

4 June 2008

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[Chrome Hounds Achievements \(Xbox 360\)](#)

A complete list of the things you can achieve while playing

Chrome Hounds is a squad-based action title that puts gamers in control of giant mechanized military weapons of war (or mechs). With a strong focus on cooperative and competitive online gameplay, it is sure to satisfy players looking for a deep, involving [Xbox Live](#) experience. Developed by Tokyo-based From Software - the creative team responsible for the popular [Armored Core](#) and Otogi series - Chrome Hounds offers an intense, photo realistic look at war from the cockpits of colossal metal vehicles. These heavily-armed weapons of war, called hounds, dominate ground battles during warfare in the near-future. The game was released on the 29th of June 2006 in Japan, the 7th of July 2006 in PAL territories and the 11th of July 2007 in North America. We know that true gamers play all these games just for fun, as they should and not in order to achieve specific point landmarks to prove their friends they are very cool, but we also know that sometimes you just can't live without achieving everything possible with a title you really enjoy. If that's the case and you want to know exactly what to look for when it comes to the game, we have prepared a full list of achievements. Good luck!

ACHIEVEMENTS

Scout Complete (20 points) Complete the Scout arc in Story mode. Soldier Complete (20 points) Complete the Soldier arc in Story mode. Sniper Complete (20 points) Complete the Sniper arc in Story mode. Gunner Complete (20 points) Complete the H. Gunner arc in Story mode. Defense Complete (20 points) Complete the Defender arc in Story mode. Command Complete (20 points) Complete the Commander arc in Story mode. All Tact. Complete (20 points) Complete all missions in Story mode. Tact. Instructor (20 points) Earn top marks in every Story mode mission. Hover Specialist (20 points) Deploy the Hover Chassis 50 times. Wheel Specialist (20 points) Deploy the Wheeled Chassis 50 times. Biped Specialist (20 points) Deploy the Bipedal Chassis 50 times. Inverse Specialist (20 points) Deploy on Inverse Chassis 50 times. Tread Spec. (20 points) Deploy on Treaded Chassis 50 times. Multi Spec. (20 points) Deploy on Multi Chassis 50 times. Crushing Award (20 points) Wipe out the enemy and live 100 times. Storming Award (20 points) Attack the opponent first 30 times. Survival Award (20 points) Return alive 10 or more times in a row. Red Flag (20 points) Win a total of 100 times or more. Bronze Wing (20 points) Destroy 50 or more enemy HOUNDS. Bronze Flag (20 points) Secure a COMBASs total of 100 times. Bronze Hammer (20 points) Destroy the enemy HQ and win 50 times. Silver Wing (20 points) Destroy a total of 100 enemy HOUNDS. Silver Flag (20 points) Secure COMBASs a total of 300 times. Silver Hammer (20 points) Destroy the enemy HQ and win 100 times. Scout Valor (20 points) Scout experience level maxed. Soldier Valor (20 points) Soldier experience level maxed. Sniper Valor (20 points) Sniper experience level maxed. Command Valor (20 points) Commander experience level maxed. Gunner Valor (20 points) H. Gunner experience level maxed. Defense Valor (20 points) Defender experience level maxed. Bronze Patriot (20 points) Stay with the same nation for 3 seasons. Gold Eagle (20 points) First in total fame for a given period. Gold Cross (20 points) First in seasonal fame at end. Gold Wing (20 points) First in average total fame for a given period. Gold Hexagon (20 points) First in average seasonal fame at end. Gold Sword Cross (20 points) First in total conquest points for period. Gold Lion (20 points) First in seasonal conquest points at end. Marching Service (20 points) Travel a total of 1000000. Military Service (20 points) Deploy total of at least 300 times. Capital Occupation (20 points) Affiliated nation destroys another. Nation Resurrector (20 points) Successfully revive affiliated nation. Neroimus War Medal (40 points) Affiliated nation wins Neroimus War. Humane Award (20 points) End five times in a row without killing the enemy. Bloodless Award (20 points) Win five times without attacking the enemy. Silver Patriot (20

points)Donate to affiliate nation once. Combat Award (20 points)Win ten times when outnumbered. Dist. Service (20 points)Destroy unidentified enemy weapon. HOUND Specialist (20 points)Own one of each part (except downloaded parts). Touring Service (20 points)Deploy to every battlefield once. Here are some hounds in action: