



LV 25 or less (EASY, NORMAL available)	LV 52 or less (HARD usable)	LV 77 or less (HARDEST usable)	LV 77 and above (INFERNO available)	Medium Range Power Weapons-中距離パワー兵器	Lvl 100 and Above (DLC Pack 1)	Lvl 100 and Above (DLC Pack 2)				
NOTE SOME Medium Range Power Weapons lose damage as clip reduces SEE CHART BELOW (Credit KevinEDF (Youtube) )										
LV	名称	name	Clip Size / Bullets in a Charge	Shot speed (departure / sec)	damage	Range (m)	accuracy	Consumption EN	Charge (sec)	Remarks
0	マグ・ブラスター	Mag Blaster	1132 (★ 8)	60	3.0 (☆ 5)	180.0 (★ 5)	S ++	45.0 (☆ 5)	2.0 (★ 5)	BULLET RELOAD TYPE
3	デスト・ブラスター	Dest and Blaster	113 (★ 8)	4	7.5 × 17 (★ 8)	140.0 (★ 5)	B-	63.5 (★ 8)	2.0 (★ 5)	BULLET RELOAD TYPE (SHOTGUN TYPE)
5	マグ・ブラスター A1	Mag Blaster A1	1132 (★ 8)	60	6.8 (★ 8)	180.0 (★ 5)	S ++	49.9 (★ 8)	1.8 (★ 5)	BULLET RELOAD TYPE
11	マグ・ブラスター A2	Mag Blaster A2	1246 (★ 8)	60	8.5 (★ 8)	189.0 (★ 5)	S ++	47.4 (★ 8)	2.0 (★ 8)	BULLET RELOAD TYPE
12	デスト・ブラスター 2	Dest and Blaster 2	109 (☆ 7)	4	10.2 × 20 (☆ 6 +)	140.0 (★ 5)	B-	72.6 (★ 8)	2.0 (★ 5)	BULLET RELOAD TYPE (SHOTGUN TYPE)
14	リフレクトロン・レーザー	Reflectron Laser	1132 (★ 8)	60	9.1 to 1.8 (★ 8)	240.0 (★ 5)	S ++	58.8 (★ 8)	2.7 (★ 5)	BULLET RELOAD TYPE, shoots reflecting lasers
17	マグ・ブラスター V1	Mag Blaster V1	1076 (★ 8)	60	6.8 × 2 (★ 6 +)	171.0 (★ 5)	B	62.5 (★ 8)	2.3 (★ 5)	BULLET RELOAD TYPE
19	スパイン・ブラスター	Spine - Blaster	1092 (☆ 7)	60	3.0 - 0.030 (☆ 5)	205.5 (☆ 6)	S ++	62.1 (☆ 6)	1.8 (★ 5)	BULLET RELOAD TYPE fires penetrating lazer
22	マグ・ブラスター B1	Mag Blaster B1	1699 (★ 8)	60	10.2 (★ 8)	180.0 (★ 5)	S ++	126.0 (☆ 5)	4.5 (★ 5)	BULLET RELOAD TYPE
24	マグ・ブラスター B2	Mag Blaster B2	1200 (☆ 5)	60	17.0 (★ 8)	190.0 (★ 5)	S ++	77.0 (★ 8)	3.0 (★ 5)	BULLET RELOAD TYPE
27	スパイン・ブラスター E2	Spine - Blaster E 2	1132 (★ 8)	60	8.5 - 0.085 (★ 8)	327.3 (☆ 9)	S ++	74.0 (☆ 5)	2.0 (★ 5)	BULLET RELOAD TYPE fires penetrating lazer
28	マグ・ブラスター DA	Mag Blaster DA	1200 (☆ 5)	60	32.0 (☆ 5)	191.0 (★ 5)	S ++	266.3 (☆ 5)	3.8 (★ 5)	BULLET RELOAD TYPE
32	リフレクトロン Vレーザー	Reflectron - V Laser	1092 (☆ 7)	60	9.1 to 1.8 × 2 (★ 6 +)	240.0 (★ 5)	S ++	138.8 (★ 8)	2.7 (★ 5)	Duplicate formula BULLET RELOAD TYPE, shoots reflecting lasers
35	マグ・ブラスター G1	Mag Blaster G1	1132 (★ 8)	60	23.8 (★ 8)	180.0 (★ 5)	S ++	130.9 (★ 8)	3.8 (★ 5)	BULLET RELOAD TYPE
39	マグ・ブラスター G2	Mag Blaster G 2	1359 (★ 8)	60	26.2 (☆ 7)	180.0 (★ 5)	S ++	122.2 (☆ 7)	3.8 (★ 5)	BULLET RELOAD TYPE
42	デスト・ブラスター F	Dest Blaster F	113 (★ 8)	4	45.3 × 23 (★ 8)	140.0 (★ 5)	B	253.7 (★ 8)	2.0 (★ 5)	BULLET RELOAD TYPE (SHOTGUN TYPE)
44	マグ・ブラスター DN	Mag - Blaster DN	1359 (★ 8)	60	61.2 (★ 8)	204.0 (★ 5)	S ++	390.8 (☆ 5)	2.3 (★ 5)	Half of the remaining bullets and the thermal power reaches 1/8
46	リフレクトロン・レーザー D	Reflectron Laser D	1132 (★ 8)	60	17.0 - 3.4 (★ 8)	144.0 (★ 5)	S ++	182.6 (☆ 7)	2.0 (★ 5)	BULLET RELOAD TYPE, shoots reflecting lasers
49	マグ・ブラスター G3	Mag Blaster G3	1246 (★ 8)	60	34.0 (★ 8)	204.0 (★ 5)	S ++	136.9 (★ 8)	4.5 (★ 5)	BULLET RELOAD TYPE
52	スパイン・ブラスター E3	Spine - Blaster E3	1132 (★ 8)	60	15.7 to 0.16 (☆ 6)	353.6 (★ 10)	S ++	154.1 (★ 8)	1.7 (★ 5)	BULLET RELOAD TYPE fires penetrating lazer
54	マグ・ブラスター BX	Mag Blaster BX	2265 (★ 8)	60	40.8 (★ 8)	204.2 (★ 5)	S ++	401.0 (★ 8)	7.5 (★ 5)	BULLET RELOAD TYPE
59	マグ・ブラスター W	Mag Blaster W	1019 (★ 8)	60	31.4 × 3 (☆ 5 +)	168.0 (★ 5)	S ++	251.1 (★ 8)	4.5 (★ 5)	Triplet BULLET RELOAD TYPE
64	マグ・ブラスター SP1	Mag Blaster SP 1	985 (☆ 4)	60	54.4 (★ 8)	228.0 (★ 5)	S ++	273.5 (☆ 7)	4.5 (★ 5)	BULLET RELOAD TYPE
66	マグ・ブラスター W	Dest / Blaster W	113 (★ 8)	4	30.6 × 45 (★ 8)	143.0 (★ 5)	B-	329.0 (★ 8)	2.0 (★ 5)	BULLET RELOAD TYPE (SHOTGUN TYPE)
69	リフレクトロン SWAYレーザー	Reflectron - S WAY laser	1100 (☆ 5)	60	21.8 to 4.4 × 5 (☆ 6)	144.0 (★ 5)	S ++	417.1 (★ 8)	5.0 (★ 5)	Five-stage BULLET RELOAD TYPE, shoots reflecting lasers
71	マグ・ブラスター SP2	Mag - Blaster SP 2	1178 (★ 8)	60	61.2 (★ 8)	228.0 (★ 5)	S ++	248.5 (★ 8)	5.3 (★ 5)	BULLET RELOAD TYPE
74	マグ・レーザー ZA	Mag / Laser ZA	1472 (★ 8)	60	65.5 (☆ 7)	260.0 (★ 5)	S ++	308.0 (★ 8)	6.8 (★ 5)	BULLET RELOAD TYPE
76	スパイン・ブラスター ZM	Spine - Blaster ZM	1132 (★ 8)	60	31.4 to 0.31 (☆ 6)	401.5 (☆ 8)	S ++	378.8 (★ 8)	2.5 (★ 5)	BULLET RELOAD TYPE fires penetrating lazer
79	マグ・ブラスター DX	Mag Blaster DX	1472 (★ 8)	60	157.2 (☆ 6)	284.2 (☆ 4)	S ++	810.0 (☆ 5)	3.0 (★ 5)	Half of the remaining bullets and the thermal power reaches 1/8
82	デスト・ブラスター FE	Dest / Blaster FE	100 (☆ 5)	4	78.6 × 28 (☆ 5 +)	154.0 (★ 5)	B +	509.1 (★ 8)	2.0 (★ 5)	BULLET RELOAD TYPE (SHOTGUN TYPE)
82	リフレクトロン SWAYレーザー ZD	Reflectron - SWAY laser ZD	1359 (★ 8)	60	21.0 to 4.2 × 5 (☆ 5 +)	240.0 (★ 5)	S ++	534.2 (☆ 5)	3.3 (★ 5)	Five-stage BULLET RELOAD TYPE, shoots reflecting lasers
84	マグ・ブラスター ZM	Mag Blaster ZM	1419 (☆ 7)	60	101.9 (★ 8)	264.0 (★ 5)	S ++	363.8 (★ 8)	4.5 (★ 5)	BULLET RELOAD TYPE
103	マグ・ブラスター FDX	Mag Blaster FDX	1472	60	237.8	340	S++	87.1	3	BULLET RELOAD TYPE
166	スパイン・ブラスター ZAM4	Spine - Blaster ZAM	1132	60	29.4 - .29 x 4	471.5	S++	620.5	2.5	BULLET RELOAD TYPE fires penetrating lazer with 4 prongs

  

Clip Amount	Damage Amount
100% Full	100% / Full Damage
75% Ammo Remaining	50% / Damage Halved
50% Half Clip Remaining	33% / Damage cut by 2/3!
25% Quarter Clip Remaining	5% Damage

LV 25 or less (EASY, NORMAL available)		LV 52 or less (HARD usable)		LV 77 or less (HARDEST usable)		LV 77 and above (INFERNO available)			Medium Range Electric Shock-中距離一電撃兵器		Lvl 100 and Above (DLC Pack 1)	Lvl 100 and Above (DLC Pack 2)
LV	名称	name	Clip Size / Bullets in a Charge	Shot speed (departure / sec)	damage	Shot Travel Speed/ Velocity (m / sec)	Range (m)	Consumption EN	Charge (sec)	Remarks		
0	ライトニング・ボウ	Lightning Bow	139 (★ 7)	30.0 (★ 5)	5.1 (★ 8)	375.0 (★ 5)	156.3 (★ 5)	13.0 (★ 8)	1.0 (★ 5)	CHARGE RELEASE TO FIRE TYPE shots lightning bolts that bounce off surfaces		
1	ボルトガン	Volt gun	30 (★ 5)	1.9 (★ 4)	14.0 × 9 (★ 5)	300.0 (★ 5)	100.0 (★ 5)	54.6 (★ 8)	3.0 (★ 5)	BULLET RELOAD TYPE shots lightning bolts that bounce off surfaces		
5	ライトニング・ボウ M2	Lightning Bow M2	147 (★ 8)	30.0 (★ 5)	10.2 (★ 8)	300.0 (★ 5)	125.0 (★ 5)	10.9 (★ 10)	0.82 (★ 7)	CHARGE RELEASE TO FIRE TYPE shots lightning bolts that bounce off surfaces		
7	サンダー・ボウガン	Thunder Bogan	1	---	29.4 × 10 (★ 6 +)	300.0 (★ 5)	250.0 (★ 5)	10.6 (★ 8)	0.77 (★ 8)	CHARGE RELEASE TO FIRE TYPE		
12	ボルトガンA1	Volt gun A1	30 (★ 5)	2.3 (★ 8)	24.0 × 12 (★ 6)	360.0 (★ 5)	120.0 (★ 5)	74.1 (★ 8)	3.2 (★ 5)	BULLET RELOAD TYPE shots lightning bolts that bounce off surfaces		
17	ライトニング・ボウ M3	Lightning Bow M3	150 (★ 7)	30.0 (★ 5)	22.6 (★ 8)	450.0 (★ 5)	180.0 (★ 5)	22.7 (★ 8)	0.82 (★ 7)	CHARGE RELEASE TO FIRE TYPE shots lightning bolts that bounce off surfaces		
22	サンダー・ボウガン 2	Thunder Bogan 2	1	---	67.9 × 10 (★ 6 +)	300.0 (★ 5)	250.0 (★ 5)	13.0 (★ 8)	0.77 (★ 8)	CHARGE RELEASE TO FIRE TYPE		
25	ボルトガンRA	Volt gun RA	65 (★ 7)	4.3 (★ 6)	28.3 × 10 (★ 6 +)	300.0 (★ 5)	100.0 (★ 5)	115.1 (★ 6)	2.3 (★ 5)	BULLET RELOAD TYPE shots lightning bolts that bounce off surfaces		
29	ライトニング・ラピッドボウ	Lightning Rapid Bow	289 (★ 7)	60.0 (★ 5)	14.0 (★ 5)	450.0 (★ 5)	142.5 (★ 5)	45.6 (★ 5)	0.82 (★ 7)	Rapid fire type CHARGE RELEASE TO FIRE TYPE shots lightning bolts that bounce off surfaces		
36	サンダー・ボウガン RA	Thunder Bogan RA	1	---	101.9 × 10 (★ 6 +)	300.0 (★ 5)	300.0 (★ 5)	23.5 (★ 8)	0.51 (★ 8)	CHARGE RELEASE TO FIRE TYPE		
40	ライトニング・ボウ M4	Lightning Bow M4	172 (★ 8)	30.0 (★ 5)	45.3 (★ 8)	450.0 (★ 5)	187.5 (★ 5)	44.7 (★ 8)	0.82 (★ 7)	CHARGE RELEASE TO FIRE TYPE shots lightning bolts that bounce off surfaces		
43	サンダー・ボウガン 3	Thunder Bogan 3	1	---	124.6 × 10 (★ 6 +)	300.0 (★ 5)	350.0 (★ 5)	31.6 (★ 6)	0.92 (★ 6)	CHARGE RELEASE TO FIRE TYPE		
48	ボルトガンA2	Volt gun A2	34 (★ 8)	2.1 (★ 6)	99.5 × 10 (★ 5 +)	420.0 (★ 5)	140.0 (★ 5)	197.0 (★ 8)	3.0 (★ 5)	BULLET RELOAD TYPE shots lightning bolts that bounce off surfaces		
50	サンダー・ボウガン W	Thunder Bogan W	1	---	147.2 × 10 (★ 6 +)	300.0 (★ 5)	400.0 (★ 5)	36.6 (★ 7)	0.85 (★ 7)	CHARGE RELEASE TO FIRE TYPE		
52	ライトニング・ボウ M5	Lightning Bow M5	173 (★ 6)	30.0 (★ 5)	54.6 (★ 7)	450.0 (★ 5)	202.5 (★ 5)	58.4 (★ 7)	0.82 (★ 7)	CHARGE RELEASE TO FIRE TYPE shots lightning bolts that bounce off surfaces		
57	ボルトガンRB	Volt gun RB	49 (★ 7)	6.7 (★ 7)	51.0 × 9 (★ 6)	300.0 (★ 5)	100.0 (★ 5)	254.6 (★ 8)	3.0 (★ 5)	BULLET RELOAD TYPE shots lightning bolts that bounce off surfaces		
61	ライトニング・ラピッドボウ T2	Lightning Rapid Bow T2	344 (★ 8)	60.0 (★ 5)	35.6 (★ 6)	450.0 (★ 5)	202.5 (★ 5)	76.9 (★ 8)	0.82 (★ 7)	Rapid fire type CHARGE RELEASE TO FIRE TYPE shots lightning bolts that bounce off surfaces		
67	ボルト・パワーガン	Bolt power gun	17 (★ 8)	1.2 (★ 5)	178.1 × 20 (★ 5 +)	480.0 (★ 5)	160.0 (★ 5)	335.9 (★ 8)	3.0 (★ 5)	BULLET RELOAD TYPE shots lightning bolts that bounce off surfaces		
71	サンダー・ボウガン DZ	Thunder Bogan DZ	1	---	373.7 × 15 (★ 6 +)	300.0 (★ 5)	400.0 (★ 5)	126.8 (★ 8)	1.7 (★ 7)	CHARGE RELEASE TO FIRE TYPE		
75	ライトニング・ボウ GD	Lightning Bow GD	221 (★ 8)	30.0 (★ 5)	101.9 (★ 8)	525.0 (★ 5)	262.5 (★ 5)	97.8 (★ 8)	0.82 (★ 7)	CHARGE RELEASE TO FIRE TYPE shots lightning bolts that bounce off surfaces		
77	ボルトガンAZ	Voltan Gun AZ	33 (★ 7)	2.1 (★ 6)	124.6 × 20 (★ 6 +)	300.0 (★ 5)	100.0 (★ 5)	520.7 (★ 8)	3.0 (★ 5)	BULLET RELOAD TYPE shots lightning bolts that bounce off surfaces		
81	サンダー・ボウガン WZ	Thunder Bogan WZ	1	---	170.3 × 20 (★ 6)	300.0 (★ 5)	500.0 (★ 5)	78.4 (★ 8)	0.71 (★ 8)	Spread horizontally when charged CHARGE RELEASE TO FIRE TYPE		
82	ボルト・マキシムガン	Bolt Maximum Gun	16 (★ 5)	1.2 (★ 8)	130.0 × 40 (★ 5)	600.0 (★ 5)	200.0 (★ 5)	512.8 (★ 8)	3.0 (★ 5)	BULLET RELOAD TYPE shots lightning bolts that bounce off surfaces		
85	ライトニング・ボウ ZA	Lightning Bow ZA	258 (★ 8)	30.0 (★ 5)	142.7 (★ 8)	600.0 (★ 5)	300.0 (★ 5)	158.6 (★ 9)	0.82 (★ 7)	CHARGE RELEASE TO FIRE TYPE shots lightning bolts that bounce off surfaces		
87	サンダー・ボウガン RZ	Thunder Bogan RZ	1	---	164.2 × 20 (★ 6 +)	420.0 (★ 5)	560.0 (★ 5)	84.4 (★ 8)	0.51 (★ 8)	CHARGE RELEASE TO FIRE TYPE		
101	ライトニング・ボウ ZAMD	Lightning Bow ZAMD	322	60	135.9	840	420	106.6	0.82	CHARGE RELEASE TO FIRE TYPE		
106	ボルト・ブレイクガン	Volt Breakgun	20	1.5	220.8 × 40	600	200	860.6	3			
109	サンダー・ボウガン RZAM	Thunder Bogan RZAM	1	---	373.7 × 20	420	560	99.9	0.51	CHARGE RELEASE TO FIRE TYPE		

LV 25 or less (EASY, NORMAL available)		LV 52 or less (HARD usable)		LV 77 or less (HARDEST usable)		LV 77 and above (INFERNO available)			Medium Range Pulse-中距離→パルス兵器			Lvl 100 and Above (DLC Pack 1)		Lvl 100 and Above (DLC Pack 2)		
LV	名称	name	Clip Size / Bullets in a Charge	Shot speed (departure / sec)	damage	Blast Radius (radius m)	Range (m)	Shot Travel Speed Velocity (m / sec)	accuracy	Consumption EN	Charge (sec)	Remarks				
0	パルスマシンガン	Pulse machine gun	300 (★ 5)	15.0 (★ 5)	8.7 (★ 7)	5.7 (★ 8)	200.0 (★ 5)	120.0 (★ 5)	B+ (★ 10)	104.1 (★ 8)	2.5	CHARGE RELEASE TO FIRE TYPE				
2	パルスマシンガン R	Pulse machine gun R	472 (★ 10)	15.0 (★ 5)	12.8 (★ 8)	4.5 (★ 8)	189.4 (★ 4)	142.1 (★ 4)	B (★ 8)	112.3 (★ 6)	2.7	CHARGE RELEASE TO FIRE TYPE				
6	3WAYパルスマシンガン	3 WAY pulse machine gun	377 (★ 10)	12.0 (★ 5)	7.9 × 3 (★ 6-3.4 (★ 8))		200.0 (★ 5)	120.0 (★ 5)	B (★ 8)	134.1 (★ 8)	2.5	CHARGE RELEASE TO FIRE TYPE fires shot in an even horizontal fan type				
12	パルスラピッドガン	Pulse Rapid Gun	472 (★ 10)	30.0 (★ 5)	13.1 (★ 7)	5.0 (★ 5)	200.0 (★ 5)	120.0 (★ 5)	B (★ 8)	147.2 (★ 8)	2	Rapid fire type CHARGE RELEASE TO FIRE TYPE				
17	4WAYパルスマシンガン	4 WAY pulse machine gun	409 (★ 10)	15.0 (★ 5)	7.9 × 4 (★ 6-3.4 (★ 8))		200.0 (★ 5)	120.0 (★ 5)	B+ (★ 8)	177.1 (★ 7)	1.5	CHARGE RELEASE TO FIRE TYPE fires shot in an even horizontal fan type				
20	スターダストキャノン	Stardust Cannon	1	---	22.6 × 100 (★ 2.8 (★ 8))		480.0 (★ 5)	240.0 (★ 5)	E (★ 5)	15.1 (★ 8)	0.67	CHARGE RELEASE TO FIRE TYPE fires a shotgun type shot of plasma				
23	5WAYパルスマシンガン	5 WAY Pulse machine gun	402 (★ 8)	15.0 (★ 5)	7.9 × 5 (★ 6-3.4 (★ 8))		200.0 (★ 5)	120.0 (★ 5)	B+ (★ 8)	201.1 (★ 8)	2	CHARGE RELEASE TO FIRE TYPE fires shot in an even horizontal fan type				
25	パルスマシンガン M2	Pulse machine gun M2	442 (★ 8)	15.0 (★ 5)	41.9 (★ 6)	5.7 (★ 8)	220.0 (★ 5)	120.0 (★ 5)	B+ (★ 8)	230.1 (★ 6)	2.5	CHARGE RELEASE TO FIRE TYPE				
29	パルスバスター	Pulse Buster	122 (★ 7)	4.0 (★ 5)	16.6 × 10 (★ 3.7 (★ 6))		240.0 (★ 5)	120.0 (★ 5)	C+ (★ 5)	270.0 (★ 5)	2	CHARGE RELEASE TO FIRE TYPE fires multiple shotgun type shots of plasma				
35	6WAYパルスマシンガン	6 WAY Pulse machine gun	333 (★ 6)	15.0 (★ 5)	10.9 × 6 (★ 6.4 (★ 8))		200.0 (★ 5)	120.0 (★ 5)	B+ (★ 8)	278.6 (★ 8)	2	CHARGE RELEASE TO FIRE TYPE fires shot in an even horizontal fan type				
37	スターダストキャノン A	Stardust Cannon type A	1	---	43.0 × 100 (★ 4.0 (★ 8))		480.0 (★ 5)	240.0 (★ 5)	C- (★ 5)	36.8 (★ 8)	0.67	CHARGE RELEASE TO FIRE TYPE fires a shotgun type shot of plasma				
42	パルスマシンガン M3	Pulse machine gun M3	402 (★ 8)	15.0 (★ 5)	73.3 (★ 6)	6.8 (★ 8)	220.0 (★ 5)	120.0 (★ 5)	B+ (★ 8)	340.6 (★ 8)	2.5	CHARGE RELEASE TO FIRE TYPE				
48	パルスバスター α	Pulse Buster α	122 (★ 7)	4.0 (★ 5)	19.8 × 15 (★ 4.4 (★ 7))		240.0 (★ 5)	240.0 (★ 5)	C+ (★ 5)	399.5 (★ 8)	2	CHARGE RELEASE TO FIRE TYPE fires multiple shotgun type shots of plasma				
50	パルスラピッドガン DE	Pulse Rapid Gun DE	356 (★ 6)	30.0 (★ 5)	45.3 (★ 8)	6.8 (★ 8)	270.0 (★ 5)	180.0 (★ 5)	B+ (★ 8)	416.4 (★ 8)	2.5	Rapid fire type CHARGE RELEASE TO FIRE TYPE				
55	8WAYパルスマシンガン	8 WAY Pulse machine gun	333 (★ 6)	15.0 (★ 5)	10.1 × 8 (★ 5.4 (★ 8))		200.0 (★ 5)	120.0 (★ 5)	B+ (★ 8)	500.9 (★ 7)	2	CHARGE RELEASE TO FIRE TYPE fires shot in an even horizontal fan type				
59	スターダストキャノン D	Stardust Cannon D type	1	---	79.3 × 100 (★ 6.8 (★ 8))		480.0 (★ 5)	240.0 (★ 5)	C- (★ 5)	81.9 (★ 8)	0.8	CHARGE RELEASE TO FIRE TYPE fires a shotgun type shot of plasma				
65	パルスマシンガン M4	Pulse machine gun M4	402 (★ 8)	15.0 (★ 5)	112.0 (★ 5)	6.8 (★ 8)	270.0 (★ 5)	180.0 (★ 5)	A- (★ 9)	631.2 (★ 8)	2.5	CHARGE RELEASE TO FIRE TYPE				
70	9WAYパルスマシンガン	9 WAY Pulse machine gun	519 (★ 10)	15.0 (★ 5)	16.5 × 9 (★ 6.4 (★ 8))		200.0 (★ 5)	120.0 (★ 5)	B+ (★ 8)	730.1 (★ 8)	2	CHARGE RELEASE TO FIRE TYPE fires shot in an even horizontal fan type				
75	パルスマシンガン M5	Pulse machine gun M5	311 (★ 6)	15.0 (★ 5)	123.4 (★ 8)	11.3 (★ 8)	300.0 (★ 5)	240.0 (★ 5)	B+ (★ 5)	914.2 (★ 6)	2.5	CHARGE RELEASE TO FIRE TYPE				
77	パルスバスター β	Pulse Buster β	122 (★ 7)	4.0 (★ 5)	37.4 × 15 (★ 6.8 (★ 8))		240.0 (★ 8)	240.0 (★ 5)	C+ (★ 5)	973.0 (★ 6)	2	CHARGE RELEASE TO FIRE TYPE fires multiple shotgun type shots of plasma				
79	10WAYパルスマシンガン	10 WAY Pulse machine gun	480 (★ 9)	15.0 (★ 5)	18.0 × 10 (★ 4.0 (★ 8))		200.0 (★ 5)	120.0 (★ 5)	B+ (★ 6)	950.1 (★ 8)	2	CHARGE RELEASE TO FIRE TYPE fires shot in an even horizontal fan type				
85	スターダストキャノン F	Stardust Cannon F type	1	---	126.8 × 100 (9.1 (★ 8))		480.0 (★ 5)	240.0 (★ 5)	C- (★ 5)	137.4 (★ 8)	0.67	CHARGE RELEASE TO FIRE TYPE fires a shotgun type shot of plasma				
87	パルスマシンガン ZDM	Pulse machine gun ZDM	280 (★ 5)	15.0 (★ 5)	150.0 (★ 5)	15.0 (★ 5)	284.2 (★ 4)	227.3 (★ 4)	A (★ 10)	1275.1 (★ 6)	2.5	CHARGE RELEASE TO FIRE TYPE				
104	スターダストフォール	Stardust Fall	1	---	140 × 100	6.8	720	180	C-	143	0.8	CHARGE RELEASE TO FIRE TYPE fires a lobbed type shot of plasma				
108	ハイパルスマシンガン	High Pulse Machine Gun	440	15	271.8	13.6	400	480	A	1429.7	2.5	CHARGE RELEASE TO FIRE TYPE				

LV 25 or less (EASY, NORMAL available)		LV 52 or less (HARD usable)		LV 77 or less (HARDEST usable)		LV 77 and above (INFERNO available)		Long Distance-遠距離		Lvl 100 and Above (DLC Pack 1)		Lvl 100 and Above (DLC Pack 2)	
LV	名称	name	Clip Size / Bullets in a Charge	Shot speed (departure / sec)	damage	Shot Travel Speed Velocity (m / sec)	Range (m)	accuracy	Zoom (double)	Consumption EN	Charge (sec)	Remarks	
0	クローズ・レーザー	Closed Laser	600 (☆ 5)	60	1.8 (★ 8)	3410.8 (★ 8)	568.5 (★ 8)	S++	5	81.8 (☆ 7)	2.5 (★ 7)	CHARGE RELEASE TO FIRE TYPE	
2	ボルト・シューター	Volt Shooter	9 (★ 8)	0.95 (☆ 9)	43.0 × 3 (☆ 5+)	379.0 (★ 8)	631.6 (★ 8)	A+ (☆ 6)	6	107.2 (☆ 6)	4.9 (★ 7)	BULLET RELOAD TYPE	
7	クローズ・レーザー M2	Closed Laser M2	736 (★ 8)	60	3.4 (★ 8)	3410.8 (★ 8)	568.5 (★ 8)	S++	5	96.8 (★ 8)	2.5 (★ 7)	CHARGE RELEASE TO FIRE TYPE	
13	MONSTER-ZERO	MONSTER-ZERO	68 (★ 8)	60	56.6 (★ 8)	3410.8 (★ 8)	568.5 (★ 8)	S++	5	75.2 (★ 8)	0.82 (★ 7)	Diffuse launch CHARGE RELEASE TO FIRE TYPE	
16	ボルト・シューター 2	Volt Shooter 2	9 (★ 8)	0.87 (☆ 8)	84.9 × 4 (★ 6+)	379.0 (★ 8)	631.6 (★ 8)	S++ (★ 8)	6	149.7 (☆ 7)	4.9 (★ 7)	BULLET RELOAD TYPE	
18	MONSTER	MONSTER	68 (★ 8)	60	56.6 (★ 8)	3410.8 (★ 8)	568.5 (★ 8)	S++	5	87.5 (★ 8)	0.82 (★ 7)	CHARGE RELEASE TO FIRE TYPE	
22	クローズ・レーザー M3	Closed Laser M3	679 (★ 8)	60	6.1 (★ 8)	4547.8 (★ 8)	758.0 (★ 8)	S++	5	146.7 (★ 8)	2.5 (★ 7)	CHARGE RELEASE TO FIRE TYPE	
25	クローズ・レーザー MA	Closed Laser MA	793 (★ 8)	60	6.8 (★ 8)	3789.8 (★ 8)	631.6 (★ 8)	S++	5	173.8 (☆ 6)	2.5 (★ 7)	CHARGE RELEASE TO FIRE TYPE	
30	ボルト・シューター RA	Volt Shooter RA	60 (★ 5)	12.0 (★ 10)	54.4 (★ 8)	379.0 (★ 8)	631.6 (★ 8)	S+ (☆ 7)	6	229.7 (☆ 6)	4.9 (★ 7)	Single shot BULLET RELOAD TYPE	
36	ライザン	Risin	1	---	509.6 × 30 (★ 6+)	379.0 (★ 8)	631.6 (★ 8)	S++ (★ 8)	6	545.1 (★ 8)	2.5 (★ 7)	CHARGE RELEASE TO FIRE TYPE	
40	クローズ・レーザー MSA	Closed Laser MSA	793 (★ 8)	60	10.2 (☆ 6)	3300.0 (☆ 5)	550.0 (☆ 5)	B+ (☆ 5)	5	276.6 (☆ 5)	3.3 (☆ 4)	Accuracy is not fixed CHARGE RELEASE TO FIRE TYPE	
45	ボルト・シューター 3	Volt Shooter 3	12 (☆ 7)	0.95 (☆ 9)	217.4 × 4 (★ 6+)	379.0 (★ 8)	631.6 (★ 8)	S++ (★ 8)	6	368.2 (☆ 5)	4.9 (★ 7)	BULLET RELOAD TYPE	
50	ボルト・シューター DA	Bolt - Shooter DA	8 (☆ 7)	0.79 (★ 10)	326.1 × 4 (★ 6+)	353.1 (☆ 7)	588.4 (☆ 7)	S++ (★ 8)	6	405.5 (☆ 6)	4.9 (★ 7)	BULLET RELOAD TYPE	
55	MONSTER GA	MONSTER GA	68 (★ 8)	60	Through 241.4 (★ 10)	6821.7 (★ 8)	1136.9 (★ 8)	S++ (★ 8)	5	321.1 (★ 8)	0.82 (★ 7)	Accuracy is not fixed CHARGE RELEASE TO FIRE TYPE can pierce	
57	クローズ・レーザー MX	Close - Laser MX	819 (☆ 7)	60	19.8 (★ 8)	3789.8 (★ 8)	631.6 (★ 8)	S++	5	443.2 (☆ 1)	3.0 (☆ 5)	CHARGE RELEASE TO FIRE TYPE	
65	クローズ・レーザー MZ	Closed Laser MZ	736 (★ 8)	60	26.0 (★ 8)	3600.0 (☆ 5)	600.0 (☆ 5)	S++	5	480.0 (★ 8)	2.5 (★ 7)	CHARGE RELEASE TO FIRE TYPE	
70	ボルト・シューター RF	Bolt - Shooter RF	293 (★ 8)	15.0 (☆ 5)	80.4 (★ 8)	353.1 (☆ 7)	588.4 (☆ 7)	B+ (☆ 5)	4	808.7 (★ 8)	4.9 (★ 7)	Single shot speed type zoom magnification is low BULLET RELOAD TYPE	
75	クローズ・ロングレーザー	Closed Long Laser	1019 (★ 8)	60	30.6 (★ 8)	4800.0 (☆ 5)	800.0 (☆ 5)	S++	5	851.7 (☆ 5)	2.5 (★ 7)	CHARGE RELEASE TO FIRE TYPE	
77	ボルト・シューター ZF	Volt Shooter ZF	17 (☆ 7)	1.1 (★ 10)	300.0 × 6 (☆ 5)	1515.9 (★ 8)	2526.5 (★ 8)	A (☆ 5)	6	777.0 (☆ 5)	6.0 (☆ 5)	Speed and range are different from lower model BULLET RELOAD TYPE	
80	MONSTER GZ	MONSTER GZ	68 (★ 8)	60	Through 382.1 (★ 10)	9095.5 (★ 8)	1515.9 (★ 8)	S++	5	481.7 (★ 8)	0.82 (★ 7)	CHARGE RELEASE TO FIRE TYPE can pierce	
82	クローズ・レーザー F	Closed Laser F	1019 (★ 8)	60	36.2 (★ 8)	5305.7 (★ 8)	884.3 (★ 8)	S++	5	645.3 (★ 8)	2.5 (★ 7)	CHARGE RELEASE TO FIRE TYPE	
85	ライザン a	Rising a	1	---	2491.4 × 40 (★ 6+)	379.0 (★ 8)	631.6 (★ 8)	S++ (★ 8)	6	2785.7 (★ 8)	2.5 (★ 7)	CHARGE RELEASE TO FIRE TYPE	
88	ライザン・リミットカスタム	Risin- limit custom	10	1.6	339.7 × 30	1515.9	2526.5	S++	6	2137.6	4.9	BULLET CLIP, USES CHARGE TO RELOAD	

LV 25 or less (EASY, NORMAL available)		LV 52 or less (HARD usable)		LV 77 or less (HARDEST usable)		LV 77 and above (INFERNO available)		Range Attack-機関銃兵器類		Lv100 and Above (DLC Pack 1)		Lv100 and Above (DLC Pack 2)	
LV	名称	name	Clip Size / Bullets in a Charge	damage	Shot Travel Speed Velocity (m / sec)	Range (m)	Blast Radius (radius m)	accuracy	Consumption EN	Charge (sec)	Remarks		
0	プラズマ・キャノン	Plasma cannon	1	98.2 (☆ 7)	436.6 (★ 8)	2182.9 (★ 8)	8.7 (☆ 7)	B + (☆ 5)	12.0 (☆ 5)	1.2 (★ 7)	CHARGE RELEASE TO FIRE TYPE		
0	ブリンク・ボール	Blink ball	1	272.9 (☆ 7)	46.3 (☆ 4)	926.9 (☆ 4)	6.6 (☆ 4)	B (☆ 5)	----	7.4 (☆ 3)	BULLET RELOAD TYPE		
0	グリット・ショット	Grit shot	10 (★ 5)	8.0 × 10 (☆ 5)	240.0 (☆ 5)	300.0 (☆ 5)	3.8 (☆ 4)	C (☆ 4)	35.2 (★ 8)	3.0 (☆ 5)	CHARGE RELEASE TO FIRE TYPE		
1	プラズマ・ビッグキャノン	Plasma / Big Cannon	1	180.0 (☆ 5)	92.7 (☆ 4)	463.5 (☆ 4)	16.0 (☆ 5)	A + (★ 6)	26.2 (☆ 4)	2.2 (☆ 4)	CHARGE RELEASE TO FIRE TYPE		
3	プラズマ・フォール	Plasma / Fall	1	220.0 (☆ 6)	90.0 (☆ 5)	450.0 (☆ 5)	7.9 (☆ 6)	S + (★ 6)	11.9 (7 ☆)	0.67 (☆ 5)	CHARGE RELEASE TO FIRE TYPE		
4	プラズマ・バーストキャノン 2	Plasma / Burst Cannon 2	2 (★ 5)	183.5 (★ 8)	436.6 (★ 8)	2182.9 (★ 8)	9.4 (☆ 9)	S (★ 6)	17.7 (★ 8)	1.6 (★ 7)	CHARGE RELEASE TO FIRE TYPE		
6	プラズマ・キャノン D Ⅱ	Plasma / Cannon B type	1	203.8 (★ 8)	545.7 (★ 8)	2728.6 (★ 8)	10.3 (★ 10)	A + (★ 6)	12.4 (★ 8)	1.2 (★ 7)	CHARGE RELEASE TO FIRE TYPE		
8	スプラッシュー	splasher	40 (★ 5)	16.8 × 5 (☆ 5 +)	163.7 (★ 8)	818.6 (★ 8)	3.6 (★ 10)	B + (★ 6)	43.3 (★ 8)	2.5 (★ 7)	CHARGE RELEASE TO FIRE TYPE fires a rain of plasma		
10	プラズマ・ビッグキャノン M2	Plasma / Big Cannon M2	1	611.5 (★ 8)	371.1 (★ 8)	1855.5 (★ 8)	24.1 (★ 10)	A + (★ 6)	30.9 (★ 8)	1.8 (☆ 6)	CHARGE RELEASE TO FIRE TYPE		
12	スプリット・ボール	Split Ball	1	150.0 × 8 (☆ 5)	60.0 (☆ 5)	1200.0 (☆ 5)	5.0 (☆ 5)	A + (★ 6)	----	6.5 (★ 7)	BULLET RELOAD TYPE		
13	グリットガン	Grit gun	30 (★ 5)	27.2 (★ 8)	436.6 (★ 8)	545.7 (★ 8)	8.4 (★ 10)	A + (★ 6)	40.4 (★ 8)	1.5 (★ 7)	CHARGE RELEASE TO FIRE TYPE		
15	プラズマ・ヘビーキャノン	Plasma / Heavy Cannon	1	770.7 (★ 8)	109.1 (★ 8)	1091.5 (★ 8)	30.2 (★ 10)	S ++	197.2 (★ 8)	4.1 (★ 7)	CHARGE RELEASE TO FIRE TYPE		
16	プラズマ・フォール F6	Plasma / Fall F 6	1	305.8 × 6 (★ 6 +)	163.7 (★ 8)	818.6 (★ 8)	10.9 (★ 10)	S (★ 6)	68.6 (★ 8)	3.3 (★ 7)	Six consecutive CHARGE RELEASE TO FIRE TYPE		
18	ブリンク・ボール B	Blink ball B	1	566.2 (★ 8)	109.1 (★ 8)	2182.9 (★ 8)	10.9 (★ 10)	A - (★ 6)	----	4.9 (★ 7)	BULLET RELOAD TYPE		
20	プラズマ・バーストキャノン 3	Plasma / Burst Cannon 3	3 (★ 5)	256.0 (☆ 5)	436.6 (★ 8)	2182.9 (★ 8)	12.0 (☆ 5)	B + (★ 5)	36.7 (☆ 6)	1.8 (★ 7)	CHARGE RELEASE TO FIRE TYPE		
26	プラズマ・キャノン C Ⅱ	Plasma / Cannon type C	1	450.0 (☆ 5)	545.7 (★ 8)	2728.6 (★ 8)	13.6 (☆ 6)	S (★ 6)	22.6 (☆ 5)	1.7 (☆ 4)	CHARGE RELEASE TO FIRE TYPE		
27	グリット・ショット W10	Grit shot W10	10 (★ 5)	29.3 × 10 (☆ 5 +)	240.0 (☆ 5)	300.0 (☆ 5)	6.0 (☆ 5)	A + (★ 6)	85.7 (☆ 5)	2.5 (★ 7)	CHARGE RELEASE TO FIRE TYPE		
29	ブリンク・ボール C	Blink ball C	1	947.2 (☆ 4)	109.1 (★ 8)	2182.9 (★ 8)	11.3 (☆ 8)	A - (★ 6)	----	4.9 (★ 7)	BULLET RELOAD TYPE		
30	プラズマ・フォール DA	Plasma / Fall DA	1	420.0 (☆ 5)	112.6 (☆ 6)	563.2 (☆ 6)	12.0 (☆ 5)	A + (☆ 5)	26.6 (☆ 6)	0.67 (☆ 5)	CHARGE RELEASE TO FIRE TYPE		
33	グリットガン MA	Grit gun MA	30 (★ 5)	67.9 (★ 8)	549.1 (☆ 7)	686.3 (☆ 7)	7.9 (☆ 6)	A + (★ 6)	7.1 (☆ 6)	1.6 (★ 7)	CHARGE RELEASE TO FIRE TYPE		
35	トリプル・プラズマキャノン	Triple plasma cannon	1	229.2 × 3 (☆ 6)	261.9 (★ 8)	1309.7 (★ 8)	12.5 (☆ 8)	A + (★ 6)	55.4 (☆ 5)	1.2 (★ 7)	Triplet CHARGE RELEASE TO FIRE TYPE		
38	プラズマ・キャノン CR	Plasma / Cannon CR	1	376.0 (☆ 5)	360.0 (☆ 5)	1800.0 (☆ 5)	10.9 (☆ 7)	A (☆ 5)	28.9 (☆ 5)	0.68 (★ 7)	Short charging time CHARGE RELEASE TO FIRE TYPE		
41	ブリンク・フォーク	Blink / Folk	1	226.5 (★ 8)	91.5 (☆ 7)	1830.2 (☆ 7)	15.7 (☆ 6)	S + (★ 6)	----	4.5 (☆ 5)	BULLET RELOAD TYPE		
43	プラズマ・バーストキャノン 2D	Plasma / Burst Cannon 2D	2 (★ 5)	826.7 (★ 8)	375.5 (☆ 6)	1877.4 (☆ 6)	16.9 (★ 10)	A + (★ 6)	56.8 (☆ 5)	1.2 (★ 7)	CHARGE RELEASE TO FIRE TYPE		
46	プラズマ・フォール F10	Plasma / Fall F 10	1	360.0 × 10 (☆ 5)	112.6 (☆ 6)	563.2 (☆ 6)	14.7 (☆ 6)	A + (★ 6)	154.2 (★ 8)	2.5 (★ 7)	Ten consecutive CHARGE RELEASE TO FIRE TYPE		
51	スプラッシュー AZ	Splasher AZ	40 (★ 5)	28.3 × 5 (★ 6 +)	327.4 (★ 8)	1637.2 (★ 8)	5.9 (☆ 9)	B (★ 6)	107.0 (★ 8)	1.2 (★ 7)	CHARGE RELEASE TO FIRE TYPE fires a rain of plasma		
52	プラズマ・ビッグキャノン M3	Plasma / Big Cannon M3	1	1494.8 (★ 8)	218.3 (★ 8)	1091.5 (★ 8)	24.1 (★ 10)	S (★ 6)	105.6 (★ 8)	0.68 (★ 7)	CHARGE RELEASE TO FIRE TYPE		
53	ブリンク・ボール D	Blink ball D	1	2264.9 (★ 8)	60.0 (☆ 5)	1200.0 (☆ 5)	15.9 (☆ 8)	A - (★ 6)	----	4.9 (★ 7)	BULLET RELOAD TYPE		
55	プラズマ・グレートキャノン	Plasma / Great Cannon	1	2264.9 (★ 8)	873.2 (★ 8)	8731.6 (★ 8)	36.2 (★ 10)	S ++	610.5 (★ 8)	4.1 (★ 7)	CHARGE RELEASE TO FIRE TYPE		
57	プラズマ・キャノン D Ⅱ	Plasma / Cannon D type	1	993.4 (☆ 7)	450.6 (☆ 6)	2252.9 (☆ 6)	18.0 (☆ 5)	S (★ 6)	68.8 (★ 8)	0.95 (★ 7)	CHARGE RELEASE TO FIRE TYPE		
60	ダブル・プラズマキャノン	Double plasma cannon	1	420.0 × 2 (☆ 5)	311.1 (☆ 7)	1555.7 (☆ 7)	8.7 (☆ 7)	S (★ 6)	81.0 (☆ 6)	1.0 (☆ 5)	Duplicate formula CHARGE RELEASE TO FIRE TYPE		
62	グリット・ショット W15	Grit shot W15	10 (★ 5)	91.2 × 15 (☆ 5 +)	366.0 (☆ 7)	457.6 (☆ 7)	8.7 (☆ 7)	A + (★ 6)	179.9 (☆ 7)	3.0 (☆ 5)	CHARGE RELEASE TO FIRE TYPE		
65	スプリット・ボール AT	Split Ball AT	1	849.3 × 8 (★ 6 +)	91.5 (☆ 7)	1830.2 (☆ 7)	10.0 (☆ 5)	B + (☆ 5)	----	6.5 (★ 7)	BULLET RELOAD TYPE		
66	プラズマ・キャノン E Ⅱ	Plasma / Cannon E type	1	1347.6 (★ 8)	360.0 (☆ 5)	1800.0 (☆ 5)	16.4 (☆ 7)	S + (★ 6)	63.6 (☆ 5)	0.95 (★ 7)	CHARGE RELEASE TO FIRE TYPE		
69	プラズマ・バーストキャノン 4D	Plasma / Burst Cannon 4D	4 (★ 5)	1508.7 (☆ 6)	654.9 (★ 8)	3274.4 (★ 8)	21.0 (☆ 6)	A (★ 6)	314.1 (☆ 7)	1.6 (★ 7)	CHARGE RELEASE TO FIRE TYPE		
75	プラズマ・キャノン F Ⅱ	Plasma / Cannon F type	1	1698.7 (★ 8)	327.4 (★ 8)	1637.2 (★ 8)	25.0 (☆ 5)	S + (★ 6)	116.7 (☆ 6)	1.0 (☆ 5)	CHARGE RELEASE TO FIRE TYPE		
78	ブリンク・ボール FZ	Blink ball FZ	1	4529.8 (★ 8)	109.1 (★ 8)	2182.9 (★ 8)	16.0 (☆ 5)	A - (★ 6)	----	4.9 (★ 7)	BULLET RELOAD TYPE		
80	プラズマ・バーストキャノン 4Z	Plasma / Burst Cannon 4Z	4 (★ 5)	1320.0 (☆ 5)	240.0 (☆ 5)	1200.0 (☆ 5)	20.0 (☆ 5)	S + (★ 6)	238.6 (☆ 7)	2.0 (☆ 6)	CHARGE RELEASE TO FIRE TYPE		
85	プラズマ・フォール F20	Plasma / Fall F 20	1	720.0 × 20 (☆ 5)	120.0 (☆ 5)	600.0 (☆ 5)	18.1 (★ 10)	S ++	439.6 (★ 8)	2.7 (☆ 6)	20 stages CHARGE RELEASE TO FIRE TYPE		
104	プラズマ・キャノン G Ⅱ	Plasma / Cannon G type	1	2038.4	327.4	1637.2	31.4	S +	173.5	0.82	CHARGE RELEASE TO FIRE TYPE		

LV	LV 25 or less (EASY, NORMAL available)		LV 52 or less (HARD usable)		LV 77 or less (HARDEST usable)		LV 77 and above (INFERNO available)				Homingホーミング兵器		Lvl 100 and Above (DLC Pack 1)	Lvl 100 and Above (DLC Pack 2)
	名称	name	damage	Blast Radius (radius m)	Inductive performance	Distance (m)	Lock-on Number of objects (body)	Time (sec)	Consumption EN	Charge (sec)	Remarks			
0	ミラージュゼロ	Mirage Zero	24.5 (☆ 2)	4.4 (☆ 3)	A	287.2 (☆ 4)	1 (☆ 4)	0.12 (☆ 1)	6.0 (☆ 0)	0.37 (☆ 5)	Constant Energy Use Firing Type			
2	Geist	Geist	79.3 (★ 8)	10.0 (★ 5)	C	300.0 (★ 5)	1 (★ 5)	0.027 (★ 7)	6.2 (★ 6)	0.98 (★ 7)	Constant Energy Use Firing Type			
5	ラピッドミラージュ	Rapid Mirage	16.4 (☆ 7)	----	B	300.0 (★ 5)	1 (★ 5)	0.027 (★ 7)	1.2 (★ 8)	0.074 (★ 8)	Constant Energy Use Firing Type			
8	ミラージュSWAY	Mirage 5 Way	22.8 × 6 (★ 8)	5.0 (★ 5)	B	300.0 (★ 6 +)	6 (★ 6 +)	0.027 (★ 7)	11.1 (★ 8)	0.88 (★ 8)	Constant Energy Use Firing Type			
13	Geist2	Geist 2	226.5 (★ 8)	12.0 (★ 5)	C +	300.0 (★ 5)	1 (★ 5)	0.027 (★ 7)	8.9 (★ 8)	0.88 (★ 8)	Constant Energy Use Firing Type			
18	ミラージュSWAY-B	Mirage 5 WAY-B	45.3 × 6 (★ 8)	5.0 (★ 5)	B	350.0 (★ 6 +)	6 (★ 6 +)	0.027 (★ 7)	15.8 (★ 8)	0.95 (★ 5)	Constant Energy Use Firing Type			
21	ゴーストチェイサー	Ghost chaser	9.1 × 11 (★ 8?)	1.0 (★ 5)	A	600.0 (★ 7?)	11 (★ 7?)	0.024 (★ 6)	4.3 (★ 7)	0.074 (★ 8)	Constant Energy Use Firing Type			
25	ミラージュランブル	Mirage - Rumble	100.0 (☆ 5)	5.0 (★ 5)	A	500.0 (★ 5)	1 (★ 5)	0.067 (☆ 5)	3.9 (☆ 6)	0.41 (☆ 4)	Constant Energy Use Firing Type			
28	ミラージュ15	Mirage 15	16.4 × 16 (☆ 6 +)	----	A	350.0 (☆ 5 +)	16 (☆ 5 +)	0.050 (☆ 5)	6.5 (☆ 5)	0.30 (☆ 7)	Constant Energy Use Firing Type			
31	サイブレード	Sai Blade	628.6 (☆ 6)	12.0 (★ 5)	S	700.0 (★ 5)	1 (★ 5)	0.82 (★ 7)	82.0 (★ 8)	1.6 (★ 8)	Constant Energy Use Firing Type			
36	Geist3	Geist 3	226.5 × 3 (★ 6 +)	20.0 (★ 5)	C +	400.0 (★ 5)	3 (★ 5)	0.027 (★ 7)	9.5 (★ 8)	0.39 (★ 8)	Constant Energy Use Firing Type			
43	ミラージュ1SS	Mirage 1SS	27.3 × 17 (☆ 7 +)	----	A	400.0 (★ 6 +)	17 (★ 6 +)	0.033 (☆ 5)	9.4 (☆ 6)	0.27 (★ 8)	Constant Energy Use Firing Type			
53	フェニル	Fenrir	135.9 (★ 8)	5.0 (★ 5)	C +	300.0 (★ 5)	1 (★ 5)	0.067 (☆ 5)	5.7 (★ 8)	0.074 (★ 8)	Constant Energy Use Firing Type			
56	ミラージュSWAY-S	Mirage 5 WAY-S	152.9 × 6 (★ 8)	5.0 (★ 5)	A	400.0 (★ 6 +)	6 (★ 6 +)	0.020 (★ 7)	37.1 (★ 8)	1.2 (★ 8)	Constant Energy Use Firing Type			
60	サイブレードα	Sai Blade α	2095.4 (☆ 6)	20.0 (★ 5)	S	1000.0 (★ 5)	1 (★ 5)	0.41 (★ 7)	187.0 (★ 8)	1.6 (★ 8)	Constant Energy Use Firing Type			
63	GeistD	Geist D	400.0 × 3 (☆ 5)	20.0 (★ 5)	C +	500.0 (★ 5)	3 (★ 5)	0.027 (★ 7)	20.3 (★ 8)	0.39 (★ 8)	Constant Energy Use Firing Type			
68	ゴーストチェイサー DA	Ghost Chaser DA	33.5 × 34 (☆ 7)	3.0 (★ 5)	A	600.0 (★ 7?)	34 (★ 7?)	0.024 (★ 6)	15.0 (★ 8)	0.10 (☆ 5)	Constant Energy Use Firing Type			
76	ミラージュ1SWR	Mirage 15 WR	50.0 × 14 (☆ 4 +)	----	A	500.0 (☆ 4 +)	14 (☆ 4 +)	0.007 (★ 7)	18.8 (☆ 7)	0.30 (☆ 7)	Constant Energy Use Firing Type			
83	フェニル3WAY	Fenrir 3 WAY	135.9 × 3 (★ 6 +)	2.0 (★ 5)	A +	350.0 (★ 5)	3 (★ 5)	0.027 (★ 7)	17.4 (★ 8)	0.10 (☆ 5)	Triplet Constant Energy Use Firing Type			
106	GeistG	Geist G	906.0 × 5	12	A +	500	5	0.027	38.9	0.39	Constant Energy Use Firing Type			

LV 25 or less (EASY, NORMAL available)		LV 52 or less (HARD usable)		LV 77 or less (HARDEST usable)			LV 77 and above (INFERNO available)	Special-特殊	LV 100 and Above (DLC Pack 1)	LV 100 and Above (DLC Pack 2)
LV	名称 name	damage	Lock on range (radius m)	Number of shots	Consumption ENERGY	Charge (sec)	Remarks			
2	ディフューザー	Diffuser	10.0 (☆ 5)	1800	41.3 (★ 8)	60.0 (★ 5)	Omnidirectional diffusion, throws a ball that uses energy as it fires			
5	グレイブニール	Gleipner	4.8 (☆ ★ 10)	100	600	100.3 (★ 8)	90.0 (★ 5)	shots home in on nearby targets, throws a ball that uses energy as it fires		
8	サンダークラスター	Thunder cluster	36.0 (★ 10)		500	49.1 (★ 8)	60.0 (★ 5)	Down diffusion fires downward thunder that scatters along the ground, throws a ball that uses energy as it fires		
13	ディフューザー対空カスタム	Diffuser to anti-aircraft custom	23.7 (☆ 8)		1800	61.4 (☆ 6)	60.0 (★ 5)	Upward diffusion throws a ball that uses energy as it fires		
16	グレイブニールβ	Gleipner β	11.8 (☆ 8)	130	600	136.1 (★ 8)	90.0 (★ 5)	shots home in on nearby targets, throws a ball that uses energy as it fires		
20	αディフューザー	α diffuser	44.4 (☆ 8)		1800	69.4 (★ 8)	60.0 (★ 5)	Forward diffusion throws a ball that uses energy as it fires		
24	ヘブンス・ゲート	Heavens gate	20.4 × 4 (☆ 5)		600	75.9 (★ 8)	60.0 (★ 5)	fires a beam strait towards the sky throws a ball that uses energy as it fires		
26	サイ・クラスター	Sai cluster	30.0 (☆ 5)		1800	88.7 (☆ 6)	60.0 (★ 5)	Down diffusion scatters lasers in a cone shape, a ball that uses energy as it fires		
34	ディフューザー対地カスタム	Diffuser to ground Custom	81.0 (★ 10)		1800	117.9 (☆ 5)	60.0 (★ 5)	Down diffusion throws a ball that uses energy as it fires		
41	サイ・クラスター α	Sai - Cluster α	108.0 (★ 10)		1800	124.2 (★ 8)	60.0 (★ 5)	Forward diffusion scatters lasers in a cone shape, a ball that uses energy as it fires		
48	EXグレイブニール	EX GRAPE NEIL	37.8 (★ 10)	180	900	670.4 (★ 8)	90.0 (★ 5)	Large number of shots shots home in on nearby targets, throws a ball that uses energy as it fires		
51	ヘブンス・ゲート 10	Heavens Gate 10	54.0 × 10 (★ 10)		600	161.7 (★ 8)	60.0 (★ 5)	fires a beam strait towards the sky throws a ball that uses energy as it fires		
56	サンダークラスター α	Thunder cluster α	59.4 (☆ 7)		500	202.4 (★ 8)	60.0 (★ 5)	Down diffusion fires downward thunder that scatters along the ground, throws a ball that uses energy as it fires		
63	ディフューザー対空カスタム D	Diffuser anti-aircraft custom D	180.0 (★ 10)		1800	228.6 (★ 8)	60.0 (★ 5)	Upward diffusion (wide angle) throws a ball that uses energy as it fires		
71	ヘブンス・ゲート D10	Heavens gate D 10	108.0 × 10 (★ 10)		600	281.5 (★ 8)	60.0 (★ 5)	fires a beam strait towards the sky throws a ball that uses energy as it fires		
81	グレイブニール α	Gleipner α	97.2 (★ 10)	250	600	819.7 (★ 8)	90.0 (★ 5)	shots home in on nearby targets, throws a ball that uses energy as it fires		
84	ディフューザー対地カスタム D	Diffuser to ground Custom D	295.2 (☆ 9)		1800	818.5 (★ 8)	60.0 (★ 5)	Down diffusion (wide angle) throws a ball that uses energy as it fires		
87	サンダーオーブ	Thunder Orb	116.0 × 2 (☆ 6)		1000	2483.7 (☆ 7)	80.0 (★ 5)	Two omnidirectional diffusion installation fires downward thunder that scatters along the ground, throws a ball that uses energy as it fires		
88	エンドオブアース	END OF Earth	18.0 × 10 (★ 10)		600	2004.3 (★ 8)	60.0 (★ 5)	fires a beam strait towards the sky throws a ball that uses energy as it fires		
107	サイブラストウォール	CYBLAST WALL	72.0 × 10		900	2387.5	60	Long horizontal laser gate beams, Can use back to back. Charge ready when Current One Depletes		



LV	LV 25 or less (EASY, NORMAL available)		LV 52 or less (HARD usable)			LV 77 or less (HARDEST usable)		LV 77 and above (INFERNO available)			Plasma Cores-プラズマコア		Lvl 100 and Above (DLC Pack 1)	Lvl 100 and Above (DLC Pack 2)
	名称	name	Max EN	Charge (EN / sec)	Emergency charge (EN / sec)	Flight consumption (EN / sec)	Boost consumption (EN)	Boost speed direction	Speed (%)	Weapon charge speed (%) increase	Flight speed (%) increase or decrease	Remarks		
0	プラズマコア	Plasma core	100.0 (★ 10)	6	12.0 (★ 10)	15	3							
1	ターボコア	Turbo core	102.8 (★ 10)	6.2	12.3 (★ 10)	15.4	3.2	Ahead	25			all around		
2	プラズマコア B	Plasma core B	143.0 (★ 10)	7.1	17.2 (★ 10)	17.8	3.6					enhance boost		
5	ラッシュコア	Rush core	145.3 (★ 10)	7.2	17.4 (★ 10)	18.1	3.6			20		all around		
7	リバースコア S型	River score S type	117	7.7	18.9	17.5	3.5					focus on weapon charge speed		
7	V2プラズマコア	V2 plasma core	171.7 (★ 10)	8.6	20.6 (★ 10)	21.4	4.3					DLC		
12	V2プラズマコア B型	V2 Plasma core B type	184.8 (★ 10)	9.2	22.2 (★ 10)	23	4.6					all around		
15	V2ターボコア	V2 turbo core	193.0 (★ 10)	9.6	23.2 (★ 10)	24	5	Ahead	30			enhance boost		
18	ローディングコア	Loading core	277.8 (★ 10)	11.1	26.7 (★ 10)	34.6	6.9				-10	Maximum EN is 1.25 times higher than others. focus on ground attacks less on flight		
20	V2ラッシュコア	V2 rush core	220.2 (★ 10)	11	26.4 (★ 10)	27.4	5.5			20		focus on weapon charge speed		
22	ジェットコア	Jet Core	207.4 (★ 8)	11	24.9 (★ 8)	27.6	11	Ahead	100			enhance forward boost farther travels		
24	V2プラズマコア C型	V2 Plasma core type C	205.7 (★ 5)	12.3	24.7 (★ 5)	30.9	6.2					all around		
27	リバースコア	River score	227.9 (★ 8)	13.3	36.9 (★ 8)	30.3	6.1					all around		
29	V3プラズマコア	V3 Plasma Core	323.0 (★ 10)	16.1	38.8 (★ 10)	40.2	8					all around		
33	ビッグコア	Big core	902.2 (★ 10)	36	70.4 (★ 10)	112.3	22.5			200		cannot fly higher than jump		
36	V3ターボコア	V3 turbo core	343.2 (★ 10)	17.1	41.2 (★ 10)	42.7	9.4	Forward / side	2			Flight is restricted to jump height. biggest focus on ground attacks		
38	V3プラズマコア B型	V3 Plasma core B type	375.6 (★ 9)	19.3	45.1 (★ 9)	48.3	9.7					enhance boost		
41	V3ラッシュコア	V3 rush core	329.5 (★ 5)	19.8	39.5 (★ 5)	49.4	9.9			30		all around		
43	スカイハイコア	Sky High Cores	405.2 (★ 10)	20.2	48.6 (★ 10)	50.5	6.1					focus on weapon charge speed		
47	V3プラズマコア C型	V3 Plasma core type C	472.0 (★ 10)	23.5	56.6 (★ 10)	58.8	11.8					focus on flight time and not boost		
51	V4プラズマコア	V4 plasma core	579.5 (★ 9)	29.8	69.5 (★ 9)	74.5	14.9					all around		
55	バードコア	Bird core	519.8 (★ 9)	26.7	62.4 (★ 9)	83.6	13.4				25	flight speed increase boost not effected		
58	リターンコア	Return Core	644.8 (★ 10)	32.1	77.4 (★ 10)	80.3	19.3	Alt / side	0.66			enhance boost		
61	V4プラズマコア B型	V4 Plasma core B type	732.1 (★ 10)	36.5	87.6 (★ 10)	91.2	18.2					all around		
63	ローディングコア B型	Loading core B type	1113.1 (★ 10)	37.7	90.8 (★ 10)	138.6	27.7				-20	Maximum EN is 1.5 times higher than others focus on ground attacks less on flight		
65	V4ターボコア	V4 Turbo core	663.1 (★ 7)	36.6	79.6 (★ 7)	91.6	21.1	Forward / side	1.75			enhance boost		
68	V4プラズマコア C型	V4 Plasma Core Type C	845.0 (★ 10)	42.1	101.4 (★ 10)	105.2	21					all around		
71	V5プラズマコア	V5 plasma core	1042.2 (★ 10)	51.9	125.1 (★ 10)	129.8	26					all around		
73	VAラッシュコア	VA rush core	918.0 (★ 10)	45.7	110.2 (★ 10)	114.3	22.9			50		focus on weapon charge speed		
76	V5プラズマコア B型	V5 Plasma core B type	1089.8 (★ 10)	54.3	130.8 (★ 10)	135.7	27.1					all around		
78	ビッグバンコア	Big Bang Core	3185.5 (★ 10)	126.9	248.5 (★ 10)	396.7	79.3			200		cannot fly higher than jump		
80	EXバードコア	EX bird core	930.5 (★ 6)	53.5	111.7 (★ 6)	167.1	26.7				30	Flight is restricted to jump height. biggest focus on ground attacks		
83	VMラッシュコア	VM rush core	1019.6 (★ 5)	61.2	122.4 (★ 5)	152.9	30.6			50		flight speed increase boost not effected		
85	VMジェットコア	VM jet core	1298.2 (★ 10)	64.7	155.8 (★ 10)	161.7	72.8	Forward / side	2			focus on weapon charge speed		
88	VZプラズマコア	VZ Plasma Core	1693.0 (★ 10)	84.3	203.2 (★ 10)	210.8	42.2					enhance forward boost farther travels		
100	ローディングコア G型	Loading core G type	2505.4	81.1	270.6	312	62.4				-10	Maximum EN is 1.5 times higher than others focus on ground attacks less on flight		
106	VGラッシュコア	VG rush core	1599.6 (★ 10)	79.7	192.0 (★ 10)	199.2	39.8			30		focus on weapon charge speed		
106	リターンコア G	Return core G	1830.9	91.2	219.7	228	54.7	back+20% side+30%						
106	マイティコア	Mighty Core	1908	95	229	273.2	47.5	front+20% side+10% back+10%		10% increase	15% increase			

ONLINE COMMUNICATION SHORTCUTS			
TOUCHPAD WHEEL			
	Save Me (Singing Line from 3.3.1)	Thank You Press the Middle to Target Something	Nice Yes
	Sorry	EDF!	Beware of Ranged Attacks
IN ONLINE GAME			
OPTION IN ORDER OF LIST	Communication	In Japanese	
1.1.3	No Problem	問題ない	
1.4.10	You Are My Hero	お前は俺の英雄だ	
3.3	SONGS		
3.3.1	We are Infantry Corps. It is a tough guy with a burning fighting spirit. EDF 5 New!	我らは歩兵隊。燃えたぎる闘志のタフガイだ。	
3.3.2	Now give up a bullshit. Advance without knowing fear. EDF 5 New!	さあ、嘘叫びをあげろ。恐れを知らず進め。	
3.3.3	We need a sacrifice for the victory Kaempo. EDF 5 New!	勝利の凱歌には、俺達の犠牲が必要だ。	
3.3.4	You can not defend the world if you lose your life. EDF 5 New!	命を惜しんでは世界を守れないぞ。	
3.3.5	Sparkling flash is the lightning of a warrior dancing in the sky. EDF 5 New!	煌めく閃光は、空を舞う戦士の稲妻だ。	
3.3.6	So split the wind and spread the wings in the sky. EDF 5 New!	そう風を裂き、天に翼を広げ駆ける。	
3.3.7	Now, get your guns right now. Shoot down the inflating disk. EDF 5 New!	さあ、今すぐ銃をとれ。押し寄せる円盤撃ち落とせ。	
3.3.8	We do not put them in our world. EDF 5 New!	我らの世界にはやつらを入れやしない。	
4.1.1	Hi	やあ	
4.1.2	Thanks	どうも	
4.1.3	nice to meet you	よろしく	
4.1.4	Thank you	よろしくお願ひします	
4.1.5	Although it is something, thank you.	ふつつかものですが、よろしく願ひます	
4.1.6	Nice to meet you	はじめまして	
4.1.7	Good morning	おはよう	
4.1.8	Hello	こんにちは	
4.1.9	Good evening	こんばんは	
4.1.10	I will join a group.	仲間に入ります	
4.1.11	We will fight together	共に戦います	
4.1.12	I will enter the troops from this	これより隊に入ります	
4.1.13	To welcome	歓迎する	
4.1.14	goodbye	さようなら	
4.1.15	See you	またな	
4.1.16	Bye bye	バイバイ	
4.1.17	Bye	あばよ	
4.1.18	Good night	おやすみ	
4.1.19	sleep	寝る	
4.1.20	To detach	離隊する	
4.1.21	I will detach after this battle ends	この戦いが終わったら離隊する	
4.2.1	Sorry	すまない	
5.1.1	Please Help Me!	助けてくれ——っ！	
5.3.1	To Bomb (Im gonna bomb that, use touchpad to target)	空爆する	
7.5.1	let's go!	行くぞ！	
7.5.2	Advance!	進め！	
7.5.3	continue!	続け！	
7.5.4	Follow me!	ついて来い！	
7.5.5	fall back	後退する	
7.5.6	Please retreat.	後退してくれ	
7.5.7	You're back.	戻るぞ	
7.5.8	Go to the right	右に行く	
7.5.9	Go to the left	左に行く	
7.5.10	Go up	上に行く	
7.5.11	Go down	下に行く	
7.5.12	Stop!	停止！	
7.5.13	Let's wait here	ここで待とう	
7.5.14	I will be picking you up here	ここで迎え撃つぞ	
7.5.15	We will fight at this place	この場所でお戦うぞ	
7.5.16	Let's protect here	ここを守ろう	
7.5.17	Let's hide here	ここに隠れよう	
7.5.18	Please wait here	ここで待ってくれ	
7.5.19	Please do not move	動かないでくれ	
7.5.20	Do not move as you use assistive equipment	支援装備を使うので動かないでくれ	
8.1.2	Please Collect Items	アイテムを回収する	
8.1.3	End of Item Collection	アイテム回収終了	
8.1.4	Take this Health	回復アイテムをとるんだ	
10	Manually Type Message	ソフトキーボード入力	
11	Check Online ID	オンライン IDを確認する	
	PHYSICAL MOVEMENTS 9th Option Last Number is Pose Time in Seconds	アビールモーション	
	SALUTE AND GREETINGS 9.1		9.1.1-6
9.1.1	1st Salute 4	Salute and say "Yes!"	
9.1.2	2nd Salute 3	Put your fist on your chest and say "OK!"	
9.1.3	nice to meet you 3	Raise one hand and swing a little forward "Please say hello"	Open one hand at the front and "Regards"
9.1.4	Bye bye 5	Raise one hand and shake the left and right with the palm facing forward	

9.1.5	Yes, affirmative 5	Nodded with his arms folded "Yes"	Nod 'yes'
9.1.6	No, denied 7	Swing your hands to the left and right in front of your face "No!"	From the head swinging sideways "Rame"
EMOTIONS 9.2		9.2.1-8	
9.2.1	Guts pose 3	Put your weapon with one hand "Oooool"	Shake the weapon up and down with one hand "Wow!"
9.2.2	Be pleased 3	Push up the fist with one hand "I did it!"	Swing one hand slightly up and down "Ya!"
9.2.3	Be very pleased 4	Raise your hands and spin around "I'm going!"	Happy birthday and raising one hand "Yaah!"
9.2.4	A big laugh 7	Hungry "Ahach"	
9.2.5	Get angry 8	Climb down, step on the ground and stick out one hand. "I am sorry."	I'm late
9.2.6	I am very upset 7	After stepping on the groundwork, you lie down on your limbs and rattle!	I'm glad to swing both hands and step on ground fence
9.2.7	To grieve 4	Cover your face with one hand "Sure"	"I will cry and put away my eyes with my hands at my eyes" "Shun"
9.2.8	Be very sad 14	Hanging over with a head "Shibobori"	Strike the ground and strike the ground "Shyobori"
PRAISE APOLOGIZE 9.3		9.3.1-8	
9.3.1	Good guys 2	Put one hand forward and b "Good gob"	
9.3.2	applause 6	Clap hands up gradually while clapping	
9.3.3	apologize 6	"Sorry" to lower your head with both hands together	
9.3.4	Dogeza 8	I'd like to lower my head several times from Dogashi "Apologize" }	
9.3.5	Seiza 10	Tilt your head and sit down "I am reflective"	
9.3.6	To be dazzled 4	Raise your shoulders and spread your hands	
9.3.7	To make it great 6	Turn your hands to your waist and make it great	
9.3.8	arbitration 7	Pull both palms forward and nod, "get calm"	Pull both palms forward and nod
VARIOUS OPERATIONS 9.4		9.4.1-8	
9.4.1	dance 9	dance	
9.4.2	sleep 17	Lie down and yawn after lying down	I sleep on my stomach and support my chin with my elbows
9.4.3	look for 7	Hold one hand over the eyes to see	Hold one hand over the eyes to see
9.4.4	High touch 3	High touch with both hands "Yeah!"	"Do it!"
9.4.5	Sports sitting 7	Sports sitting	
9.4.6	push ups 11	3 push ups	3 push ups
9.4.7	Squat 8	Bend hands forward and bend three times "You can fight still!"	Bend your hands forward and bend three times }
9.4.8	Abdominal muscle 12	Abdominal muscle 3 times	Abdominal muscle 3 times }
HAND SIGNS 9.5		9.5.1-14	
9.5.1	Hand sign 1 3	Raise your right hand, shake it back and forth twice, and swing it down in front	
9.5.2	Hand sign 2 6	Raise the right hand at right angle and swing it down before	
9.5.3	Hand sign 3 3	Right hand at right angle	
9.5.4	Formation 1 4	Raise the right arm sideways to 45 degrees	
9.5.5	Formation 2 5	Sign both arms horizontally "T"	
9.5.6	Formation 3 6	A sign of "I" with the right arm laterally obliquely upward and the left arm laterally obliquely below	
9.5.7	Formation 4 5	A sign of "Y" on both sides horizontally upward	
9.5.8	Formation 5 5	Raise both arms "T" from the elbow at right angles to "LJ"	
9.5.9	Guidance sign 1 9	Backori	
9.5.10	Induction sign 2 7	Shift both hands from side to side up and down	
9.5.11	Induction sign 3 3	Swing down the right hand from the back through the head overhead	
9.5.12	Induction sign 4 9	Up and down pairs of hands from "T"	
9.5.13	Induction sign 5 9	Raise and lower right hand from "T"	
9.5.14	Induction sign 6 9	Raise and lower left hand from "T"	
<b>IN LOBBY MENU</b>			
<b>DPAD OPTIONS</b>			
3.1.1	Hi	やあ	
3.1.2	Thanks	どうも	
3.1.3	nice to meet you	よろしく	
3.1.4	Thank you	よろしくお願ひします	
3.1.5	Although it is something, thank you.	ふつつかものですが、よろしく願ひます	
3.1.6	Nice to meet you	はじめまして	
3.1.7	Good morning	おはよう	
3.1.8	Hello	こんにちは	
3.1.9	Good evening	こんばんは	
3.1.10	I will join a group.	仲間に入ります	
3.1.11	We will fight together	共に戦います	
3.1.12	I will enter the troops from this	これより隊に入ります	
3.1.13	To welcome	歓迎する	
3.1.14	Excuse me EDF 5 New!	失礼します EDF5New!	
3.1.15	See you again	また会いましょう	
3.1.16	Bye bye	バイバイ	
3.1.17	it was fun. Goodbye	楽しかったです。さよなら	
3.1.18	good night	おやすみなさい	
3.1.19	I will go to bed early.	そろそろ寝ます	
3.1.20	I will dispatch. Thank you	離隊します。ありがとう	
3.1.21	I will detach after this battle ends	この戦いが終わったら離隊する	
9	Manually Type	ソフトキーボード入力	
10	Send an Invite	招待状を送る	
11	Confirm Invite	招待メッセージの確認	
<b>ONLINE MENU TRANSLATION (STARTING AT LOBBY WITH ROOMS AVAILABLE)</b>			
1. Create a Room (See Next Column)		<b>1. Create a Room Menu</b>	
2. Filter Rooms (See Next Column)		1. Who Can Join (See Next Column)	
3. Refresh		<b>Who Can Join Options</b>	
		Anyone	

4. Game Settings		Friends	
5. Accept Invite		With Password	
6. Exit to Main Menu		Room Name	
	2. Room Name		
	3.Simple Room	On / Off	
	4. Chat	On / Off	
	5. Mission Select		
	6.Difficulty Select		
	7. Weapon Level Limit		
	8. Armor Level Limit		
	9. Room Preferences	(Preferences for Room, PM me if you wanta detailed list)	
	10.Room Preferences 2		
	11. Room Message for Lobby (Type a message people in the lobby see) Last Option in Middle. Create Room (See Left Column Lower)		
	<b>2. Filter Rooms Menu</b>		
	1. Search Room by Room Name		
	2. Filters (See Next Column)	<b>Filter Options</b>	
		1. Specific Mission	
		2. Difficulty	
		Simple Room (On, Off, either)	
		4. Chat (Enabled, Disabled, either)	
		5. Password Protected (On, Off, either)	
	3 Reset Defaults		
<b>AFTER SELECTING CREATE A ROOM (HOST MENU)</b>			
<b>Creating Room (After Selecting Create a Room) host only</b>			
1. Ready			
2. Select Mission			
3. Class			
4. Room Setting Options (See Next Column)	<b>Room Setting Options</b>		
	1. Difficulty		
	2. Weapon Level Limit		
	3. Armor Level Limit		
	4. Room Preferences 1		
	5. Room Preferences 2		
	6. Room Message for Lobby		
5. Online Career Stats			
6. Game Settings			
7. Leave Room			

NOTE : Work In Progress - Message me on Discord or Reddit for input. Thanks!							
Stage No.	Offline	Mission name	EASY – HARD	Emerging enemies	HARDEST – INFERNO (Enemis Added)	map	Remarks
-	1	<a href="#">Today's schedule</a>					
1	2	<a href="#">Escape from the Dark</a>	Black ant			Inside the base	-
2	3	<a href="#">228 The Crisis of the Base Preface</a>	Black ant			Inside the base	-
3	4	<a href="#">228 After the Crisis of the Base Hen</a>	Black ant, anchor			base	-
4	5	<a href="#">Broken tranquility</a>	Black ant, anchor				Appearance of drone just before clearing
5	6	<a href="#">Unidentified flying object</a>	Drone				-
6	7	<a href="#">Quiet threat</a>	Drone	Blue Drone		Industrial area	-
7	8	<a href="#">Monster attack</a>	spider				-
8	9	<a href="#">A wedge of perdition</a>	Spider, anchor				-
9	10	<a href="#">Escape</a>	Red ant				-
10	11	<a href="#">Flame of the sky</a>	Black ant	Golden Ant			-
11	12	<a href="#">Spreading disaster</a>	spider				-
12	13	<a href="#">Turning point</a>	Black ants, transport ship				-
13	14	<a href="#">Extermination</a>	Black ants, red ants, spiders				-
14	15	<a href="#">Big ship destruction strategy</a>	Black ant, drone, colonist			European Town	-
15	16	<a href="#">Isolation</a>	Colonist			European Town	-
16	17	<a href="#">A causative agent</a>	Black ants, red ants, colonists	Golden Ant			-
17	18	<a href="#">The secret of the cave</a>	Black ants, red ants, spiders, colonists			cave	-
18	19	<a href="#">Annihilation plan</a>	Black ant, Eignus				-
19	20	<a href="#">Encounter of return</a>	Red ant	Purple		Coast	-
20	21	<a href="#">Night raids strategy</a>	Red ants, spiders, colonists			Industrial area (night)	-
21	22	<a href="#">Outpost base reconnaissance game</a>	Black ants, drone, huge outpost base				-
22	23	<a href="#">Mountain of wedges</a>	Red ants, spiders, colonists, anchors				-
23	24	<a href="#">Descent boat coming</a>	Colonist				-
24	25	<a href="#">Re-advance</a>	Black ants, red ants, spiders, drone				-
25	26	<a href="#">artillery</a>	Colonist				-
26	27	<a href="#">Sniper unit</a>	Spider, colonist				-
27	28	<a href="#">Red machine</a>	Red color				-
28	29	<a href="#">Iron Wall</a>	Colonist				-
29	30	<a href="#">Outpost Base Destruction Operation Plan A</a>	Black ant, spider, drone, colonist, transport ship, huge outpost base	What?			-
30	31	<a href="#">Outpost Base destroy strategy plan B</a>	Drone, colonist, huge outpost base	What?			-
31	32	<a href="#">First stage of caval invasion strategy</a>	Black ants, red ants, spiders, colonists	What?		cave	-
32	33	<a href="#">Caval invasion strategy second stage</a>	Black ants, spiders	Gold Ants, Silver Spider		Cave vertical hole	-
33	34	<a href="#">Last stage of caval invasion strategy</a>	Black ants, Red ants, Colonists, Queen ants, Eggs	Gold Ants, Green Ants, Small Green Ants, Gold Queen		Deepest cave	-
34	35	<a href="#">Stationary ship</a>	Black ants, red ants, drone, colonists, huge outpost base	Golden Ant		Coast	-
35	36	<a href="#">Slaughter who dances in the air</a>	bee	Red Bees, Queen Bees			-
36	37	<a href="#">Planetary destruction plan</a>	Eignus, Arkels	What?			-
37	38	<a href="#">Crashing plain</a>	Black ants, spiders, drones, colonists, queen ants			Plain	-
38	39	<a href="#">President of the present</a>	Red ants, spiders, bees, drone, colonist, transport ship	Silver Spider			-
39	40	<a href="#">A ferocious battlefield</a>	Black ants, red ants, spiders, drones, red colors, colonists, queen ants, transport ships				-
40	41	<a href="#">Outpost attack charge strategy</a>	Black ant, drone, colonist, huge outpost base				-
41	42	<a href="#">European Relief Strategy 1</a>	spider	Silver Spider		European Town	-
42	43	<a href="#">European Relief Strategy 2</a>	Red ants, spiders, drones, anchors, large anchors	Black Ant		European Town	-
43	44	<a href="#">Flight disinfection strategy</a>	Bees, red bees, queen bees				-
44	45	<a href="#">An empty circle</a>	Black ants, red ants, spiders, colonists, transport ship	What?			-
45	46	<a href="#">Second Big Ship Destruction Strategy</a>	Black ants, red ants, colonists, Cosmo Notes	What?			-
46	47	<a href="#">Survivor</a>	Cosmo Notes				-
47	48	<a href="#">Disc diffusion</a>	Drone, type 2 drone				-
48	49	<a href="#">Descent Soldier front part</a>	Deroy				-
49	50	<a href="#">Descent Soldier back</a>	Deroy				-
50	51	<a href="#">Fleet attack plan</a>	Red ants, bees, arceles, transport ship			Industrial area (night)	-
51	52	<a href="#">Trap of the bottom of the earth</a>	Black ants, spiders	Gold Ants, Silver Spider		cave	-
52	53	<a href="#">Soldiers surprise attack</a>	Colonist, Cosmo Notes				-
53	54	<a href="#">Match</a>	Black ant, Cosmo Notes, Queen ant	Gold Ants, Gold Queen			-
54	55	<a href="#">Person lurking in the net</a>	Alanya	Spider, Transport Ship			-
55	56	<a href="#">Thread predator</a>	Black ants, red ants, Retarius				-
56	57	<a href="#">Cruel battle in the city</a>	Cosmo Notes			European Town	-
57	58	<a href="#">Hidden threats</a>	Spider, Retarius, Deroy	Silver Spider			-
58	59	<a href="#">Protruding rush</a>	Black Ants, Red Ants, Cosmo Notes, Shield Bearers	Colonist			-
59	60	<a href="#">Mountain survey strategy</a>	Bees, red bees, queen bees				-
60	61	<a href="#">Large disk shooting down operation</a>	Black ants, red ants, spiders, bees, transport ships, arceles				-
61	62	<a href="#">The Creeping Magical Ball</a>	Dango worms				-
62	63	<a href="#">Industrial area recapture strategy</a>	Colonist, Cosmo Notes, Deroy, Shield bearer			Industrial area (night)	-
63	64	<a href="#">Wing corps</a>	Tadpol, colonist				-
64	65	<a href="#">Just under the huge boat</a>	Black Ants, Red Ants, Spiders, Dango Worms, Type 2 Drones, Cosmo Notes, Shield Bearers				-
65	66	<a href="#">Mantis shining down</a>	Dango worm, transport ship				-
66	67	<a href="#">Knight of a different star</a>	Cosmo Notes, heavy cosmo Notes				-
67	68	<a href="#">Falling a big lower</a>	Red ants, spiders, dango worms, bees, red bees, tadpole, large anchors	Gold Ants Silver Spider			-
68	69	<a href="#">The Great Stranger</a>	Spider, big spider	Silver Spider, Cosmo Notes, Silver Spider			-
69	70	<a href="#">Aircraft</a>	Imperial				-
70	71	<a href="#">Anchor destruction plan</a>	Black ant, Tadpole (small and medium), colonist, anchor, large anchor, Arkels	What?			-
71	72	<a href="#">Fierce battle of thick fog</a>	Colonist, Cosmo Notes, Heavy Cosmo Notes				-
72	73	<a href="#">Light Citadel</a>	What?	What?		Industrial area	-
73	74	<a href="#">Sky army</a>	Bee, red bee, Tadpole (small, medium, large), drone, type 2 drones, red color, Imperial	Red Queen		European Town	-
74	75	<a href="#">Invasion of tanks</a>	Spider, Deroy	Cosmo Notes, Heavy Cosmo Notes			-
75	76	<a href="#">Captured city</a>	Black ants, red ants, spiders, Retarius, anchors				-
76	77	<a href="#">Queen of dusk</a>	Bees, red bees, colonists, Cosmo Notes, Queen bees	What?		Coast	-
77	78	<a href="#">Monster removal control plan</a>	Black ants, red ants, dango worms, bees, archers				-
78	79	<a href="#">Base 228 strategy of recapture 1st stage</a>	Black ants, red ants, spiders, Tadpole, Colonists, Cosmo Notes, heavy equipment Cosmo Notes				-
79	80	<a href="#">Base 228 Recovery Operation Stage II</a>	Black ants, spiders, dango worms, Tadpole, colonists, cosmo Notes, heavy cosmo notes, anchor	Gold Ants, Silver Spider		base	-
80	81	<a href="#">Base 228 strategy of recapture 3rd stage</a>	Black ants, red ants, spiders, dango worms, colonists, Cosmo Notes	What?		Inside the base	-
81	82	<a href="#">Base 228 Retreat Operation Retreat</a>	Black ants, colonists, Cosmo Notes			base	-
82	83	<a href="#">Archels destruction plan</a>	Black ants, Arkels			Industrial area	-
83	84	<a href="#">Tower of big lower</a>	What?	What?			-
84	85	<a href="#">Larva attack</a>	Tadpole (small, medium, large)				-
85	86	<a href="#">The secret of darkness</a>	What?	What?		Cave vertical hole	-
86	87	<a href="#">Murpuring a ball</a>	Dango worms				-
87	88	<a href="#">Trapped thread</a>	What?	What?			-
88	89	<a href="#">Flight type devastation strategy</a>	What?	What?			-
89	90	<a href="#">Distressed area</a>	What?	What?			-
90	91	<a href="#">Sparkling abyss</a>	What?	What?		Cave vertical hole	-
91	92	<a href="#">Airship group attack</a>	What?	What?			-
92	93	<a href="#">Trap covering the peak</a>	What?	What?			-
93	94	<a href="#">Time of blood battle</a>	What?	What?			-
94	95	<a href="#">Falling point</a>	What?	What?			-
95	96	<a href="#">Monster land</a>	What?	What?		Industrial area	-
96	97	<a href="#">A wire wrapped in a thread</a>	Spider, Retarius, Great Spider, Anchor				-
97	98	<a href="#">Defensive battle at the border</a>	What?	What?			-
98	99	<a href="#">Fierce fight at the bottom of the ground</a>	Black ant, spider, dango worm, big spider, anchor			cave	-

NOTE : Work In Progress - Message me on Discord or Reddit for input. Thanks!						
Stage No.			Emerging enemies			
Online	Offline	Mission name	EASY – HARD	HARDEST – INFERNO (Enemies Added)	map	Remarks
99	100	<a href="#">The greatest last crash</a>	Black ants, red ants, spiders, bees, taddle pole, colonists, cosmo Notes, heavy cosmo nuts, shield bearers, erginus, arkels		Plain	-
100	101	<a href="#">Collapsed city</a>	Green ants, small green ants			-
101	102	<a href="#">Forcibly entering operations</a>	Black ants, red ants, green ants, small green ants, spiders, bees, cosmo notes, heavy cosmo Notes, shield bearers, anchors	Gold Ants, Purple Ants, Silver Spiders, Red Bees		-
102	103	<a href="#">Whirlwind</a>	What?	What?		-
103	104	<a href="#">Wasted wheels</a>	What?	What?		-
104	105	<a href="#">Demon's feast</a>	Black ants, green ants, small green ants, spiders, bees, Tadpole (medium and large), colonists, queen ants, big spider, queen bee, Elginus	- Elginus + Gold Ant, Silver Spider, Red Bee, Golden Queen, Silver Spider, Red Queen, Arkels		-
105	106	<a href="#">Those who die</a>	What?	What?		-
106	107	<a href="#">Aggressor Large Rally</a>	Black ants, spiders, dungo worms, bees, drones, type 2 drones, colonists, cosmo notts, heavy cosmo nuts, shield bearers, shipping vessels			-
107	108	<a href="#">Land of the Fiery Fire</a>	What?	What?		-
108	-	<a href="#">Wedge of despair</a>	What?	What?		-
109	-	<a href="#">Absolute enclosing net</a>	What?	What?		-
110	109	<a href="#">The eleventh ship</a>	Black ants, spiders, dango worms, drone, type 2 drones, Tadpole (medium and large), colonists, cosmo Notes, heavy cosmo mats, transport ship, mother ship			-
111	110	<a href="#">That person</a>	Cosmo Notes, heavy cosmo Notes, silver man			-