to 350 ft. Slower fire rate but devastating. Everyone uses it.
- SWEET SIXTEEN: Volley gun fires all 16 barrels simultaneously. 230 damage per shot = highest alpha strike damage. Wide spread = point blank deletion, useless at range.

- VP-66LS: Laser shotgun. No ammo, instant hit, better range (400 ft). Charged shot = 300 damage AoE blast. Lower stagger than ballistics.
- WUERGER/66E: Best shotgun range (450 ft), upgraded laser option. Charged shot = 320 damage AoE. Late-game energy shotgun.
- Dual wielding: Two ZIMMERMAN = 330 damage per volley. Two SWEET SIXTEEN = 460 damage alpha strike (can delete light mechs instantly).
- Shotguns excel at stagger damage. Close range burst will fill enemy stagger bar rapidly, opening them for punishing attacks during stagger state.

## MACHINE GUNS (4)

Similar to rifles, but much more focused on sheer RPM than accuracy. Anything you *do* catch is shredded chicken though.

Weapon	Damage	Range (ft)	Ammo	Fire Rate	Type	Weight	EN Load	Special
MG-014 LUDLOW	85 x3	450	720	Full Auto	Kinetic	2,450	82	Rapid fire, starter, Balam
DF-MG-02 CHANG-CHEN	95 x3	500	990	Full Auto	Kinetic	2,680	95	Best ammo capacity, Dafeng
MA-E-210 ETSUJIN	90 x3	480	600	Burst	Kinetic	2,920	110	3-round bursts (270 total), Dafeng
DF-GA-08 HU-BEN	78 x5	420	1200	Gatling	Kinetic	4,110	155	Max fire rate, suppression, Dafeng

### Usage Notes

- LUDLOW: Starter autocannon. 720 rounds of 85 damage. Learns you on full auto suppression fire.
- CHANG-CHEN: Upgraded LUDLOW. 990 rounds of 95 damage = never runs dry. Best ammo capacity of any machine gun.
- ETSUJIN: Burst machine gun. 3 rounds per trigger pull = 270 damage per burst. More controlled than full auto, good for conserving ammo.
- HU-BEN: THE bullet hose. 1200 rounds of 78 damage. Gatling barrels spin death. Maximum suppression, lower per-shot damage but volume of fire makes up for it.
- Machine guns trade accuracy for volume. Get in medium range (300-500 ft), hold trigger, watch enemies stagger. Heavy and hard to control but damage rivals shotguns.

- Dual wielding: Two HU-BEN = 2400 rounds of suppressing fire. Two CHANG-CHEN = 1980 rounds. Alternate fire to maintain constant stream while one reloads.
- Machine guns excel at sustained DPS and stagger buildup. Keep pressure on, don't let up. Enemy staggers, you win.

## BAZOOKAS (4)

Single-shot explosive weapons. RPG/tank rounds scaled to mech size. High damage, slow reload, limited ammo.

Weapon	Damage	Range	Ammo	Fire Rate	Type	Weight	EN Load	Special
DF-BA-06 XUAN-GE	425 + 50ft blast	800 ft	15	Single Shot	Explosive	5,120	268	Starter bazooka, most ammo, Dafeng
MAJESTIC	485 + 50ft blast	900 ft	12	Single Shot	Explosive	5,480	295	Mid-tier power, Arquebus
LITTLE GEM	465 + 50ft blast	850 ft	10	Single Shot	Explosive	4,690	310	Lightest bazooka, Arquebus
44-141 JVLN ALPHA	520 direct + chain = 780 total	750 ft	8	Single Shot	Explosive	5,310	293	Detonating bazooka, chain explosions, ALLMIND

## Damage Breakdown

Direct hit damage + explosive radius. All bazookas have 50 ft blast radius except JVLN ALPHA which chains explosions for additional damage.

## Usage Notes

- XUAN-GE: Starter bazooka. 425 damage + 50 ft blast. 15 rounds = most ammo capacity. Learns you on alpha strike tactics.
- MAJESTIC: Mid-tier power. 485 damage + 50 ft blast. Best range at 900 ft. 12 rounds of controlled devastation.
- LITTLE GEM: Lightest bazooka at 4,690 weight. 465 damage + 50 ft blast. 10 rounds. Good for speed builds that need punch.
- JVLN ALPHA: Detonating bazooka. 520 direct hit triggers chain explosions for 780 total damage. Only 8 rounds but can one-shot light mechs. ALLMIND special weapon.
- Bazookas are alpha strike weapons. One shot, massive damage, explosive radius. Slow reload (3-4 seconds), limited ammo. Make every shot count.
- Dual wielding: Two XUAN-GE = 850 damage per volley. Two JVLN ALPHA = 1560 damage per volley. Can delete enemies before they close range.
- Explosive radius ignores cover. Shoot near targets behind walls, blast radius does the work. Great for area denial.



## GRENADE LAUNCHERS (6)

Arc trajectory weapons that lob explosives over cover. Indirect fire capability, smaller blast than bazookas but can hit targets behind walls. Specialty versions include napalm, jamming, and stun effects.

Weapon	Damage	Range	Ammo	Fire Rate	Type	Weight	EN Load	Special
DF-GR-07 GOU-CHEN	340 + 40ft blast	600 ft	40	Single Shot	Explosive	4,800	340	Starter, most ammo, arc trajectory, Dafeng
DIZZY	370 + 55ft blast	550 ft	28	Single Shot	Explosive	5,600	380	Largest blast radius, heavy, arc trajectory, Melinite
IRIDIUM	350 + 40ft blast	580 ft	24	Single Shot	Explosive	3,400	285	Lightest grenade launcher, speed builds, Melinite
MA-T-222 KYORAI	280 + 35ft fire pool	550 ft	36	Single Shot	Fire	4,200	310	Napalm bomber, leaves fire DOT, arc trajectory, BAWS
MA-T-223 KYORIKU	30 + 40ft jamming	520 ft	45	Single Shot	Special	3,800	295	Jamming bomber, disrupts targeting, smoke cloud, BAWS
WS-1200 THERAPIST	200 + 40ft stun	540 ft	32	Single Shot	Special	4,400	320	Stun bomber, disables enemies, arc trajectory, Schneider

### Usage Notes

- GOU-CHEN: Starter grenade launcher. 340 damage + 40 ft blast. 40 rounds = most ammo. Arc trajectory lets you lob grenades over cover.
- DIZZY: Heavy hitter. 370 damage + 55 ft blast = largest blast radius. Only 28 rounds but area denial king. Weight penalty at 5,600.
- IRIDIUM: Lightweight grenade launcher at 3,400 weight. 350 damage + 40 ft blast. Only 24 rounds but perfect for speed builds that need explosives.
- KYORAI: Napalm bomber. 280 damage upfront + leaves fire pools that deal damage over time. Area denial, blocks enemy movement.
- KYORIKU: Jamming bomber. Minimal damage (30) but creates smoke cloud that disrupts lock-on and targeting. Enemies in cloud can't target, enemies outside can't target enemies inside. Tactical support weapon.
- THERAPIST: Stun bomber. 200 damage + stuns enemies in blast radius. Disables movement and attacks temporarily. Great opener for combo attacks.
- Grenade launchers excel at indirect fire. Enemies behind walls? Arc trajectory lets you lob grenades over cover and hit them anyway.

- Lower damage than bazookas but better tactical utility. Fire pools control space, jamming disrupts targeting, stun sets up combos.

## MISSILE LAUNCHERS (4)

Handheld guided missile systems with multi-lock capability. Fire-and-forget tracking missiles that can engage multiple targets simultaneously. Lower per-missile damage than bazookas but volume of fire compensates.

Weapon	Damage	Range	Ammo	Fire Rate	Type	Weight	EN Load	Special
HML-G2/P19 MLT-04	140 per missile	800 ft	48	4-lock	Explosive	4,200	380	Standard multi-lock, balanced, Furlong
PFAU/66D	130 + 20ft AoE	850 ft	54	6-lock	Energy	3,800	420	Plasma missiles, AoE splash, lightweight, Schneider
WS-5000 APERITIF	180 per missile	750 ft	36	4-lock	Explosive	5,400	395	Siege missiles, high damage, slower tracking, RaD
HML-G3/P08 SPL-06	120 x2 split = 240	820 ft	42	6-lock	Explosive	4,600	405	Split missiles, each splits into 2 submunitions, Furlong

### Usage Notes

- HML-G2/P19MLT-04: Standard missile launcher. 140 damage per missile, 4-lock capability. Fire 4 missiles at once at different targets or all 4 at one target.
- PFAU/66D: Plasma missiles. 130 damage + 20 ft AoE splash. 6-lock = can hit 6 targets simultaneously. Lightweight at 3,800 weight. AoE helps against clustered enemies.
- WS-5000 APERITIF: Siege missiles. 180 damage per missile = highest per-shot damage. Slower tracking, harder to dodge. Only 36 missiles total but they hit hard.
- HML-G3/P08SPL-06: Split missiles. Each missile splits into 2 submunitions = 240 total damage per volley. 6-lock capability. Great coverage, harder for enemies to evade.
- Multi-lock: Hold fire button to lock multiple targets. Yellow reticles appear over each target. Release to fire all missiles at once.
- Fire-and-forget tracking. Lock, fire, missiles guide themselves. Frees you to move/boost while missiles pursue targets.
- Lower per-missile damage than bazookas but volume makes up for it. 4-lock = 560 damage volley with HML-G2, 6-lock = 780 damage with PFAU plasma.

## MELEE WEAPONS (9)

Close-range weapons for devastating burst damage. Highest damage-per-hit in the game but requires getting in melee range. Includes pile bunkers, chainsaws, and energy blades. Most effective against staggered enemies.

Weapon	Damage	Range	Ammo	Fire Rate	Type	Weight	EN Load	Special
PB-033M ASHMEAD	850 charged	Melee	-	Charge	Kinetic	3,900	135	Pile bunker, highest single-hit damage, Balam
WB-0010 DOUBLE TROUBLE	110/sec, 660 charged	Melee	-	Sustained	Kinetic	5,200	240	Chainsaw, sustained DPS vs staggered, RaD
VP-67EB	380 + stun	Melee	-	Quick	Energy	2,800	180	Stun baton, electric discharge, Arquebus
VP-67LD	420	Melee	-	Fast	Energy	2,400	160	Laser dagger, lightest melee, quick strikes, Arquebus
Vvc-770LB	560, 750 charged	Melee	-	Combo	Energy	3,600	220	Laser blade, standard sword, combo attacks, VCPL
Vvc-774LS	480 rapid	Melee	-	Rapid	Energy	3,200	195	Laser slicer, fast attacks, rapid strikes, VCPL
VE-67LLA	680 charged thrust	20 ft	-	Charge	Energy	4,100	250	Laser lance, charging thrust, reach, Arquebus ADD
HI-32: BU-TT/A	520, 640 charged	Melee	-	Standard	Energy	3,100	205	Pulse blade, starter melee, reliable, Takigawa
IA-C01W2: MOONLIGHT	620, 820 wave	30 ft wave	-	Wave	Energy	4,500	280	Iconic laser sword, ranged wave, Rubicon Research

### Usage Notes

- Melee weapons do the highest damage per hit in the game. 850 damage pile bunker, 820 damage MOONLIGHT wave. Trade-off: you have to get in close.
- Most effective against staggered enemies. Stagger an enemy, boost in, delete with charged melee. DOUBLE TROUBLE chainsaw does 660 charged damage vs staggered targets.

- ASHMEAD pile bunker: Highest single-hit damage at 850. Charge it, thrust, massive spike damage. Great finisher.
- MOONLIGHT: THE iconic AC weapon. Can fire 30 ft energy waves at range (820 damage). Doesn't require point-blank contact like other melee.
- Energy melee weapons have no ammo, draw from EN pool. Can overheat with excessive use. Kinetic melee (pile bunker, chainsaw) don't overheat.

## SPECIAL WEAPONS (7)

Unique utility weapons with specialized functions. Includes flamethrowers, needle guns, stun weapons, and coral oscillators. Tactical tools for specific situations.

Weapon	Damage	Range	Ammo	Fire Rate	Type	Weight	EN Load	Special
WB-0000 BAD COOK	90/sec DOT	60 ft cone	180	Stream	Fire	2,600	155	Flamethrower, cone AOE, DOT vs staggered, BAWS
DF-ET-09 TAI-YANG-SHIO	280 + 25ft blast	150 ft	60	Auto	Explosive	3,400	220	Explosive thrower, close range spray, Dafeng
44-143 HMMR	240 + 30ft AoE	120 ft	-	EN	Energy	3,200	340	Plasma thrower, AoE blasts, EN powered, ALLMIND
EL-PW-00 VIENTO	105 per needle	350 ft	90	Full Auto	Kinetic	1,800	95	Needle gun, rapid piercing, high stagger, Elcano
VP-66EG	75 + stun	200 ft	-	EN	Energy	1,600	125	Stun gun, electric discharge, utility weapon, Arquebus
IA-C01W7: ML-REDSHIFT	420 burst	250 ft	-	Charge	Coral	4,800	380	Coral oscillator, energy burst, Rubicon Research
IB-C03W2: WLT 101	450 explosion	Melee	-	Melee	Coral	5,200	420	Coral oscillator, contact explosion, Rubicon Research

### Usage Notes

- BAD COOK flamethrower: 60 ft cone, 90 damage per second DOT. Great damage vs staggered enemies. Area denial, enemies won't advance through flames.
- VIENTO needle gun: 105 damage per needle, full auto. High stagger buildup. Lightweight at 1,800 weight. Good pressure weapon.
- VP-66EG stun gun: Low damage (75) but applies electric discharge status. Disables enemy movement/attacks temporarily. Utility over damage.
- Coral oscillators: Rare coral-powered weapons. ML-REDSHIFT fires charged energy burst (420 dmg). WLT 101 creates contact explosion (450 dmg). No ammo, EN powered.

- Throwers (explosive/plasma) have short range but AoE damage. Good for close-quarters crowd control.

## BACK WEAPONS (47)

Shoulder-mounted weapons providing supplementary firepower. Back weapons typically offer greater damage and range than arm weapons but require careful weight management. Both R-Back and L-Back slots can equip most weapons, though shields are L-Back exclusive.

### Heavy Cannons & Support Weapons (13)

Weapon	Damage	Range	Ammo	Fire Rate	Type	Weight	EN Load	Special
DF-GA-09 SHAO-WEI	95/sec	400 ft	800	Full Auto	Kinetic	7,800	420	Gatling cannon, sustained fire
SB-033 M MORLEY	340x5	300 ft	24	Single	Explosive	8,400	465	Spread bazooka, shotgun pattern
EARSHOT	520	450 ft	16	Slow	Explosive	7,200	388	Grenade cannon, high impact
SONGBIRD	380x2	400 ft	42	Burst	Explosive	5,500	285	Dual grenade cannon
VE-60S NA	270	350 ft	30	Single	Energy	6,100	825	Stun needle, shield breaker
VP-60LCS	230	500 ft	32	Charge	Energy	5,200	680	Laser cannon, chargeable
VE-60LCA	280	550 ft	28	Charge	Energy	6,800	890	Heavy laser cannon
VE-60LCB	310	500 ft	24	Charge	Energy	6,500	850	Burst laser cannon
VP-60LCD	260	400 ft	28	Charge	Energy	7,600	780	Diffuse laser, wider spread
FASAN/60E	390	450 ft	39	Charge	Energy	6,300	880	Plasma cannon, explosive

								on on hit
<b>KRANIC H/60Z</b>	230	400 ft	42	Full Auto	Energy	5,200	650	Pulse cannon
<b>EULE/60D</b>	Shield	N/A	N/A	Deploy	Energy	4,800	720	Pulse shield launcher, deployable barrier
<b>IA-C01 W3: AURORA</b>	480	600 ft	18	Charge	Coral	8,100	950	Light wave cannon, coral damage

**Usage Notes:** SHAO-WEI provides sustained suppression. EARSHOT and MORLEY excel at burst damage. VE-60SNA shreds shields. Laser cannons (VP/VE-60LC series) offer precision at range. FASAN/60E plasma deals AoE damage. AURORA is the most powerful cannon but limited ammo.

### Missile and Drone Launchers (27)

Weapon	Damage	Range	Ammo	Lock-On	Type	Weight	EN Load	Special
<b>BML-G1 /P20ML T-04</b>	85x4	600 ft	80	Multi	Explosive	4,200	380	Standard missiles
<b>BML-G2 /P03ML T-06</b>	120x3	650 ft	60	Multi	Explosive	4,800	420	Medium missiles
<b>BML-G2 /P05ML T-10</b>	95x5	700 ft	100	Multi	Explosive	5,400	480	High capacity
<b>BML-G2 /P19SPL -12</b>	55x12	500 ft	72	Multi	Explosive	4,600	350	Split missiles, scatter pattern
<b>BML-G2 /P16SPL -08</b>	70x8	550 ft	64	Multi	Explosive	4,200	320	Split missiles
<b>BML-G2 /P17SPL -16</b>	50x16	500 ft	96	Multi	Explosive	5,000	385	Maximum

								split count
<b>BML-G1 /P31DU O-02</b>	180x2	600 ft	40	Multi	Explosi ve	5,800	450	Dual heavy missile s
<b>BML-G1 /P32DU O-03</b>	210x2	650 ft	36	Multi	Explosi ve	6,200	490	Dual missile s, high damage
<b>BML-G2 /P08DU O-03</b>	190x2	700 ft	48	Multi	Explosi ve	6,500	520	Dual missile s, long range
<b>BML-G1 /P01VT C-04</b>	110x4	550 ft	60	Multi	Explosi ve	4,800	410	Vertical launch
<b>BML-G1 /P03VT C-08</b>	100x8	550 ft	80	Multi	Explosi ve	5,400	460	Vertical swarm
<b>BML-G1 /P07VT C-12</b>	85x12	550 ft	96	Multi	Explosi ve	6,000	525	Maxim um vertical missile s
<b>BML-G3 /P04AC T-01</b>	140	700 ft	40	Active	Explosi ve	4,500	380	Active homing , tracks target
<b>BML-G3 /P05AC T-02</b>	170	750 ft	32	Active	Explosi ve	5,200	440	Heavy active homing
<b>BML-G1 /P29CN T</b>	90x10	500 ft	12	Multi	Explosi ve	6,400	480	Contain er, release s micro- missile s
<b>WR-099 9 DELIVE RY BOY</b>	75x15	600 ft	60	Multi	Explosi ve	6,800	520	Cluster missile s
<b>WS-500 1 SOUP</b>	65x20	550 ft	72	Multi	Explosi ve	7,200	560	Scatter missile s, area saturati on



<b>45-091 JVLN BETA</b>	420	400 ft	18	Single	Explosive	5,800	425	Detonating missile, proximity fuse
<b>EL-PW-01 TRUENO</b>	95x8	500 ft	48	Multi	Kinetic	5,600	490	Needle missiles, high stagger
<b>Vvc-703 PM</b>	140x3	650 ft	45	Multi	Energy	5,800	620	Plasma missiles
<b>Vvc-706 PM</b>	180x3	700 ft	36	Multi	Energy	6,600	720	Heavy plasma missiles
<b>Vvc-70V PM</b>	105x4	600 ft	60	Multi	Energy	4,900	540	Vertical plasma missiles
<b>IB-C03 W3: NGI 006</b>	320x2	700 ft	24	Multi	Coral	7,400	880	Coral missiles, massive AoE
<b>BO-044 HUXLEY</b>	55x6	400 ft	96	Auto	Kinetic	6,200	650	Bullet orbit, autonomous targeting
<b>45-091 ORBT</b>	85x4	500 ft	64	Auto	Energy	5,800	710	Laser orbit, continuous fire
<b>VP-60LT</b>	120	550 ft	48	Auto	Energy	5,400	580	Laser turret, autonomous
<b>Vvc-700 LD</b>	95x6	450 ft	16	Multi	Energy	6,400	690	Laser drones, swarm attack

**Usage Notes:** Standard missiles (BML-G1/G2/G3) offer reliable homing damage. Split missiles trade per-missile damage for coverage. Dual missiles deal heavy single-target damage. Vertical launchers bypass cover with top-down attacks. Container/Cluster/Scatter missiles provide area saturation. Active homing missiles pursue targets aggressively.

Orbits/Turrets/Drones provide autonomous fire support. NGI 006 coral missiles deal devastating AoE with no defense.

### L-Back Shields (7)

Defensive equipment exclusive to the L-Back slot. Shields are deployed as reactions to negate or reduce incoming damage. All shields use your reaction for the round and consume EN on activation. Shields have recharge times before they can be used again.

Shield	Effect	EN Cost	Recharge	Weight	EN Load	Special
<b>SI-24: SU-Q5</b>	Reduce dmg by 180	60 EN	2 rounds	3,200	520	Light shield, fast recharge
<b>VP-61PS</b>	Reduce dmg by 250	80 EN	2 rounds	3,600	580	Standard shield, reliable
<b>SI-27: SU-R8</b>	Reduce dmg by 450	140 EN	3 rounds	4,800	680	Heavy shield, blocks full rifle shot
<b>VP-61PB</b>	+3 AC vs 1 attack	50 EN	1 round	2,800	480	Buckler, quick deflection
<b>SI-29: SU-TT/C</b>	+4 AC vs 1 attack	60 EN	1 round	3,100	520	Buckler, superior deflection
<b>VE-61PSA</b>	+2 AC for 1 round	100 EN/round	2 rounds	5,600	780	Scutum, sustained barrier (bonus action, multi-round)
<b>IB-C03W4: NGI 028</b>	Reduce dmg by 350	120 EN	2 rounds	4,900	820	Coral shield, blocks from ANY direction

#### Shield Mechanics:

- Damage Reduction Shields: Use reaction when hit. Reduce incoming damage by listed amount. Typical rifle does 180-280 dmg, shotgun 320-380, bazooka 420-520, melee 380-850.
- AC Bonus Shields (Bucklers): Use reaction when attacked. Add AC bonus against that single attack. Useful against high-accuracy enemies where dodging matters more than absorption.
- Sustained Shield (VE-61PSA): Bonus action to deploy. Grants +2 AC for entire round. Can

sustain multiple rounds but costs 100 EN each round active. 2 round recharge after dropping.

- Recharge: After using shield, cannot use again until recharge rounds pass.
- EN Cost: Deducted from EN pool on activation. Shield fails if insufficient EN.
- NGI 028 Special: Only shield that protects from behind. Blocks attacks you can't see.

**Usage Notes:** SU-Q5 blocks most handgun/light damage with quick recharge. VP-61PS handles rifles. SU-R8 blocks heavy weapons but longer cooldown - use against dangerous attacks. Bucklers work best when you're already hard to hit - +3/+4 AC can turn hits into misses. VE-61PSA scutum is EN-hungry but great when expecting multiple attacks in one round. NGI 028's 360° protection is crucial in melee where enemies can flank you.