

By: ~~Mano2001~~ Dumitrescu, Games Editor

[Armored Core 2: Another Age Hints XIII \(PS2\)](#)

Custom AC

At the beginning of this game, five years have passed since Leos Klein tried to overthrow the government of Earth in a bloody coup. The initiative to move people back to the surface, one of the main actions of the government, is still struggling to gain the needed pace. The fact that a major military build up is on the way surely doesn't help with the relocation programs. The build up is very much needed because of two main causes: the power that the corporations are now gaining and the way the situation on Mars is developing. Of course, the corporations are not just standing by as the government is creating a powerful military force. Even if they are on their heels and enjoying a very much diminished influence, they have the necessary resources to beef up their own strength. There's major distrust between both the government and the corporations and amongst the corporations themselves. The population is also on a war footing. The military is making sure that all its necessary resources are delivered as needed, while the population suffers. So, the underground is growing loud with the call to war of the oppressed. Armed revolts are now a normal part of everyday life. This expansion to the original Armored Core 2 has the same game engine and features just limited changes from the previous game. No trial missions are anywhere to be found and AC to AC combat is more prevalent than in Armored Core 2.

GAMEPLAY HINTS

Revolution custom AC
 Head: ZHD-102/ROCK or EHD-GN-92, if the mission does not require significant Radar usage, but requires more AP
 Core: ZCH-GR/IArms: ZAN-707/E
 Legs: ELC-DISIBooster: n/aFCS: DOX-ELENAGenerator: HOY-B1000Radiator: RBG-CLX5000Inside: N/a
 Extension: BEX-BAMS-287Back Unit R: EWC-GN44-AC or EWC-GN-81 if you wish for higher mobility, or ZWC-CNG4000 if you need ammunition, or ZWC-CN/500 for less weight. Interchange all of the above as needed
 Back Unit L: Same as aboveArm Unit R: EWG-MGSAW or EWG-HC-GN210 for one-on-onesArm Unit L: ELS-7880Optional Parts: SP-S/SCR (Anti-Shell Damage) SP-ENE-SCR (Anti-Energy Damage) SP-BSI-LE (Impact Shock Reducer) SP-CIR-K (Faster Turns) ColorBase: R0, G0, B0Aid: R80, G0, B0Optional: R0, G0, B45Detail: R90, G0, B0Joint: R50, G50, B50 StatsAP: 9904-9939Weight: 10552-12113Offensive Point: 2737-12642Defensive Point: 3993-4042Mobility: 3980

RX-Z custom AC
 Head: ZHD-MO/EGRETCore: ECL-ONEArms: ZAN-414/SLALegs: ZLN-WA02/SSBooster: ZBT-ZI/ARTEREFCS: DOX-PG2Generator: GR-XR/SEEDRadiator: RRX-COT-1550Inside: NoneExtension: NoneBack Unit R: NoneBack Unit L: NoneArm Unit R: EWG-RF-M35Arm Unit L: LS-MOONLIGHT AP: 7859Weight: 6019Price: 523400Overall: 34018Grade: Great Colors: Pattern: Metallic GoldGeneral: Black Once you complete the main set of missions in Another Age, a new area becomes accessible. Called the Lost Field, it offers **three new missions** against foes from the PSone games: