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[Armored Core 3: Silent Line Hints IX \(PS2\)](#)

Custom AC

Armored Core 3: Silent Line is the expansion of the third game in the Armored Core franchise. **GAMEPLAY HINTS**

Dominant custom AC
 Pilot: Arcadia
 AC: Dominant
 Head: ATE
 Core: 008 (must be unlocked and purchased)
 Arms: EAS
 Legs: XA3-LW (must be obtained)
 Boosters: FLEET
 FCS: WS-1 (or WS-3 or SRA02)
 Generator: ROZ (or ZXV1, but you must unlock it first)
 Radiator: KDA01 (or SA44 or SA77)
 Inside: n/a
 Extension: 6AS (side shields that are 42S successor)
 Back Unit R: CNG-300
 Back Unit L: GNL-15
 Arm Unit R: MG-800
 Arm Unit L: LB-2551 (green blade, good power and "reload" but not so long)
 Optional Parts: OP-INTENSIFY (needed to disable cannon restrictions)
 Colors: Use the sample color
 Caution Orange
 Note: This is the definitive version of a very good AC. It includes rapid fire weapons combined with a devastating grenade launcher. If you want a totally rapid fire AC, you may change the legs to the model SNSK and the grenade launcher to another CNG-300. CNG-500s are just too heavy. Dominant works well in either missions or the Arena. The wide FCS choice allows you to choose the range and the size of the lock-on box. The Over Boost capability is a key point of this AC, which features a good speed and kill power. The head is recommended because of his weight (lightest of all). The radar dilemma is solved by the OP-INTENSIFY, which is a must to perform best with this AC. Dominant, in the right hands, is a true war-machine. However, it may be difficult to train it as an AI.

Falcon custom AC
 Head: MHD-MX/RACHIS
 Core: CCH-OV-IKS
 Arms: MAM-MX/MDD
 Legs: CLC-D3TA
 Booster: n/a
 FCS: VREX-ST-12
 Generator: MGP-VEXM OR CGP-ROZ
 RADIATOR: RMR-ICICLE
 Inside: N/A
 Extension: MEST-MX/CROW
 Back Unit R: MWC-LQ/15
 Back Unit L: CWC-GNL-15
 Arm Unit R: MWG-MG/800
 Arm Unit L: CWC-MLG-150
 Note: Though Falcon is slow, it packs a wallop. It has an AP of 9,704. There are some things that you can improve - experiment a little. Overall, Falcon's grade is "Excellent". It does not have a big slot requirement for optional parts, but it has enough to improve turning speed, reduce shell based damage, reduce energy based damage, and improve lock-on coverage. It looks good with white, red, and blue.

Forsaken custom AC
 Head: CHD-MISTEYE
 Core: MCL-SS/RAY
 Arms: MAL-GALE
 Legs: CLM-55-RVE
 Booster: CBT-FLEET
 FCS: PLS-SRA02
 Generator: CGP-ROZ
 Radiator: RIX-CR10
 Inside: N/A
 Extension: N/A
 Back Unit R: MWC-LQ/15 (back mounted laser cannon)
 Back Unit L: MWC-LQ/15 (back mounted laser cannon)
 Arm Unit R: MWG-KARASAWA
 Arm Unit L: MLB-Halbred (laser blade)
 Total AP: 8211
 Optional Parts: Opt-Intensify
 Note: This is a mostly mission-based AC. Completing the game before you use this AC is recommended, because you know what you are up against in the sorties (missions). You have a fixed amount of ammo; do not miss and you will be fine. The usage drain from boosting is not too bad. The cooling is better. The only downfall is when overshooting the Karasawa. Keep track of your booster gauge and when it gets too low let off. It will be restored very quickly. Here's a gameplay video: