BRADYGAMES
E-GUIDE

BRADYGAMES®
OFFICIAL E-GUIDE

TAKE YOUR GAME FURTHER®

SPACE SIEGE

COVERS WINDOWS® PC

BASED ON A GAME RATED BY THE ESRB — TEEN T

SEGA

GAS POWERED GAMES®

Written by Michael Owen and Christian Sumner

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SPACE SIEGE

Contents

Strategy E-Guide Provided by BradyGames and Sega.

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THE CREW

Character Bios

SETH WALKER

Age: 34

Occupation: Robotics Specialist, Allied Security Force

As a member of the Allied Security Force, Seth Walker is trained in not only traditional forms of combat, but also robotics engineering. Because of his training, Seth is able to create, modify and command combat robots. Seth was stationed aboard the *Armstrong* shortly before the Kerak destroyed Earth.

JAKE HENDERSON

Age: 41

Occupation: Sergeant, Allied Security Force

A lifelong soldier, Jake Henderson is trained in all traditional forms of combat, with a specialization in maintaining and upgrading both handheld weapons and larger defensive weapon systems. As one of Seth's closest friends, Jake will do anything to help and protect his comrade-in-arms.

GINA REYNOLDS

Age: 26

Occupation: Communications Officer, *ISCS Armstrong*

Stationed on board the *Armstrong* as a communications officer, Gina Reynolds has an intimate knowledge of the ship's communication protocols and its layout and systems. Gina is fiercely anti-cybernetic and doesn't believe they should be used under any circumstances. Although her family died on Earth, Gina hides from her grief by trying to cheer up the other survivors.

FRANK MURPHY

Age: 42

Occupation: Mechanic, *ISCS Armstrong*

Although his life has often been one of failure and despair—divorce, alcoholism and the inability to move up into officer training—there can be no question that Frank Murphy is one of the most knowledgeable and competent mechanics stationed on board the *Armstrong*. There is no system he can't repair, and he knows every square inch of the ship.

DR. EDWARD DESOTO

Age: 58

Occupation: Cybernetic Surgeon, Johns Hopkins Medical Center (Ph.D.)

Dr. Edward DeSoto is one of the preeminent cybernetic surgeons in the world and believes that cybernetics represent the next stage in human evolution. Naturally, this position was met with controversy, which Dr. DeSoto encouraged because it afforded him a platform through which he could spread his views. In addition to performing cybernetic-related upgrades and repairs, Dr. DeSoto is also a traditional medical doctor.

VARGAS

Commander Vargas reached his position of authority the hard way—by joining the ASF as soon as he was of legal age and working his way up the command structure. A battle-hardened veteran of countless wars and conflicts, Vargas prides himself on deploying highly trained, disciplined soldiers. When it became obvious that the Kerak would reach Earth, Vargas was transferred from his command on Earth and placed in charge of all ASF forces stationed aboard the *Armstrong*.

PRIMARY SHIP A.I.: PILOT

When the governments of Earth knew that humanity would likely not survive the Kerak attack on their planet, they ordered the colony ships' officers to make several modifications to their vessels. The most significant of these was the forced upgrade of the ships' navigational AI from Stage Two (operational) to Stage Six (sub-sentience). The rationale for this was that an upgraded navigational system would be more efficient at handling the complex tasks associated with piloting the ship toward its destination.

Accordingly, the upgraded AI was rechristened PILOT (short for Positronically Integrated Learning Organic Technology). Tasked with running all of the ship's main systems, PILOT is also programmed to protect humanity at all costs. The latter is its primary task and takes precedence over everything else.
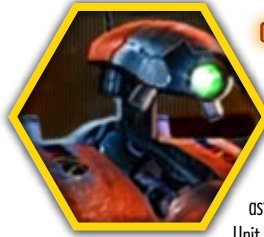
HODGSON'S ROBOTICS UNIT

Model #: Model V (HR-V)

Function: The Hodgson's Robotics Unit's original function was to investigate and survey deep-space terrestrial bodies, including asteroids, moons and eventually planets. The Hodgson's Robotics Unit was able to operate in environments that would be considered deadly to humans.

By its fifth iteration, the Hodgson's Unit had evolved into a weapon system. Fully configurable, the HR-V can be equipped with most standard weapons, including flamethrowers and machine guns. Although its systems are increasingly viewed as antiquated, the HR-V remains one of the most reliable robot-based weapon systems available.

SECONDARY SHIP A.I.

MONITOR	Manages all life support systems.
STOPLIGHT	Operates the transit network.
GREENHOUSE	Oversees all aspects of Hydroponics.
MECHANIC	Governs the ship's automated maintenance systems.
STRIPES	Manages all operational aspects of the Bridge.
ICEBOX	Ensures the coldsleep pods operate within normal parameters.
PACKRAT	Catalogs and manages all stored cargo.
VALET	Coordinates the movement of all vessels docking or leaving the ship.
TURBO	Manages all engine-related systems.

SKILLS

Combat

#	Combat
1	5/5
2	5/5
3	3/3
4	5/5
5	1/1
6	4/4
7	3/3
8	5/5
9	3/3
10	1/1
11	1/1
12	1/1
13	3/3
14	1/1

COMBAT

#	Skill
1	Lethality
2	Fortitude
3	Critical Strikes
4	Improved Deadly Strike
5	Battle Rush
6	Elemental Power
7	Resistance
8	Improved Fan Shot
9	Magblade Mastery
10	Fatal Strikes
11	Lock Down
12	Discipline
13	Overclocking
14	Fan Barrage

BATTLE RUSH

Requires 5 points in Combat Skills
Requires Cybernetic Hand

1 Rank

Teaches Battle Rush. For each enemy killed, Health is restored and Attack Power is increased.

CRITICAL STRIKES

Requires Cybernetic Eye

3 Ranks

Chance of inflicting a critical hit with guns and combat abilities increases by 2% per rank to a maximum of 6%.

DISCIPLINE

Requires 25 points in Combat Skills
Requires 90% Humanity

1 Rank

Teaches Discipline. All damage received by you and HR-V is reduced by 50%.

ELEMENTAL POWER

Requires 10 points in Combat Skills

4 Ranks

Increases damage from fire/electrical weapons and attacks by 5% per rank to a maximum of 20%.

FAN BARRAGE

Requires 30 points in Combat Skills
Requires 5 points in Improved Fan Shot
Requires Cybernetic Brain

1 Rank

Unlocks Fan Barrage. Fires three Fan Shots in quick succession.

FATAL STRIKES

Requires 20 points in Combat Skills
Requires 5 points in Improved Deadly Strike

1 Rank

Damage caused by melee abilities is increased by 5% and critical strike chance by 3%. Deadly Strike stuns its target for two seconds.

FORTITUDE

Increases maximum Health by 15 per rank to a maximum of 75.

5 Ranks

IMPROVED DEADLY STRIKE

Requires 5 points in Combat Skills

5 Ranks

Damage caused by Deadly Strike increased by 4% per rank to a maximum of 20%.

IMPROVED FAN SHOT

Requires 15 points in Combat Skills

5 Ranks

Magnifies damage inflicted by Fan Shot and Fan Barrage by 5% per rank to a maximum of 25%. Reduces Energy cost by 10 per rank to a maximum of 50.

LETHALITY

Increases Attack Power by 4 per rank to a maximum bonus of 20. Attack Power amplifies damage inflicted by weapons and combat abilities.

5 Ranks

LOCK DOWN

Requires 20 points in Combat Skills
Requires Cybernetic Legs

1 Rank

Teaches Lock Down. Magnifies Attack Power and Attack Speed for a short period of time, but renders you immobile and reduces armor.

MAGBLADE MASTERY

Requires 15 points in Combat Skills
Requires Cybernetic Arm

3 Ranks

Damage caused by the Magblade's melee attack and the Bash ability is increased by 5% per rank to a maximum of 15%.

OVERCLOCKING

Requires 25 points in Combat Mastery
Requires Cybernetic Eye and Hand

3 Ranks

Increases Attack Speed of ranged weapons by 2% per rank to a maximum of 6%.
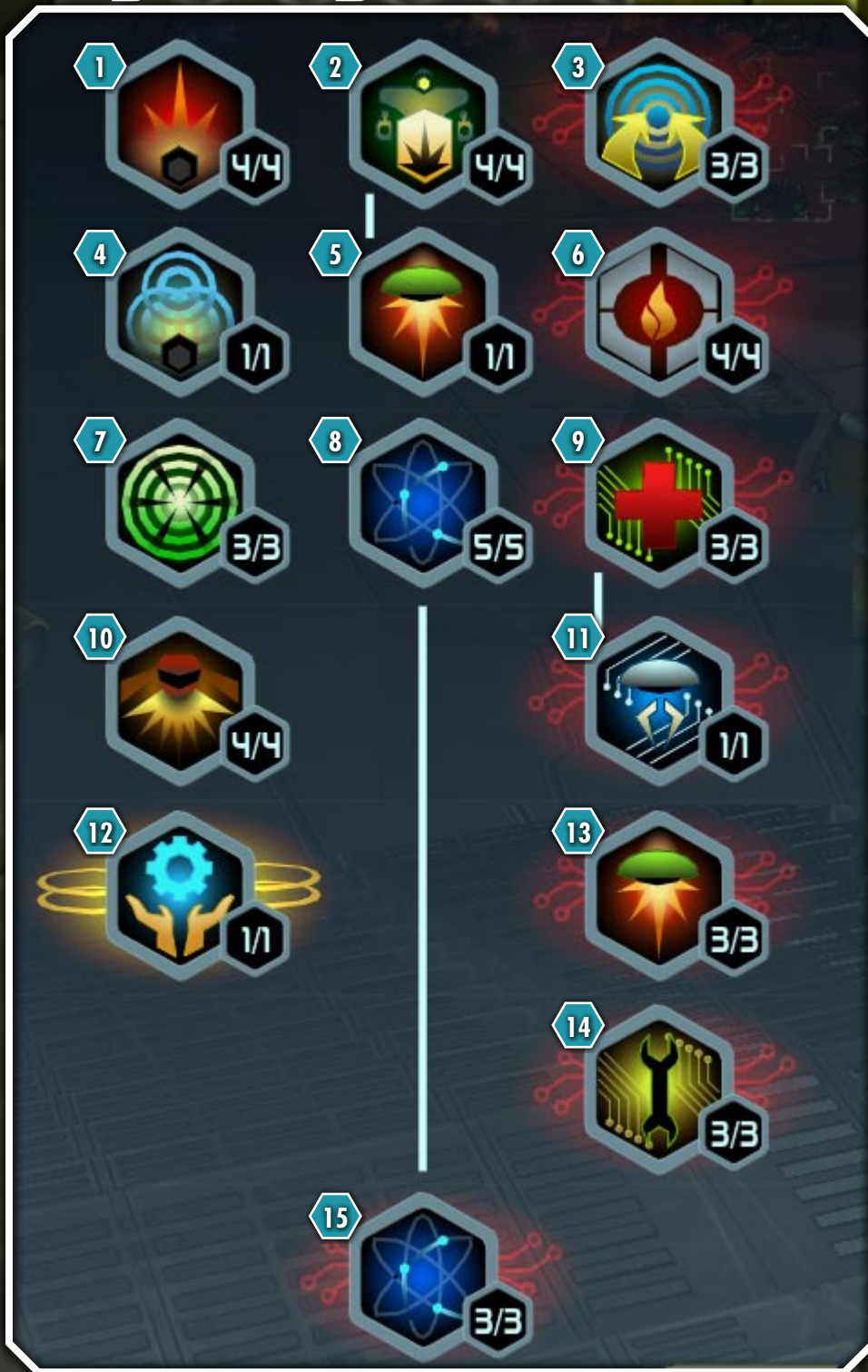
RESISTANCE

Requires 10 points in Combat Skills
Requires Cybernetic Spine

3 Ranks

Augments fire and electrical resistances by 30 per rank to a maximum of 90.

SKILLS

Engineering

#	Skill	Points
1		4/4
2		4/4
3		3/3
4		1/1
5		1/1
6		4/4
7		3/3
8		5/5
9		3/3
10		4/4
11		1/1
12		1/1
13		3/3
14		3/3
15		3/3

ENGINEERING

#	Skill
1	Grenades
2	Tempered Armor
3	Critical Volatility
4	Stun Bomb
5	Bomb Drone
6	Improved Fire Trap
7	Synchronized Tactics
8	Fabricator
9	Synchronized Fortitude
10	Improved Sentries
11	Repair Microbots
12	Inspiration
13	Improved Drones
14	Cybernetic Batteries
15	Technical Mastery

SKILLS

BOMB DRONE

Requires 5 points in Engineering Skills
Requires 4 points in Tempered Armor

1 Rank

Teaches Bomb Drone. Activates a robotic drone that charges nearby enemies and detonates, inflicting damage to all enemies caught within the blast radius.

CRITICAL VOLITILITY

Requires Cybernetic Eye

3 Ranks

Raises HR-V's critical hit chance by 2% per rank to a maximum of 6%, and the critical hit chance of grenades and traps by 2% to a maximum of 6%.

CYBERNETIC BATTERIES

Requires 25 points in Engineering Skills
Requires Cybernetic Chest

3 Ranks

Increases maximum Energy by 100 per rank to a maximum of 300.

FABRICATOR

Requires 10 points in Engineering Skills

5 Ranks

Decreases the number of parts required to create Engineering devices by 10% per rank to a maximum of 50%.

GRENADES

4 Ranks

Magnifies damage caused by grenades by 4% per rank to a maximum of 16%, and increases the maximum number of grenades you can carry by four per rank to a maximum of 16.

IMPROVED DRONES

Requires 20 points in Engineering Skills
Requires Cybernetic Legs

3 Ranks

Reduces cooldown of drones by seven seconds per rank to a maximum of 21 seconds, and increases drone durations by five seconds per rank to a maximum of 15 seconds.

IMPROVED FIRE TRAP

Requires 5 points in Engineering Skills
Requires Cybernetic Hand

4 Ranks

Damage caused by Fire Trap increases by 5% per rank to a maximum of 20%.

IMPROVED SENTRIES

Requires 15 points in Engineering Skills

4 Ranks

Sentry health increases by 25% per rank to a maximum of 100%, damage by 8% per rank to a maximum of 32%, and range by five meters per rank to a maximum of 20.

INSPIRATION

Requires 20 points in Engineering Skills
Requires 90% Humanity

1 Rank

Teaches Inspiration. Temporarily boosts the critical hit chance of all attacks by you and HR-V by 75%.

REPAIR MICROBOTS

Requires 15 points in Engineering Skills
Requires 3 points in Synchronized Fortitude
Requires Cybernetic Arm

1 Rank

Teaches Repair Microbots. Releases microbots that significantly heal you and HR-V.

STUN BOMB

Requires 5 points in Engineering Skills

1 Rank

Teaches Stun Bomb. Stuns and damages all enemies caught within the radius of its blast.

SYNCHRONIZED FORTITUDE

Requires 10 points in Engineering Skills
Requires Cybernetic Spine

3 Ranks

Increases your Health and HR-V's Health by 5% per rank to a maximum of 15%.

SYNCHRONIZED TACTICS

Requires 10 points in Engineering Skills

3 Ranks

All damage inflicted by you and HR-V increases by 2% per rank to a maximum of 6%.

TECHNICAL MASTERY

Requires 30 points in Engineering Skills
Requires 5 points in Fabricator
Requires Cybernetic Brain

3 Ranks

Increases damage inflicted by drones, sentries, traps, and grenades by 5% per rank to a maximum of 15%.

TEMPERED ARMOR

4 Ranks

Increases HR-V's armor by 50 per rank to a maximum of 200. Also enhances sentry and drone armor by 50 per rank to a maximum of 200.

SKILLS

Skill Templates

CYBERNETIC ENGINEER

> 5 Combat
>
> 35 Engineer

The Cybernetic Engineer spec takes full advantage of the engineer's devices and the cybernetic bonuses (Shield duration) and makes the most out of the combo. The only points you take out of combat are in Fortitude so that you're more resilient, allowing your bots, drones, and sentries to crush the enemies while you survive the fight. The damage and critical hit chances of your grenades and devices are also increased, allowing you to decimate foes in a heartbeat. Use that Bomb Drone!

Stage 1 (1-10)

4 Points in Tempered Armor

1 Point in Critical Volatility

1 Point in Bomb Drone

2 Points in Critical Volatility

2 Points in Grenades

Stage 2 (11-20)

3 Points in Synchronized Fortitude

2 Points in Fabricator

1 Point in Repair Microbots

3 Points in Fabricator

1 Point in Synchronized Tactics

Stage 3 (21-30)

2 Points in Synchronized Tactics

3 Points in Improved Drones

3 Points in Cybernetic Batteries

2 Points in Grenades or Improved Sentries

Stage 4 (31-40)

3 Points in Technical Mastery

5 Points in Fortitude

2 Points in Grenades or Improved Sentries

HUMAN COMBAT SPECIALIST

34 Combat

6 Engineer

Stay at long range for this spec. Use ranged weapons and your combat abilities continually. Deadly Strike is your friend. Use all the abilities that provide combat boosts when you're in trouble, and watch the enemies fall in droves. The final application of engineer abilities rounds out this spec's ranged effectiveness, and it provides some damage potential when you try harder levels.

Stage 1 (1-10)

5 Points in Fortitude

5 Points in Lethality

Stage 2 (11-20)

5 Points in Improved Deadly Strike

3 Points in Critical Strikes

2 Points in Improved Fan Shot

Stage 3 (21-30)

1 Point in Fatal Strikes

1 Point in Discipline

1 Point in Battle Rush

3 Points in Overclocking

3 Points in Resistance

1 Point in Lock Down

Stage 4 (31-40)

3 Points in Improved Fan Shot

1 Point in Fan Barrage

4 Points in Grenades

1 Point in Tempered Armor

1 Point in Stun Bomb

CYBERNETIC HYBRID WARRIOR

23 Combat	
17 Engineer	

This is truly a sweet build. Your focus should be on melee combat with a little backup from your grenades and Bomb Drones. The increased health and armor combine with the extended duration of the Shield to give you nigh invulnerability. Just time the Shield and have it up at all times. The extra damage from the Magblade will crush your enemies, and focusing on it provides you with a single weapon focus for all your parts. The added critical hit chances are perfect for this weapon.

Stage 1 (1-10)

2 Points in Fortitude

3 Points in Lethality

4 Points in Tempered Armor

1 Point in Battle Rush

Stage 2 (11-20)

2 Points in Lethality

3 Points in Fortitude

5 Points in Improved Deadly Strike

Stage 3 (21-30)

3 Points in Critical Strikes

1 Point in Magblade Mastery

1 Point in Fatal Strikes

2 Points in Magblade Mastery

1 Point in Grenades

1 Point in Bomb Drone

1 Point in Grenades

Stage 4 (31-40)

3 Points in Critical Volatility

3 Points in Synchronized Fortitude

2 Points in Synchronized Tactics

1 Point in Repair Microbots

1 Point in Synchronized Tactics

ABILITIES

Damage Adjustment

The damage stated in the descriptions is the base damage when you have no upgrades or skills. Increasing your Attack Power also increases the damage inflicted by some abilities. The Science upgrade affects the damage of devices used from the Engineering tab, and some even add to HR-V's damage output and abilities.

Combat

BASH

Cost: 150 Energy

Cooldown: 6 sec

Bashes target with the Magblade for 94 to 158 damage.

BATTLE RUSH

Cost: 200 Energy

Cooldown: 40 sec

Restores 30 Health for each enemy killed in the next 20 seconds. Also increases Attack Power by 10 for each enemy killed, stacking up to five times.

CHALLENGE

Cost: 100 Energy

Cooldown: 10 sec

Forces all enemies in a seven-meter radius to attack you.

DEADLY STRIKE

Cost: 250 Energy

Cooldown: 4 sec

The Magblade shoots the target for 68 to 113 damage.

DISCIPLINE

Cost: 150 Energy

Cooldown: 60 sec

Reduces all damage you and HR-V receive by 50% for 20 seconds. Requires 90% humanity.

FAN BARRAGE

Cost: 300 Energy

Cooldown: 2 sec

Fires three Fan Shots in quick succession. Each volley inflicts 7 to 11 damage.

FAN SHOT

Cost: 250 Energy

Cooldown: 0 sec

Fires fan-shaped volley of seven shards. Each shard inflicts 11 to 18 damage.
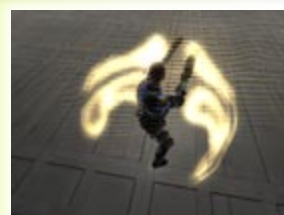
FIRE CLIP

Cost: 200 Energy

Cooldown: 30 sec

Adds fire damage to your shots. Successful attacks ignite enemies. Lasts 15 seconds. Not compatible with some weapons.

LOCK DOWN

Cost: 150 Energy

Cooldown: 40 sec

Reduces armor by 25% and renders you immobile. Increases Attack Power by 30 and Attack Speed by 25%. Lasts 15 seconds.

SHARD STORM

Cost: 400 Energy

Cooldown: 0 sec

Deals 19 to 44 damage to enemies within four meters and slows their movement rate by 50% for eight seconds.

SPRINT

Cost: 50 Energy

Cooldown: 3 sec

Increases movement speed by 50% for five seconds.

Engineering

BOMB DRONE

Cost: 0 Energy

Cooldown: 25 sec

Activates a robotic drone that charges at an enemy and then detonates, inflicting 68 to 113 damage to enemies in a five-meter radius.

COMBAT DRONE

Cost: 0 Energy

Cooldown: 40 sec

Activates three robotic drones that attack enemies for 5 damage per second. Lasts 20 seconds.

ELECTROPLASMA GRENADE

Cost: 0 Energy

Cooldown: 0 sec

Inflicts 25 to 42 electrical damage to enemies in a five-meter radius and burns them with electroplasma. Armor offers no protection from electrical damage.

FIRE TRAP

Cost: 0 Energy

Cooldown: 0 sec

A proximity trap that inflicts 17 to 29 fire damage to enemies in a four-meter radius. Ignites affected enemies. Armor offers no protection from fire damage.

GRAVITY TRAP

Cost: 0 Energy

Cooldown: 0 sec

Sucks in and traps all enemies within a four-meter radius of its epicenter. Also works well on enemy traps.

GUN SENTRY

Cost: 0 Energy

Cooldown: 10 sec

Activates a stationary sentry that attacks nearby enemies for 11 damage per second. Lasts 30 seconds.

GUNNER DRONE

Cost: 0 Energy

Cooldown: 60 sec

Activates a robotic drone that shoots at nearby enemies for 7 damage per second. Lasts 40 seconds.

IMPACT GRENADE

Cost: 0 Energy

Cooldown: 0 sec

Inflicts 23 to 38 physical damage to enemies in a four-meter radius.

INSPIRATION

Cost: 300 Energy

Cooldown: 80 sec

Increases your and HR-V's critical hit chance for all attacks by 75% for eight seconds. Requires 90% humanity.

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REPAIR MICROBOTS

Cost: 200 Energy

Cooldown: 60 sec

Releases microbots that heal you for 71 health and HR-V for 200 health.

ATTACK

Cost: 0 Energy

Cooldown: 0 sec

Orders HR-V to assault the specified location.

SHIELD

Cost: 150 Energy

Cooldown: 10 sec

Negates all damage for five seconds.

ELECTROBURST

Cost: 100 Energy

Cooldown: 3 sec

Inflicts 38 to 63 electrical damage to enemies within 5 meters of HR-V.

FEIGN DEATH

Cost: 0 Energy

Cooldown: 20 sec

HR-V pretends to be dead. Tricks enemies into ignoring him.

STUN BOMB

Cost: 0 Energy

Cooldown: 15 sec

Inflicts 7 to 11 physical damage and stuns enemies in a five-meter radius for five seconds.

FLAMETHROWER

Cost: 100 Energy

Cooldown: 3 sec

HR-V fires a cone-shaped blast of fire. Inflicts 45 to 75 fire damage, knocks enemies back, and ignites them.

MOVE

Cost: 0 Energy

Cooldown: 0 sec

Orders HR-V to move to the specified location.

POWER SHOT

Cost: 100 Energy

Cooldown: 3 sec

A powerful shot that inflicts 6 to 9 damage.

REPAIR ROUTINE

Cost: 200 Energy

Cooldown: 15 sec

HR-V performs a repair procedure, restoring 40% of its health over 12 seconds.

RETURN

Cost: 0 Energy

Cooldown: 0 sec

Orders HR-V to return to your side.

ABILITIES

Weapons

Note that the stats for each weapon vary between the single-player and multiplayer game modes. Thus, we have provided two sets of stats for every weapon; simply consult the stats that correspond to your current game mode.

MAX DPS AFTER ALL UPGRADES (*)

Marked with an asterisk, these stats include only the weapon upgrades. Some stats can also be improved with armor upgrades and skills.

ASSAULT RIFLE

Standard assault rifle, comparable in form and function to the ancient AK-47. A flexible, highly upgradable firearm that offers a high rate of fire.

Single Player

Initial DPS: 38.50

Max DPS After All Upgrades*: 45.36

Total Parts to Maximize: 3300

DAMAGE

Total Parts to Maximize Damage: 935

Benefit: Increases damage inflicted by the Assault Rifle by 2%.

Rank	Benefit Total	Cost
0	4	
I	4	80
II	4	120
III	4	180
IV	4	240
V	4	315

ATTACK SPEED

Total Parts to Maximize Speed: 715

Benefit: Increases attack speed by 2%.

Rank	Benefit Total	Cost
0	0.10	
I	0.10	90
II	0.10	150
III	0.09	200
IV	0.09	275

CRITICAL HIT CHANCE

Total Parts to Maximize Critical Chance: 935

Benefit: Increases critical hit chance by 2%.

Rank	Benefit Total	Cost
0	7%	
I	9%	80
II	11%	120
III	13%	180
IV	15%	240
V	17%	315

CRITICAL HIT DAMAGE

Total Parts to Maximize Critical Damage: 715

Benefit: Increases critical hit damage by 20%.

Rank	Benefit Total	Cost
0	225%	
I	245%	90
II	265%	150
III	285%	200
IV	305%	275

Multiplayer

Initial DPS: 32.80

Max DPS After All Upgrades*: 39.96

Total Parts to Maximize: 2985

DAMAGE

Total Parts to Maximize Damage: 770

Benefit: Increases damage inflicted by the Assault Rifle by 2%.

Rank	Benefit Total	Cost
0	3	
I	3	50
II	3	70
III	3	90
IV	4	130
V	4	180
VI	4	250

ATTACK SPEED

Total Parts to Maximize Speed: 515

Benefit: Increases attack speed by 2%.

Rank	Benefit Total	Cost
0	0.10	
I	0.10	60
II	0.10	90
III	0.09	150
IV	0.09	215

CRITICAL HIT CHANCE

Total Parts to Maximize Critical Chance: 820

Benefit: Increases critical hit chance by 2%.

Rank	Benefit Total	Cost
0	7%	
I	9%	50
II	11%	80
III	13%	160
IV	15%	240
V	17%	290

CRITICAL HIT DAMAGE

Total Parts to Maximize Critical Damage: 880

Benefit: Increases critical hit damage by 20%.

Rank	Benefit Total	Cost
0	275%	
I	295%	60
II	315%	120
III	335%	170
IV	355%	215
V	375%	315

CYBORG CHAINGUN

A massive chaingun that's been modified so that it can be carried by compatible personnel. Offering the fastest fire rate of any available weapon, it can mow down large groups of enemies in a short period of time. If the user plants his feet prior to firing, the weapon's damage potential increases. Requires the user to be cybernetically enhanced.

Requires Cybernetic Arm and Legs

Single Player

Initial DPS: 55.90

Max DPS After All Upgrades*: 62.46

Total Parts to Maximize: 2720

DAMAGE

Total Parts to Maximize Damage: 540

Benefit: Increases damage inflicted by the Cyborg Chaingun by 2%.

Rank	Benefit Total	Cost
0	6	
I	6	240
II	6	300

ATTACK SPEED

Total Parts to Maximize Speed: 790

Benefit: Increases attack speed by 3%.

Rank	Benefit Total	Cost
0	0.10	
I	0.10	215
II	0.09	260
III	0.09	315

CRITICAL HIT CHANCE

Total Parts to Maximize Critical Chance: 815

Benefit: Increases critical hit chance by 1%.

Rank	Benefit Total	Cost
0	5%	
I	6%	215
II	7%	275
III	8%	325

CRITICAL HIT DAMAGE

Total Parts to Maximize Critical Damage: 575

Benefit: Increases critical hit damage by 20%.

Rank	Benefit Total	Cost
0	200%	
I	220%	250
II	240%	325

Multiplayer

Initial DPS: 34.00

Max DPS After All Upgrades*: 42.78

Total Parts to Maximize: 3130

DAMAGE

Total Parts to Maximize Damage: 975

Benefit: Increases damage inflicted by the Cyborg Chaingun by 2%.

Rank	Benefit Total	Cost
0	3	
I	3	50
II	4	70
III	4	120
IV	4	180
V	4	240
VI	4	315

ATTACK SPEED

Total Parts to Maximize Speed: 700

Benefit: Increases attack speed by 3%.

Rank	Benefit Total	Cost
0	0.10	
I	0.10	90
II	0.09	160
III	0.09	200
IV	0.09	250

CRITICAL HIT CHANCE

Total Parts to Maximize Critical Chance: 470

Benefit: Increases critical hit chance by 1%.

Rank	Benefit Total	Cost
0	5%	
I	6%	50
II	7%	80
III	8%	140
IV	9%	200

CRITICAL HIT DAMAGE

Total Parts to Maximize Critical Damage: 985

Benefit: Increases critical hit damage by 20%.

Rank	Benefit Total	Cost
0	200%	
I	220%	60
II	240%	90
III	260%	140
IV	280%	180
V	300%	225
VI	320%	290

CYBORG GAUSS CANNON

The Gauss Cannon uses magnetic coils to launch shards of metal at supersonic speeds; because of the velocity of the projectiles, they can pierce through multiple enemies. Like the chaingun, this weapon is designed for use by cybernetic foot soldiers. Requires the user to be cybernetically enhanced.

Requires Cybernetic Arm and Legs

Single Player

Initial DPS: 57.80

Max DPS After All Upgrades*: 58.47

Total Parts to Maximize: 1780

DAMAGE

Total Parts to Maximize Damage: 575

Benefit: Increases damage inflicted by the Cyborg Gauss Cannon by 2%.

Rank	Benefit Total	Cost
0	64	
I	64	275
II	64	300

ATTACK SPEED

Total Parts to Maximize Speed: 0

Benefit: The speed of the Cyborg Gauss Cannon cannot be increased.

Rank	Benefit Total	Cost
0	1.10	

CRITICAL HIT CHANCE

Total Parts to Maximize Critical Chance: 590

Benefit: Increases critical hit chance by 2%.

Rank	Benefit Total	Cost
0	15%	
I	17%	275
II	19%	315

CRITICAL HIT DAMAGE

Total Parts to Maximize Critical Damage: 615

Benefit: Increases critical hit damage by 15%.

Rank	Benefit Total	Cost
0	200%	
I	215%	290
II	230%	325

Multiplayer

Initial DPS: 21.14

Max DPS After All Upgrades*: 23.49

Total Parts to Maximize: 3330

DAMAGE

Total Parts to Maximize Damage: 1315

Benefit: Increases damage inflicted by the Cyborg Gauss Cannon by 2%.

Rank	Benefit Total	Cost
0	23	
I	24	70
II	24	90
III	24	150
IV	25	190
V	25	225
VI	25	275
VII	26	315

ATTACK SPEED

Total Parts to Maximize Speed: 0

Benefit: The speed of the Cyborg Gauss Cannon cannot be increased.

Rank	Benefit Total	Cost
0	1.10	

CRITICAL HIT CHANCE

Total Parts to Maximize Critical Chance: 905

Benefit: Increases critical hit chance by 2%.

Rank	Benefit Total	Cost
0	15%	
I	17%	50
II	19%	80
III	21%	130
IV	23%	170
V	25%	215
VI	27%	260

CRITICAL HIT DAMAGE

Total Parts to Maximize Critical Damage: 1110

Benefit: Increases critical hit damage by 20%.

Rank	Benefit Total	Cost
0	200%	
I	220%	50
II	240%	80
III	260%	110
IV	280%	150
V	300%	190
VI	320%	240
VII	340%	290

FRAG RIFLE

A medium-weight rifle that uses magnetic rails to launch shrapnel bolts, which then explode when they hit, inflicting damage on anything in the immediate area. The downside to this weapon is its slow rate of fire.

Single Player

Initial DPS: 52.36

Max DPS After All Upgrades*: 60.61

Total Parts to Maximize: 3180

DAMAGE

Total Parts to Maximize Damage: 1350

Benefit: Increases damage inflicted by the Frag Rifle by 2%.

Rank	Benefit Total	Cost
0	42	
I	43	150
II	44	170
III	45	200
IV	46	240
V	47	275
VI	48	315

ATTACK SPEED

Total Parts to Maximize Speed: 0

Benefit: The speed of the Frag Rifle cannot be changed.

Rank	Benefit Total	Cost
0	0.80	

CRITICAL HIT CHANCE

Total Parts to Maximize Critical Chance: 870

Benefit: Increases critical hit chance by 2%.

Rank	Benefit Total	Cost
0	5%	
I	7%	150
II	9%	190
III	11%	240
IV	13%	290

CRITICAL HIT DAMAGE

Total Parts to Maximize Critical Damage: 960

Benefit: Increases critical hit damage by 20%.

Rank	Benefit Total	Cost
0	200%	
I	220%	170
II	240%	215
III	260%	260
IV	280%	315

Multiplayer

Initial DPS: 36.85

Max DPS After All Upgrades*: 46.47

Total Parts to Maximize: 3330

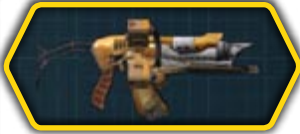### DAMAGE

Total Parts to Maximize Damage: 1110

Benefit: Increases damage inflicted by the Frag Rifle by 2%.

Rank	Benefit Total	Cost
0	29	
I	31	50
II	32	80
III	33	110
IV	34	150
V	35	190
VI	36	240
VII	37	290

ATTACK SPEED

Total Parts to Maximize Speed: 0

Benefit: The speed of the Frag Rifle cannot be changed.

Rank	Benefit Total	Cost
0	0.80	

CRITICAL HIT CHANCE

Total Parts to Maximize Critical Chance: 980

Benefit: Increases critical hit chance by 2%.

Rank	Benefit Total	Cost
0	5%	
I	7%	70
II	9%	90
III	11%	140
IV	13%	180
V	15%	225
VI	17%	275

CRITICAL HIT DAMAGE

Total Parts to Maximize Critical Damage: 1240

Benefit: Increases critical hit damage by 20%.

Rank	Benefit Total	Cost
0	200%	
I	220%	60
II	240%	90
III	260%	130
IV	280%	170
V	300%	215
VI	320%	260
VII	340%	315

FUSION BEAM RIFLE

Taken from the Kerak, this rifle fires a tightly focused heat ray that instantly strikes its target, even at long range. Because the rifle deals "fire" damage, it is especially effective against armored foes.
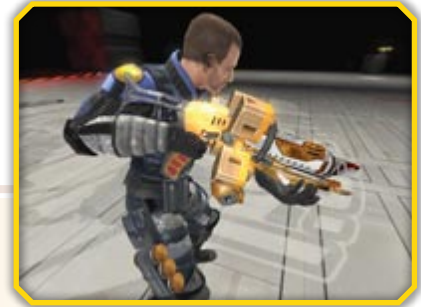
Single Player

Initial DPS: 44.76

Max DPS After All Upgrades*: 49.71

Total Parts to Maximize: 2240

DAMAGE

Total Parts to Maximize Damage: 840

Benefit: Increases damage inflicted by the Fusion Beam Rifle by 2%.

Rank	Benefit Total	Cost
0	34	
I	34	240
II	35	275
III	36	325

ATTACK SPEED

Total Parts to Maximize Speed: 560

Benefit: Increases attack speed by 2%.

Rank	Benefit Total	Cost
0	0.75	
I	0.74	260
II	0.72	300

### CRITICAL HIT CHANCE

Total Parts to Maximize Critical Chance: 840

Benefit: Increases critical hit chance by 1%.

Rank	Benefit Total	Cost
0	10%	
I	11%	240
II	12%	275
III	13%	325

CRITICAL HIT DAMAGE

Total Parts to Maximize Critical Damage: 0

Benefit: The critical hit damage of the Fusion Beam Rifle cannot be changed.

Rank	Benefit Total	Cost
0	200%	

Multiplayer

Initial DPS: 25.81

Max DPS After All Upgrades*: 34.44

Total Parts to Maximize: 3205

DAMAGE

Total Parts to Maximize Damage: 820

Benefit: Increases damage inflicted by the Fusion Beam Rifle by 2%.

Rank	Benefit Total	Cost
0	19	
I	20	50
II	21	80
III	22	110
IV	22	150
V	23	190
VI	24	240

ATTACK SPEED

Total Parts to Maximize Speed: 740

Benefit: Increases attack speed by 2%.

Rank	Benefit Total	Cost
0	0.75	
I	0.74	80
II	0.72	130
III	0.71	215
IV	0.69	315

CRITICAL HIT CHANCE

Total Parts to Maximize Critical Chance: 760

Benefit: Increases critical hit chance by 2%.

Rank	Benefit Total	Cost
0	10%	
I	12%	60
II	14%	90
III	16%	150
IV	18%	200
V	20%	260

CRITICAL HIT DAMAGE

Total Parts to Maximize Critical Damage: 885

Benefit: Increases critical hit damage by 10%.

Rank	Benefit Total	Cost
0	200%	
I	210%	80
II	220%	120
III	230%	170
IV	240%	225
V	250%	290

KERAK LIGHTNING PISTOLS

Dual pistols that are based on Kerak technology. The pistols shoot beams that burn the target with electroplasma. Because of the nature of electroplasma, it is able to harm any target, even if it is wearing armor.

Single Player

Initial DPS: 36.80

Max DPS After All Upgrades*: 44.33

Total Parts to Maximize: 3400

DAMAGE

Total Parts to Maximize Damage: 410

Benefit: Increases damage inflicted by the Kerak Lightning Pistols by 2%.

Rank	Benefit Total	Cost
0	9	
I	9	170
II	10	240

ATTACK SPEED

Total Parts to Maximize Speed: 1520

Benefit: Increases attack speed by 2%.

Rank	Benefit Total	Cost
0	0.25	
I	0.25	120
II	0.24	150
III	0.24	180
IV	0.23	215
V	0.23	250
VI	0.22	290
VII	0.22	315

CRITICAL HIT CHANCE

Total Parts to Maximize Critical Chance: 575

Benefit: Increases critical hit chance by 1%.

Rank	Benefit Total	Cost
0	10%	
I	11%	120
II	12%	180
III	13%	275

CRITICAL HIT DAMAGE

Total Parts to Maximize Critical Damage: 895

Benefit: Increases critical hit damage by 10%.

Rank	Benefit Total	Cost
0	200%	
I	210%	140
II	220%	190
III	230%	250
IV	240%	315

Multiplayer

Initial DPS: 29.22

Max DPS After All Upgrades*: 39.24

Total Parts to Maximize: 3085

DAMAGE

Total Parts to Maximize Damage: 665

Benefit: Increases damage inflicted by the Kerak Lightning Pistols by 2%.

Rank	Benefit Total	Cost
0	7	
I	8	60
II	8	90
III	8	130
IV	8	170
V	9	215

ATTACK SPEED

Total Parts to Maximize Speed: 1095

Benefit: Increases attack speed by 2%.

Rank	Benefit Total	Cost
0	0.25	
I	0.25	50
II	0.24	81
III	0.24	110
IV	0.23	150
V	0.23	190
VI	0.22	240
VII	0.22	275

CRITICAL HIT CHANCE

Total Parts to Maximize Critical Chance: 705

Benefit: Increases critical hit chance by 1%.

Rank	Benefit Total	Cost
0	10%	
I	11%	60
II	12%	130
III	13%	215
IV	14%	300

CRITICAL HIT DAMAGE

Total Parts to Maximize Critical Damage: 620

Benefit: Increases critical hit damage by 10%.

Rank	Benefit Total	Cost
0	200%	
I	210%	80
II	220%	110
III	230%	170
IV	240%	260

Standard issue for senior-level Allied Security Force personnel, the Magblade is a wrist-mounted weapon system. Manipulates magnetic fields that let the weapon create a magnetic "blade" for melee attacks, fire metal shards, and perform other attacks.

Single Player

Initial DPS: 51.00

Max DPS After All Upgrades*: 60.24

Total Parts to Maximize: 3510

DAMAGE

Total Parts to Maximize Damage: 1115

Benefit: Increases damage inflicted by the Magblade by 2%.

Rank	Benefit Total	Cost
0	43	
I	44	50
II	45	70
III	45	90
IV	46	140
V	46	190
VI	47	260
VII	47	315

ATTACK SPEED

Total Parts to Maximize Speed: 525

Benefit: Increases attack speed by 2%.

Rank	Benefit Total	Cost
0	0.85	
I	0.83	60
II	0.82	90
III	0.80	160
IV	0.79	215

CRITICAL HIT CHANCE

Total Parts to Maximize Critical Chance: 1090

Benefit: Increases critical hit chance by 2%.

Rank	Benefit Total	Cost
0	5%	
I	7%	50
II	9%	70
III	11%	110
IV	13%	140
V	15%	190
VI	17%	240
VII	19%	290

CRITICAL HIT DAMAGE

Total Parts to Maximize Critical Damage: 780

Benefit: Increases critical hit damage by 15%.

Rank	Benefit Total	Cost
0	200%	
I	215%	80
II	230%	160
III	245%	225
IV	260%	315

Multiplayer

Initial DPS: 51.00

Max DPS After All Upgrades*: 60.24

Total Parts to Maximize: 3205

DAMAGE

Total Parts to Maximize Damage: 1045

Benefit: Increases damage inflicted by the Magblade by 2%.

Rank	Benefit Total	Cost
0	43	
I	44	50
II	45	70
III	45	90
IV	46	140
V	46	180
VI	47	225
VII	47	290

ATTACK SPEED

Total Parts to Maximize Speed: 630

Benefit: Increases attack speed by 2%.

Rank	Benefit Total	Cost
0	0.85	
I	0.83	80
II	0.82	120
III	0.80	180
IV	0.79	250

CRITICAL HIT CHANCE

Total Parts to Maximize Critical Chance: 765

Benefit: Increases critical hit chance by 2%.

Rank	Benefit Total	Cost
0	5%	
I	7%	50
II	9%	60
III	11%	140
IV	13%	200
V	15%	315

CRITICAL HIT DAMAGE

Total Parts to Maximize Critical Damage: 765

Benefit: Increases critical hit damage by 15%.

Rank	Benefit Total	Cost
0	200%	
I	215%	90
II	230%	160
III	245%	225
IV	260%	290

ROCKET LAUNCHER

Because of the slow rate of fire, it is recommended that this weapon be fired only at medium-to long-range targets. It launches a rocket that explodes into a fireball upon impact, damaging anything caught within the blast radius.

Single Player

Initial DPS: 25.15

Max DPS After All Upgrades*: 26.43

Total Parts to Maximize: 2890

DAMAGE

Total Parts to Maximize Damage: 960

Benefit: Increases damage inflicted by the Rocket Launcher by 2%.

Rank	Benefit Total	Cost
0	25	
I	25	170
II	26	215
III	26	260
IV	26	315

ATTACK SPEED

Total Parts to Maximize Speed: 0

Benefit: The speed of the Rocket Launcher cannot be increased.

Rank	Benefit Total	Cost
0	1.00	

CRITICAL HIT CHANCE

Total Parts to Maximize Critical Chance: 490

Benefit: Increases critical hit chance by 1%.

Rank	Benefit Total	Cost
0	5%	
I	6%	200
II	7%	290

CRITICAL HIT DAMAGE

Total Parts to Maximize Critical Damage: 1440

Benefit: Increases critical hit damage by 25%.

Rank	Benefit Total	Cost
0	250%	
I	275%	170
II	300%	190
III	325%	225
IV	350%	250
V	375%	290
VI	400%	315

Multiplayer

Initial DPS: 16.60

Max DPS After All Upgrades*: 18.84

Total Parts to Maximize: 3365

DAMAGE

Total Parts to Maximize Damage: 1110

Benefit: Increases damage inflicted by the Rocket Launcher by 2%.

Rank	Benefit Total	Cost
0	17	
I	17	50
II	17	80
III	18	110
IV	18	150
V	18	190
VI	19	240
VII	19	290

ATTACK SPEED

Total Parts to Maximize Speed: 0

Benefit: The speed of the Rocket Launcher cannot be increased.

Rank	Benefit Total	Cost
0	1.00	

CRITICAL HIT CHANCE

Total Parts to Maximize Critical Chance: 1030

Benefit: Increases critical hit chance by 1%.

Rank	Benefit Total	Cost
0	5%	
I	6%	60
II	7%	90
III	8%	140
IV	9%	190
V	10%	250
VI	11%	300

CRITICAL HIT DAMAGE

Total Parts to Maximize Critical Damage: 1225

Benefit: Increases critical hit damage by 20%.

Rank	Benefit Total	Cost
0	250%	
I	270%	60
II	290%	90
III	310%	130
IV	330%	170
V	350%	215
VI	370%	260
VII	390%	300

SONIC BLASTER

The Sonic Blaster uses an experimental wave focuser and blasts nearby enemies with numerous highly compressed sound waves (like buck from a shotgun). Although its range is limited to around 15 feet, it is extremely deadly when used in close combat situations.

Single Player

Initial DPS: 42.24

Max DPS After All Upgrades*: 50.16

Total Parts to Maximize: 3565

DAMAGE

Total Parts to Maximize Damage: 1045

Benefit: Increases damage inflicted by the Sonic Blaster by 2%.

Rank	Benefit Total	Cost
0	42	
I	43	60
II	44	90
III	44	140
IV	45	190
V	46	250
VI	46	315

ATTACK SPEED

Total Parts to Maximize Speed: 770

Benefit: Increases attack speed by 2%.

Rank	Benefit Total	Cost
0	1.00	
I	0.98	110
II	0.96	160
III	0.94	225
IV	0.93	275

CRITICAL HIT CHANCE

Total Parts to Maximize Critical Chance: 945

Benefit: Increases critical hit chance by 2%.

Rank	Benefit Total	Cost
0	5%	
I	7%	80
II	9%	120
III	11%	180
IV	13%	250
V	15%	315

CRITICAL HIT DAMAGE

Total Parts to Maximize Critical Damage: 805

Benefit: Increases critical hit damage by 20%.

Rank	Benefit Total	Cost
0	200%	
I	220%	60
II	240%	90
III	260%	150
IV	280%	215
V	300%	290

Multiplayer

Initial DPS: 37.40

Max DPS After All Upgrades*: 43.99

Total Parts to Maximize: 3190

DAMAGE

Total Parts to Maximize Damage: 1030

Benefit: Increases damage inflicted by the Sonic Blaster by 2%.

Rank	Benefit Total	Cost
0	37	
I	38	50
II	39	70
III	39	90
IV	40	140
V	41	180
VI	42	225
VII	42	275

ATTACK SPEED

Total Parts to Maximize Speed: 410

Benefit: Increases attack speed by 2%.

Rank	Benefit Total	Cost
0	1.00	
I	0.98	160
II	0.96	250

CRITICAL HIT CHANCE

Total Parts to Maximize Critical Chance: 505

Benefit: Increases critical hit chance by 2%.

Rank	Benefit Total	Cost
0	5%	
I	7%	60
II	9%	90
III	11%	140
IV	13%	215

CRITICAL HIT DAMAGE

Total Parts to Maximize Critical Damage: 1245

Benefit: Increases critical hit damage by 20%.

Rank	Benefit Total	Cost
0	200%	
I	220%	50
II	240%	80
III	260%	120
IV	280%	180
V	300%	225
VI	320%	275
VII	340%	315

SUBMACHINE GUNS

A pair of submachine guns that lay down a massive amount of fire, but are effective only at medium and short ranges. These guns must be used together—they cannot be used one at a time.

Single Player

Initial DPS: 34.00

Max DPS After All Upgrades*: 41.81

Total Parts to Maximize: 3820

DAMAGE

Total Parts to Maximize Damage: 790

Benefit: Increases damage inflicted by the Submachine Guns by 2%.

Rank	Benefit Total	Cost
0	5	
I	5	70
II	5	110
III	5	150
IV	5	200
V	6	260

ATTACK SPEED

Total Parts to Maximize Speed: 1005

Benefit: Increases attack speed by 2%.

Rank	Benefit Total	Cost
0	0.15	
I	0.15	60
II	0.14	80
III	0.14	130
IV	0.14	180
V	0.14	240
VI	0.13	315

CRITICAL HIT CHANCE

Total Parts to Maximize Critical Chance: 1185

Benefit: Increases critical hit chance by 2%.

Rank	Benefit Total	Cost
0	5%	
I	7%	60
II	9%	80
III	11%	120
IV	13%	160
V	15%	200
VI	17%	250
VII	19%	315

CRITICAL HIT DAMAGE

Total Parts to Maximize Critical Damage: 840

Benefit: Increases critical hit damage by 15%.

Rank	Benefit Total	Cost
0	200%	
I	215%	130
II	230%	180
III	245%	240
IV	260%	290

Multiplayer

Initial DPS: 34.00

Max DPS After All Upgrades*: 41.07

Total Parts to Maximize: 3050

DAMAGE

Total Parts to Maximize Damage: 545

Benefit: Increases damage inflicted by the Submachine Guns by 2%.

Rank	Benefit Total	Cost
0	5	
I	5	60
II	5	110
III	5	160
IV	5	215

ATTACK SPEED

Total Parts to Maximize Speed: 980

Benefit: Increases attack speed by 2%.

Rank	Benefit Total	Cost
0	0.15	
I	0.15	50
II	0.14	80
III	0.14	130
IV	0.14	180
V	0.14	240
VI	0.13	300

CRITICAL HIT CHANCE

Total Parts to Maximize Critical Chance: 980

Benefit: Increases critical hit chance by 2%.

Rank	Benefit Total	Cost
0	5%	
I	7%	50
II	9%	80
III	11%	130
IV	13%	180
V	15%	240
VI	17%	300

CRITICAL HIT DAMAGE

Total Parts to Maximize Critical Damage: 545

Benefit: Increases critical hit damage by 20%.

Rank	Benefit Total	Cost
0	200%	
I	220%	60
II	240%	110
III	260%	160
IV	280%	215

UPGRADES

Armor

ARMOR I-X

Decreases damage received from physical sources.

Total Parts to Maximize: 1640

Benefit: Increases Armor by 90 per Rank

Rank	Benefit Total	Cost
I	90	50
II	180	60
III	270	80
IV	360	110
V	450	140
VI	540	170
VII	630	200
VIII	720	240
IX	810	275
X	900	315

ATTACK POWER I-V

Increases damage inflicted by a total of weapons and combat abilities.

Total Parts to Maximize: 985

Benefit: Increases Attack Power by 4 per Rank

Rank	Benefit Total	Cost
I	4	90
II	8	140
III	12	190
IV	16	250
V	20	315

ELECTRICAL RESISTANCE I-IV

Decreases damage from electrical sources.

Total Parts to Maximize: 390

Benefit: Increases Electrical Resistance by 30 per Rank

Rank	Benefit Total	Cost
I	30	50
II	60	80
III	90	110
IV	120	150

FIRE RESISTANCE I-IV

Decreases damage from fire sources.

Total Parts to Maximize: 390

Benefit: Increases Fire Resistance by 30 per Rank

Rank	Benefit Total	Cost
I	30	50
II	60	80
III	90	110
IV	120	150

HEALTH I-X

Increases the amount of damage you can take before you are defeated.

Total Parts to Maximize: 1640

Benefit: Increases Health by 10 per Rank

Rank	Benefit Total	Cost
I	10	50
II	20	60
III	30	80
IV	40	110
V	50	140
VI	60	170
VII	70	200
VIII	80	240
IX	90	275
X	100	315

SCIENCE I-V

Increases damage inflicted by a total of engineering abilities.

Total Parts to Maximize: 985

Benefit: Increases Science by 10 per Rank

Rank	Benefit Total	Cost
I	10	90
II	20	140
III	30	190
IV	40	250
V	50	315

HR-V

HR-V ARMOR I-VI

Decreases damage HR-V receives by physical sources.

Total Parts to Maximize: 1050

Benefit: Increases HR-V's Armor by 90 per Rank

Rank	Benefit Total	Cost
I	90	60
II	180	90
III	270	150
IV	360	200
V	450	250
VI	540	300

HR-V ATTACK SPEED I-IV

Increases HR-V's attack speed.

Total Parts to Maximize: 640

Benefit: Increases HR-V's Attack Speed by 5% per Rank

Rank	Benefit Total	Cost
I	5%	80
II	10%	130
III	15%	180
IV	20%	250

HR-V CRITICAL HIT CHANCE I-II

Increases critical hit chance from HR-V's weapons.

Total Parts to Maximize: 325

Benefit: Increases HR-V's Critical Hit Chance by 2.5% per Rank

Rank	Benefit Total	Cost
I	2.5%	110
II	5%	215

HR-V HEALTH I-IV

Increases HR-V's health.

Total Parts to Maximize: 640

Benefit: Increases HR-V's Health by 40 per Rank

Rank	Benefit Total	Cost
I	40	80
II	80	130
III	120	180
IV	160	250

IMPROVED ELECTROBURST I-II

Increases damage inflicted by HR-V's Electroburst ability.

Total Parts to Maximize: 445

Benefit: Increases the damage inflicted by HR-V's Electroburst by 15% per Rank

Rank	Benefit Total	Cost
I	15%	170
II	30%	275

IMPROVED POWER SHOT I-II

Increases damage inflicted by HR-V's Power Shot ability.

Total Parts to Maximize: 345

Benefit: Increases the damage inflicted by HR-V's Power Shot by 15% per Rank

Rank	Benefit Total	Cost
I	15%	130
II	30%	215

HR-V RESISTANCES I-IV

Decreases damage HR-V receives from fire and electrical sources.

Total Parts to Maximize: 500

Benefit: Increases HR-V's Fire and Electric Resistance by 50 per Rank

Rank	Benefit Total	Cost
I	50	60
II	100	90
III	150	150
IV	200	200

HR-V DAMAGE I-VI

Increases damage inflicted by HR-V's weapons.

Total Parts to Maximize: 1080

Benefit: Increases HR-V's Damage by 3 DPS per Rank

Rank	Benefit Total	Cost
I	3	60
II	6	90
III	9	150
IV	12	200
V	15	250
VI	18	300

Devices

Device	Cost
Bomb Drones	20 for 2
Combat Drones	50 for 2
Electroplasma Grenades	80 for 5
Fire Traps	30 for 5
Gravity Traps	40 for 5
Gun Sentries	40 for 2
Gunner Drones	50 for 2
Health Packs	20 for 1
Impact Grenades	30 for 5
Stun Bombs	60 for 5

CYBERNETICS

Cybernetic Brain

Humanity reduced by 23%

Increases critical strike chance for all attacks by 10%.

Cybernetic Eye

Humanity reduced by 4%

Increases Attack Power by 10.

Cybernetic Chest

Humanity reduced by 17%

Increases maximum Health by 100 and Energy by 250.

Cybernetic Arm

Humanity reduced by 15%
Required to wield cybernetic weapons

Increases Attack Power by 5 and ammo capacity of all devices by 5.

Cybernetic Hand

Humanity reduced by 9%

Increases Magblade's critical strike damage by 50%.

Cybernetic Legs

Humanity reduced by 15%
Required to wield cybernetic weapons

Increases movement speed by 10%.

Cybernetic Spine

Humanity reduced by 12%

Increases Energy recovery by 5% and duration of Shield ability by three seconds.

BRADYGAMES
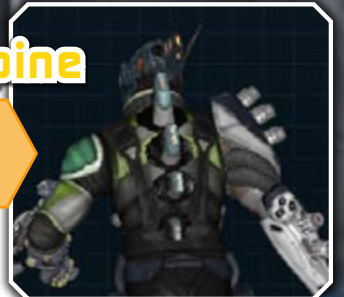
CHEATS

HERO CHEATS

God Mode
Press *Enter* and type **god**. Press *Enter* to enable the cheat.

Full Health and Energy
Press *Enter* and type **heal**. Press *Enter* to enable the cheat.

Suicide
Press *Enter* and type **killplayer** or **gameover**. Press *Enter* to enable the cheat.

ITEM CHEATS

Max Out All Inventory Materials
Press *Enter* and type **alldevices** or **andrescandy**. Press *Enter* to enable the cheat.

Give Parts
Press *Enter* and type **parts #**, where # is the number of parts. Press *Enter* to enable the cheat.

Give Health Packs Up to Max
Press *Enter* and type **healthpacks #**, where # is the number of health packs. Press *Enter* to enable the cheat.

Give Device
Press *Enter* and type **adddevice [device name] [amount]**, where **[device name]** is the device and **[amount]** is a number. Press *Enter* to enable the cheat.

SKILL CHEATS

Give Skillpoints
Press *Enter* and type **skillpoints #**, where # is the number of skillpoints. Press *Enter* to enable the cheat.

Reset Skill Tree
Press *Enter* and type **resetskills**. Press *Enter* to enable the cheat.

CYBERNETIC CHEATS

Give Cybernetic
Press *Enter* and type **addcyber [part]**, where **[part]** is eye, arm, hand, legs, brain, chest, spine, or all. Press *Enter* to enable the cheat.

Equip Cybernetic
Press *Enter* and type **equipcyber [part]**, where **[part]** is eye, arm, hand, legs, brain, chest, spine, or all. Press *Enter* to enable the cheat.

Remove Cybernetic
Press *Enter* and type **removecyber [part]**, where **[part]** is eye, arm, hand, legs, brain, chest, spine, or all. Press *Enter* to enable the cheat.

WEAPON CHEATS

All Weapons
Press *Enter* and type **allweapons** or **boomstick**. Press *Enter* to enable the cheat.

Equip Specified Weapon
Press *Enter* and type **equipweapon [weapon name]**. Press *Enter* to enable the cheat.

ABILITY CHEATS

All Abilities
Press *Enter* and type **allabilities**. Press *Enter* to enable the cheat.

Add Ability
Press *Enter* and type **addability [ability name] [ui slot]**, where **[ability name]** is the ability and **[ui slot]** is the slot where you want the ability. Press *Enter* to enable the cheat.

MISCELLANEOUS CHEATS

One-Hit Kill
Press *Enter* and type **brucesmash**. Press *Enter* to enable the cheat.

Give Space Suit
Press *Enter* and type **onesmallstepforman**. Press *Enter* to enable the cheat.

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