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

Custom AC

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

Ice Killer custom AC
 Head: MX-BEE
 Core: SS/RAY
 Arms: MX/MDD
 Legs: SS/FLUID
 Booster: NI/MARE
 FCS: PLS-SRA
 Generator: ZXV1
 Radiator: SA44
 Inside: n/a
 Extension: n/a
 Back Weapon R: LQ/15
 Back Weapon L: n/a
 Right Arm Weapon: MG-800
 Left Arm Weapon: XCDL/80
 Optional Part: INTENSIFY
 Colors: Ice blue (bright blue) and black
 Note: This AC is well balanced (not too mobile or too slow), and has good weapons. This AC's left weapon is a dual energy laser. It almost always hits other ACs in the Arena. This AC is good in the Arena and some of the missions. You can keep this AC in air for a long time, shooting with the machine gun in its right arm.

Katana custom AC
 Head: MHD-MX/BEE
 Core: MCL-SS/RAY
 Arms: KAW-SAMURAI2
 Legs: CLR-03-SEOLF
 Booster: n/a
 FCS: PLS-SRA02
 Generator: KGP-ZSV
 Radiator: RMR-SA44
 Inside: n/a
 Extension: KEEP-ELIX
 Back Unit R: CWC-CNG-300 (MWX-VM20/1)
 Back Unit L: CWC-CNG-300 (MWX-VM20/1)
 Arm Unit R: n/a
 Arm Unit L: n/a
 Optional Parts: OP-INTENSIFY or OP-E/CND
 OP-LFCS++
 OP-L/BRK
 OP-E-LAP
 Colors (Optional): Base: R: 55, G: 55, B: 100
 Aid: R: 100, G: 100, B: 110
 Optional: R: 65, G: 65, B: 75
 Detail: R: 200, G: 0, B: 0
 Joint: R: 20, G: 20, B: 20
 Note: The two chainguns on Katana's back are only recommended for those who have obtained the Enhanced Back Weapon Function of the OP-INTENSIFY Optional Part, so the other listed parts (MWX-VM20/1) are for those who do not have that function, giving you the ability to attack aerial opponents on the move without having to stop. The two chainguns also provide 600 total volleys of bullets to the dual chaingun's 75 volleys of bullets. The CLR-03-SEOLF hover legs provide the mobility required to move in close to your opponent and deliver the devastating slashes to claim victory, while the KEEP-ELIX Extension Part provides extra energy for a quick retreat, necessary for hit and run tactics. The most devastating attack this Armored Core can dish out requires the Enhanced Back Weapon Function and the Blade Wave Function of the OP-INTENSIFY Optional Part. The attack consists of moving in on your opponent while using your chainguns to whittle down your opponents armor points, and then slashing away at them with both the blade itself and the blade wave, and the Overboosting away to prevent the ability of a retaliation attack. The entire maneuver has the effect of stripping your opponent of at least half of his or her armor points, leaving victory just within your grasp.

Kinematic custom AC
 Head: CHD-09-OXI
 Core: MCL-SS/RAY
 Arms: MAL-RE/REX
 Legs: MLM-XA3/LW
 Booster: CBT-FLEET
 FCS: PLS-SRA02
 Generator: KGP-ZXV1
 Radiator: RIX-CR10
 Inside: n/a
 Extension: KEEP-ELIX
 Back Unit R: MWB-MX/WAKE
 Back Unit L: MWB-MX/WAKE
 Arm Unit R: MWG-MG/1000 or MWG-MG/800
 Arm Unit L: CWG-MGL/300 or CWG-MGL/150
 Optional Parts: OP-INTENSIFY or OP-E/CND
 OP-ECM
 POP-LFCS++
 OP-L/TRN
 Colors (Optional): Base: R: 55, G: 55, B: 100
 Aid: R: 100, G: 100, B: 110
 Optional: R: 65, G: 65, B: 75
 Detail: R: 200, G: 0, B: 0
 Joint: R: 20, G: 20, B: 20
 Here's a gameplay video: