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

Custom AC

As the society of metal and machine, Layered, was destroyed, humanity is now beginning to go back to the surface, while also trying to lead a repopulation effort. While the leading companies are hard at work to project an image of calm and quiet, which is sorely needed in time of rebuilding, it seems that a lot of disturbing signs are on the horizon. As teams and patrols that perform regular reconnaissance runs try to access one particular area on the globe, they all meet with failure. All scouting is thwarted by a power well beyond understanding. This place is now separated from the rest of the globe and a demarcation line is set up so that no one can cross this "Silent Line".

As in all good video games, you are a Raven within the Global Cortex and it's your mission to understand what is going on beyond the "Silent Line". You must be on your toes as you cross into the unknown.

The concept is that most of the technology of the corporations begins to malfunction, just as an orbital cannon discovered by Mirage begins to fire at random against the surface. All of this trouble seems to be caused by a signal that is coming from behind the "Silent Line". Even as a lone Raven destroys this source of the signal, which appears as a large AI fortress, it becomes clear that another station is the actual transmission point and that the fortress just destroyed was only a signal relay station. So begins a battle for the future of mankind...

GAMEPLAY HINTS

Nightmare custom AC

Head: CHD-09- OXI
 Core: CCM-OV- AXE
 Arms: MAM- MX/MDD
 Legs: CLM-55- RVE
 Booster: MBT- NI/MARE
 FCS: VREX-ND-2
 Generator: KGP- ZSV
 Radiator: RMR- SA44
 Inside: N/A
 Extension: KEEP- MALUM
 Back Unit R: CWC- LIC/100
 Back Unit L: MWC- XP/60
 Arm Unit R: CWG- ARF- 120
 Arm Unit L: MWG- SRFL/ 70
 Optional Part: O P-intensify

Note: A good AC that needs a lot of hidden parts.

Nightshade custom AC

Head: CHD-O7-VEN

Core: MCL-SS-RAY
Arms: CAL-44-EAS
Legs: MHL-MM/LINK
Booster: CBT-FLEET
FCS: VREX-ST-12
Generator: CGP-ROZ
Radiator: RMR-SA44
Extension: MWEN-R/24
Back Unit L: CWM-HA40-8
Back Unit R: CWM-HA40-8
Arm Unit L: MWG-MG-1000
Arm Unit R: CWG-MGL-150
Optional Parts:
OP-L-AXL
OP-ECMP
OP-LFCS++
OP-L/TRN
OP-R/INIA
Paint:
Sample Color: Night Black
General:
Base: R: 0, G: 0, B: 0
Aid: R: 0, G: 0, B: 0
Optional: R: 0, G:200, B: 0
Detail: R: 0, G: 200, B: 0
Joint: R: 0, G: 200, B: 0

Note: Learn to use your missiles.

Nosferatu custom AC

Head: MHD-MM/004
Core: MCL-SS/RAY
Arms: CAL-66-MACH
Legs: CLL-HUESO
Booster: CBT-FLEET
FCS: PLS-SRA02
Generator: KGP-ZSV
Radiator: RMR-SA44
Inside: none
Extension: KWEL-EJ11
Back Unit R: CWR-S30
Back Unit L: CWR-S30
Arm Unit R: CWG-MG-250
Arm Unit L: CLB-LS-2551
Colors:
Base: R: 0, G: 0, B: 0
Aid: R: 200, G: 0, B: 0
Optional: R: 200, G: 0, B: 0
Detail: R: 0, G: 0, B: 0
Joint: R: 0, G: 0, B: 0
AP: 7719

Here's a gameplay video: