

Pilot Roster

by Soren Kanzaki

Updated to v0.7 on Apr 25, 2002

Super Robot Taisen A Pilot Roster 0.7
Released on April 23, 2002
by Soren Kanzaki (soren_kanzaki@yahoo.com)

Table of Contents:

Section 1: Overview
Section 2: Version History
Section 3: General Pilot Information
Section 4: Original Characters
Section 5: Friendly Real Robot Pilot Dossiers
 Part A: Metal Armor Dragonar
 Part B: Kidou Senki Gundam (Mobile Suit Gundam)
 Part C: Kidou Senki Gundam: 08th MS Shoutai (Gundam 08th MS Team)
 Part D: Kidou Senki Gundam 0083: Stardust Memory (Mobile Suit Gundam 0083)
 Part E: Kidou Senki Z Gundam (Mobile Suit Z Gundam)
 Part F: Kidou Senki Gundam ZZ (Mobile Suit Gundam ZZ)
 Part G: Shin Kidou Senki Gundam Wing (New Mobile Report Gundam Wing)
 Part H: Kidou Senkan Nadesico (Mobile Battleship / Martian Successor
 Nadesico)
Section 6: Friendly Super Robot Pilot Dossiers
 Part A: Mobile Fighter G Gundam
 Part B: Zambot 3 and Daitarn 3
 Part C: Mazinger
 Part D: Grandizer
 Part E: Getta Robo
 Part F: Combattler V and Voltes V
 Part G: Fightning King Daimos
Section 7: Enemy Pilot Dossiers (incomplete)
 Part A: Giganos Military
 Part B: Duchy of Zeon Military
 Part C: Devil Gundam Corps
Section 8: Seishin
Section 9: Credits
Section 10: Copyright / Authorization
Section 11: Miscellaneous

Section 1: Overview

Kidou Senki Gundam, Gundam 08th MS Shoutai, Shin Kidou Senki Gundam Wing, Mazinger, Daimos, and many, many more! Put Kabuto Kouji side by side with Amuro Rey and see which one is stronger. Smash a Zaku II with Breast Missiles. Let Ankoku Dai-Shogun feel the wrath of a Twin Buster Rifle. Only in Super Robot Taisen A can your mecha crossover dreams come true.

But who really is the best pilot? Just when does that Newtype acquire their awesome ability? For most of us (like myself) who do not know Japanese, these are difficult questions, and even for the fluent, these statistics are time-consuming to compile.

So sit back and open this little dossier of pilot information, and let someone else do the compilation.

Section 2: Version History

0.6 (4/05/02): First version. Lots of missing information.

0.7 (4/23/02): Heavily, heavily revised version. Corrections to almost all sections, re-ordered the sections and the document. Might as well be a brand new document. (Either that, or I am simply too lazy to list all the corrections.) All friendly pilots entered. Enemy pilot data acquisition technique altered to ensure accuracy.

Section 3: General Pilot Information

There are some basics about pilots that you should know before reading the rest of this document.

All pilots have levels that range from 1 to 99 (without cheating). Their level is determined from their cumulative experience. Every 500 XP, a pilot advances a level. Therefore, a pilot with 6000 XP to date is level 13; one with 5999 is level 12. At level 99, the XP until the next level is replaced by the word ACE. Being an ACE does not confer any additional benefits to the pilot. Beyond level 99 (if you hack into the memory), pilot abilities will start behaving erratically. All 5 abilities (Kyouka Ningen, Newtype, Counter, Sokodzikara, and Kiri Barai) will appear at level 9. Statistics will continue to receive gains as normal (see below). However, odd level up messages may appear in combat, and actual special ability performance may vary. Consider this a warning against going beyond the limits of the normal game.

All pilots have six vital statistics, and they are (in order of their display from upper left heading right on the status screen): Kakutou (Hand-to-Hand); Kaihi (Evasion); Hannou (Reaction); Shatei (Marksmanship); Meichuu (Accuracy); Giryou (Skill). For every level gained, a pilot gets +1 to Kakutou, Hannou, Shatei, and Giryou. There is a +2 bonus to Kaihi and Meichuu.

All friendly pilots also have Seishin Points and Seishin. Seishin (spirit) are techniques that can be executed while the pilot is active (has not moved, attacked, or launched from or is currently inside a battleship this turn). Pilots gain an additional 2 Seishin Points per level. At certain levels, pilots will also gain new Seishin to use, up to a limit of 6.

Many, but not all, pilots of quality have Special Abilities (Tokushu Nouryoku). These abilities vary in their use, but all can range from Level 1 to Level 9. Most Special Abilities increase one level for every 4-6 levels of experience gained. Newtype, however, seems to take longer (6-8). Enemy pilots can also have Special Abilities (but not Seishins).

The level of a newly encountered pilot is usually dependant on the level of your Leader.

Now, on with the dossiers.

The format is as follows:

Pilot Name (Full Name as Appears in the Pilot Status Screen)
Nickname (Name as Appears in Quotes, Dialogue, etc.)
Affiliation (If Applicable and Known) (Naval Rank / Army Rank)
Starting Mecha

Kakutou (Level 1) Maximum
Kaihi (Level 1) Maximum
Hannou (Level 1) Maximum
Shatei (Level 1) Maximum
Meichuu (Level 1) Maximum
Giryou (Level 1) Maximum

Seishin Points (Level 1) Maximum

Seishin (level acquired in parentheses where applicable)

Tokushu Nouryoku (Special Abilities)

Name of Ability and Start Level (Levels when an additional level is gained)
Maximum Level

Receives All Bonuses by (When this character will no longer receive additional Seishins or Special Abilities, but will continue to gain stats and Seishin Points)

There are 30 different Seishin in the game. If you select the Seishin viewing option during battle (which allows you to zoom directly to active pilots who have the Seishin in question), they are listed in the following order:

Jibaku	Teisatsu	Kasoku	Hirameki	Tekagen
Shuuchuu	Konjou	Hicchuu	Doryoku	Shinrai
Teppeki	Ouen	Dokonjou	Nekketsu	Kiai
Kou'un	Datsuryoku	Kakusei	Shukufuku	Kakuran
Kishuu	Tamashii	Hokyyu	Gekirei	Ai
Saidou	Kenshin	Totsugeki	Fukkatsu	Kiseki

The currently known Tokushu Nouryoku are:

Kyouka Ningen, Newtype, Sokodzikara, Kiri Barai, Counter

Certain pilots can be re-assigned mecha. Sometimes, certain chapters will override this assignment (for example, Shiro will always deploy in the Gundam Ez-08 during Chapter 07 of the Real Robot Path; Kou must always be in the Gundam Shisaku 1-Gou Ki when he faces Cima in space during Chapter 09). The current families of pilots that can be reassigned are:

Universal Century Pilots:

Amuro Rey, Sayla Mass, Lalah Sune, Shiro Amada, Aina Sahalin, Norris Packard, South Burning, Kou Uraki, Fa Yuiry, Camille Bidan, Quattro Bajina, Four Murasame, Rosmaia Badam, Judau Ashta, Roux Louka, Elpe Puru, Puru 2, Kayra Su

Universal Century Mecha:

Gundam, Full Armor Gundam, G Fighter (as well as G Bull, G Armor, and G Sky), Elmeth, Char Sen'you Gelgoog, Zakrello, Gundam Ez-08, Koukidou Kata Zaku, Apsaras, Gouf Custom, GM Custom, Gundam Shisaku 1-Gou Ki, Gundam Shisaku 1-Gou Ki Fb, Gundam Shisaku 3-Gou Ki, Gundam Stamen, Methuss, Gundam Mk. II, Super Gundam, G Flyer, Z Gundam, Waverider, Hyakku Shiki, G Fortress, ZZ Gundam, Full Armor ZZ Gundam, Qubeley Mk. II, Nu Gundam, Re-GZ, Re-GZ

(BWS), Sazabi

Mazinger Pilots:

Kabuto Kouji, Yumi Sayaka, Boss, Tsurugi Tetsuya, Homura Jun

Mazinger Mecha:

Mazinger-Z, Venus A, Boss Borot, Minerva X, Great Mazinger, Diana A, Ryosan
Kata Great

One final note: all of the level 1 comparisons for all pilots was
obtained by fiddling with the values in memory.

Wherever a pilot has made multiple appearances in several series (mainly
a problem of the Universal Century / Gundam timeline), I have placed the
pilot in the series of their first appearance. (E.G., Bright Noah was
originally the captain of the Pegasus White Base during Kidou Senki Gundam.
He doesn't become the captain of the Argama until Kidou Senki Z Gundam.)

In each section, pilots are listed in order of probable appearance.
Sections for the Real Robot Pilots were organized according to their correct
Universal Century date (with the After Colony timeline pilots coming last).
Dragonar was placed first (it's an older series) while Nadesico came last
(newest).

Section 4: Original Characters

Pilot Name: Axel Aruma

Nickname: Axel

Starting Mecha: Soul Gain / Vysaga / Ash Saber / Razaa Angurifu

Kakutou: 128	Maximum: 226
Kaihi: 121	Maximum: 317
Hannou: 98	Maximum: 196
Shatei: 127	Maximum: 225
Meichuu: 117	Maximum: 313
Giryou: 100	Maximum: 198

Seishin Points: 80 Maximum: 276

Seishin: Kasoku, Hicchuu, Hirameki (L8), Nekketsu (L14), Kiai (L23), Tamashii
(L31)

Tokushu Nouryoku:

Sokozikara Level 0 (L3, L6, L9, L17, L22, L33, L40)

Maximum: Level 7

Kiri Barai Level 0 (L2, L7, L10, L18, L20, L26, L38)

Maximum: Level 7

Newtype Level 0 (L4, L7, L10, L18, L23, L34, L41)

Maximum: Level 7

Counter Level 0 (L3, L8, L11, L19, L21, L27, L39)

Maximum: Level 7

Receives All Bonuses by: Level 41

Pilot Name: Lamia Loveless (Raburesu)

Nickname: Lamia

Starting Mecha: Vysaga / Angelgu / Ash Saber / Razaa Angurifu

Kakutou: 127 Maximum: 225
Kaihi: 121 Maximum: 317
Hannou: 98 Maximum: 196
Shatei: 128 Maximum: 226
Meichuu: 117 Maximum: 313
Giryoku: 100 Maximum: 198

Seishin Points: 80 Maximum: 276

Seishin: Kasoku, Hicchuu, Hirameki (L8), Nekketsu (L14), Kiai (L23), Tamashii (L31)

Tokushu Nouryoku:

Sokodzikara Level 0 (L4, L7, L10, L18, L23, L34, L41)
Maximum: Level 7

Kiri Barai Level 0 (L3, L8, L11, L19, L21, L27, L39)
Maximum: Level 7

Counter Level 0 (L2, L7, L10, L18, L20, L26, L38)
Maximum: Level 7

Kyouka Ningen Level 0 (L3, L6, L9, L17, L22, L33, L40)
Maximum: Level 7

Receives All Bonuses by: Level 41

Section 5: Friendly Real Robot Pilot Dossiers

Part A: Metal Armor Dragonar

Pilot Name: Ken Wakaba

Nickname: Ken

Starting Mecha: Cavalier 0-Kata / Dragonar 1-Kata

Kakutou: 129 Maximum: 227
Kaihi: 121 Maximum: 317
Hannou: 95 Maximum: 193
Shatei: 126 Maximum: 224
Meichuu: 112 Maximum: 308
Giryoku: 103 Maximum: 201

Seishin Points: 60 Maximum: 256

Seishin: Doryoku, Shuuchuu, Kasoku (L6), Nekketsu (L11), Kiai (L22), Kishuu (L31)

Tokushu Nouryoku:

Sokodzikara Level 0 (L2, L16)
Maximum: Level 2

Kiri Barai Level 1 (L7, L14, L21, L28)
Maximum: Level 5

Receives All Bonuses by: Level 31

Pilot Name: Tapp Oceano

Nickname: Tapp

Starting Mecha: Dragonar 2-Kata

Kakutou: 105 Maximum: 203
Kaihi: 115 Maximum: 311
Hannou: 94 Maximum: 192
Shatei: 124 Maximum: 222
Meichuu: 110 Maximum: 306
Giryou: 98 Maximum: 196

Seishin Points: 65 Maximum: 261

Seishin: Kou'un, Ouen, Hicchuu (L3), Nekketsu (L14), Teppeki (L20), Hokyuu (L32)

Tokushu Nouryoku:

Sokodzikara Level 0 (L3, L18, L28, L35)

Maximum: Level 4

Kiri Barai Level 0 (L20, L25, L30)

Maximum: Level 3

Receives All Bonuses by: Level 35

Pilot Name: Light Newman

Nickname: Light

Starting Mecha: Dragonar 3-Kata

Kakutou: 100 Maximum: 198
Kaihi: 120 Maximum: 316
Hannou: 93 Maximum: 191
Shatei: 120 Maximum: 218
Meichuu: 115 Maximum: 311
Giryou: 97 Maximum: 195

Seishin Points: 70 Maximum: 266

Seishin: Teisatsu, Shinrai, Kakuran (L8), Nekketsu (L16), Shuuchuu (L26), Saidou (L34)

Tokushu Nouryoku: None

Receives All Bonuses by: Level 34

Pilot Name: Maillot Plarto

Nickname: Maillot

Affiliation: Giganos Military

Starting Mecha: Falgen

Kakutou: 126 Maximum: 224
Kaihi: 129 Maximum: 325
Hannou: 96 Maximum: 194
Shatei: 132 Maximum: 230
Meichuu: 119 Maximum: 315
Giryou: 122 Maximum: 220

Seishin Points: 55 Maximum: 251

Seishin: Kasoku, Shuuchuu, Nekketsu, Hirameki, Tekagen, Tamashii (L35)

Tokushu Nouryoku:

Sokodzikara Level 2 (L8, L17, L26, L35)

Maximum: Level 6

Kiri Barai Level 3 (L5, L11, L16, L21, L27)

Maximum: Level 8
Counter Level 1 (L3, L9, L14, L21)
Maximum: Level 5

Receives All Bonuses by: Level 35

Part B: Kidou Senki Gundam

Pilot Name: Amuro Rey
Nickname: Amuro
Affiliation: Federal Forces, Tai-i (Lieutenant, Captain)
Starting Mecha: Gundam

Kakutou: 113	Maximum: 211
Kaihi: 130	Maximum: 326
Hannou: 99	Maximum: 197
Shatei: 137	Maximum: 235
Meichuu: 117	Maximum: 313
Giryou: 126	Maximum: 224

Seishin Points: 50 Maximum: 246

Seishin: Hirameki, Shuuchuu, Tekagen (L4), Nekketsu (L10), Kasoku (L18), Kiseki (L31)

Tokushu Nouryoku:
Newtype Level 3 (L12, L19, L25, L33, L39)
Maximum: Level 8
Kiri Barai Level 3 (L4, L10, L15, L21, L26, L32)
Maximum: Level 9

Receives All Bonuses by: Level 39

Pilot Name: Bright Noah
Nickname: Bright
Affiliation: Federal Forces / Londo Bell (probably a Naval Captain / Tai-sa)
(Bright is often just referred to as 'Kanchou', or commander of a ship)
Starting Mecha: Argama

Kakutou: 90	Maximum: 188
Kaihi: 118	Maximum: 314
Hannou: 86	Maximum: 184
Shatei: 125	Maximum: 223
Meichuu: 110	Maximum: 306
Giryou: 100	Maximum: 198

Seishin Points: 80 Maximum: 276

Seishin: Dokonjou, Shinrai, Kasoku, Kishuu (L12), Totsugeki (L20), Gekirei (L27)

Tokushu Nouryoku: None

Receives All Bonuses by: Level 27

Pilot Name: Sayla Mass
Nickname: Sayla
Affiliation: Federal Forces

Starting Mecha: None

Kakutou:	90	Maximum:	188
Kaihi:	118	Maximum:	314
Hannou:	94	Maximum:	192
Shatei:	119	Maximum:	217
Meichuu:	119	Maximum:	315
Giryou:	103	Maximum:	201

Seishin Points: 80 Maximum: 276

Seishin: Kou'un, Hirameki, Nekketsu (L5), Shuuchuu (L7), Shinrai (L9), Gekirei (L10)

Tokushu Nouryoku:

Newtype Level 2 (L10, L17, L30, L37, L44)
Maximum: Level 7

Receives All Bonuses by: Level 44

Pilot Name: Lalah Sune

Nickname: Lalah

Affiliation: Duchy of Zeon Military

Starting Mecha: Elmeth

Kakutou:	96	Maximum:	194
Kaihi:	121	Maximum:	317
Hannou:	96	Maximum:	194
Shatei:	123	Maximum:	221
Meichuu:	113	Maximum:	309
Giryou:	102	Maximum:	200

Seishin Points: 60 Maximum: 256

Seishin: Shuuchuu, Hirameki, Tekagen (L3), Nekketsu (L17), Shukufuku (L23), Kenshin (L27)

Tokushu Nouryoku:

Newtype Level 4 (L15, L24, L28, L35, L42)
Maximum: Level 9

Receives All Bonuses by: Level 42

Part C: Kidou Senki Gundam: 08th MS Shoutai

Pilot Name: Shiro Amada

Nickname: Shiro

Affiliation: Federal Forces, Shou-i (Ensign / 2nd Lieutenant)

Starting Mecha: Gundam Ez-08

Kakutou:	124	Maximum:	222
Kaihi:	120	Maximum:	316
Hannou:	90	Maximum:	188
Shatei:	128	Maximum:	226
Meichuu:	107	Maximum:	303
Giryou:	106	Maximum:	204

Seishin Points: 80 Maximum: 276

Seishin: Ai, Totsugeki, Nekketsu (L12), Hicchuu (L17), Hirameki (L20), Tamashii (L33)

Tokushu Nouryoku:

Sokodzikara Level 3 (L10, L18, L27, L35, L40)

Maximum: Level 8

Kiri Barai Level 0 (L7, L10, L23, L29, L34, L38)

Maximum: Level 6

Receives All Bonuses by: Level 40

Pilot Name: Aina Sahalin

Nickname: Aina

Affiliation: Duchy of Zeon

Starting Mecha: None (Apsaras when encountered as an enemy)

Kakutou: 85 Maximum: 183

Kaihi: 102 Maximum: 298

Hannou: 88 Maximum: 186

Shatei: 118 Maximum: 216

Meichuu: 104 Maximum: 300

Giryou: 85 Maximum: 183

Seishin Points: 75 Maximum: 271

Seishin: Ai, Kenshin (L4), Hokyuu (L10), Shuuchuu (L13), Gekirei (L20), Fukkatsu (L30)

Tokushu Nouryoku: None

Receives All Bonuses by: Level 30

Pilot Name: Norris Packard

Nickname: Norris

Affiliation: Duchy of Zeon Military

Starting Mecha: Gouf Custom

Kakutou: 129 Maximum: 227

Kaihi: 120 Maximum: 316

Hannou: 89 Maximum: 187

Shatei: 125 Maximum: 223

Meichuu: 118 Maximum: 314

Giryou: 131 Maximum: 229

Seishin Points: 70 Maximum: 266

Seishin: Kishuu, Totsugeki (L7), Kenshin (L11), Kakuran (L20), Shuuchuu (L31), Tamashii (L35)

Tokushu Nouryoku:

Sokodzikara Level 2 (L8, L10, L36)

Maximum: Level 5

Kiri Barai Level 1 (L5, L11, L26, L30, L32, L36, L38)

Maximum: Level 8

Counter Level 3 (L32, L36)

Maximum: Level 5

Receives All Bonuses by: Level 38

Part D: Kidou Senki Gundam 0083: Stardust Memory

Pilot Name: South Burning
Nickname: Burning
Affiliation: Federal Forces, Tai-i (Lieutenant / Captain)
Starting Mecha: GM Custom

Kakutou:	115	Maximum:	213
Kaihi:	120	Maximum:	316
Hannou:	88	Maximum:	186
Shatei:	123	Maximum:	221
Meichuu:	110	Maximum:	306
Giryou:	119	Maximum:	217

Seishin Points: 80 Maximum: 276

Seishin: Tekagen, Shuuchuu, Shinrai, Gekirei (L14), Nekketsu (L20), Tamashii (L32)

Tokushu Nouryoku:
Sokodzikara Level 2 (L10, L20, L30)
 Maximum: Level 5
Kiri Barai Level 2 (L7, L18, L27)
 Maximum: Level 5

Receives All Bonuses by: Level 32

Pilot Name: Kou Uraki
Nickname: Kou
Affiliation: Federal Forces, Shou-i (Ensign / 2nd Lieutenant)
Starting Mecha: Gundam Shisaku 1-Gou Ki

Kakutou:	117	Maximum:	215
Kaihi:	123	Maximum:	319
Hannou:	89	Maximum:	187
Shatei:	129	Maximum:	227
Meichuu:	110	Maximum:	306
Giryou:	104	Maximum:	202

Seishin Points: 70 Maximum: 266

Seishin: Doryoku, Hirameki (L7), Hicchuu (L10), Nekketsu (L15), Kakusei (L23), Tamashii (L31)

Tokushu Nouryoku:
Sokodzikara Level 3 (L10, L17, L22, L26, L34, L39)
 Maximum: Level 9
Kiri Barai Level 1 (L6, L8, L10, L22, L28, L33, L37)
 Maximum: Level 8

Receives All Bonuses by: Level 39

Part E: Kidou Senki Z Gundam

Pilot Name: Fa Yuiry
Nickname: Fa

Affiliation: AEUG

Starting Mecha: Methuss / Methuss (MA)

Kakutou:	80	Maximum:	178
Kaihi:	105	Maximum:	301
Hannou:	84	Maximum:	182
Shatei:	117	Maximum:	215
Meichuu:	96	Maximum:	292
Giryou:	82	Maximum:	180

Seishin Points: 70 Maximum: 266

Seishin: Shinkai, Kou'un (L3), Hirameki (L12), Gekirei (L18), Ouen (L20),
Kenshin (L26)

Tokushu Nouryoku:

Newtype Level 1 (L7, L18, L25, L34, L43)

Maximum: Level 6

Kiri Barai Level 0 (L11, L17, L24)

Maximum: Level 3

Receives All Bonuses by: Level 43

Pilot Name: Camille Bidan

Nickname: Camille

Affiliation: AEUG

Starting Mecha: Gundam Mk. II

Kakutou:	122	Maximum:	220
Kaihi:	129	Maximum:	325
Hannou:	97	Maximum:	195
Shatei:	135	Maximum:	233
Meichuu:	115	Maximum:	311
Giryou:	116	Maximum:	214

Seishin Points: 50 Maximum: 246

Seishin: Hirameki, Nekketsu, Konjou (L5), Shuuchuu (L7), Kiai (L25),
Totsugeki (L30)

Tokushu Nouryoku:

Newtype Level 3 (L14, L19, L27, L34, L40)

Maximum: Level 8

Kiri Barai Level 0 (L5, L7, L9, L11, L14, L19, L24, L30)

Maximum: Level 8

Receives All Bonuses by: Level 40

Pilot Name: Quattro Bajina

Nickname: Quattro

Affiliation: AEUG

Starting Mecha: Hyakku Shiki

Kakutou:	108	Maximum:	206
Kaihi:	129	Maximum:	325
Hannou:	94	Maximum:	192
Shatei:	140	Maximum:	238
Meichuu:	119	Maximum:	315
Giryou:	130	Maximum:	228

Seishin Points: 50 Maximum: 246

Seishin: Shuuchuu, Hirameki, Tekagen, Nekketsu (L18), Kishuu (L23), Totsugeki (L28)

Tokushu Nouryoku:

Newtype Level 3 (L13, L20, L30, L41)

Maximum: Level 7

Kiri Barai Level 3 (L8, L13, L18, L22, L27, L32)

Maximum: Level 9

Receives All Bonuses by: Level 41

Pilot Name: Four Murasame

Nickname: Four

Starting Mecha: None

Kakutou: 98 Maximum: 196

Kaihi: 122 Maximum: 318

Hannou: 95 Maximum: 193

Shatei: 126 Maximum: 224

Meichuu: 108 Maximum: 304

Giryou: 110 Maximum: 208

Seishin Points: 55 Maximum: 251

Seishin: Shuuchuu, Hirameki (L10), Jibaku (L18), Nekketsu (L24), Saidou (L33), Kiseki (L37)

Tokushu Nouryoku:

Kyouka Ningen Level 0 (L4, L8, L12, L13, L22, L30, L36, L43)

Maximum: Level 8

Kiri Barai Level 0 (L9, L15, L22, L30, L37)

Maximum: Level 5

Receives All Bonuses by: Level 43

Pilot Name: Rosmaia Badam

Nickname: Rosmaia

Starting Mecha: None

Kakutou: 100 Maximum: 198

Kaihi: 120 Maximum: 316

Hannou: 93 Maximum: 191

Shatei: 126 Maximum: 224

Meichuu: 110 Maximum: 306

Giryou: 112 Maximum: 210

Seishin Points: 55 Maximum: 251

Seishin: Shuuchuu, Kasoku, Kakuran (L8), Nekketsu (L24), Datsuryoku (L28), Totsugeki (L32)

Tokushu Nouryoku:

Kyouka Ningen Level 0 (L4, L8, L14, L16, L23, L32, L36, L41)

Maximum: Level 8

Kiri Barai Level 0 (L8, L14, L21, L29, L36)

Maximum: Level 5

Receives All Bonuses by: Level 41

Part F: Kidou Senki Gundam ZZ

Pilot Name: Judau Ashta
Nickname: Judau
Starting Mecha: ZZ Gundam

Kakutou:	124	Maximum:	222
Kaihi:	122	Maximum:	318
Hannou:	97	Maximum:	195
Shatei:	136	Maximum:	234
Meichuu:	108	Maximum:	304
Giryou:	107	Maximum:	205

Seishin Points: 55 Maximum: 251

Seishin: Dokonjou, Kou'un, Nekketsu (L11), Shuuchuu (L19), Hirameki (L25),
Kakusei (L35)

Tokushu Nouryoku:
Newtype Level 3 (L18, L23, L27, L34, L38, L40)
 Maximum: Level 9
Kiri Barai Level 2 (L3, L5, L9, L14, L19, L25, L30)
 Maximum: Level 9

Receives All Bonuses by: Level 40

Pilot Name: Roux Louka
Nickname: Roux
Starting Mecha: ??

Kakutou:	100	Maximum:	198
Kaihi:	120	Maximum:	316
Hannou:	87	Maximum:	185
Shatei:	123	Maximum:	221
Meichuu:	100	Maximum:	296
Giryou:	89	Maximum:	187

Seishin Points: 65 Maximum: 261

Seishin: Shuuchuu, Konjou, Hirameki (L10), Nekketsu (L18), Kou'un (L24),
Gekirei (L35)

Tokushu Nouryoku:
Newtype Level 1 (L6, L12, L24, L33, L42)
 Maximum: Level 6
Kiri Barai Level 1 (L8, L14, L21, L29, L36)
 Maximum: Level 6

Receives All Bonuses by: Level 42

Pilot Name: Elpe Puru
Nickname: Puru
Starting Mecha: Qubeley Mk. II (purple)

Kakutou:	90	Maximum:	188
Kaihi:	123	Maximum:	319
Hannou:	95	Maximum:	193

Shatei: 129 Maximum: 227
Meichuu: 115 Maximum: 311
Giryou: 100 Maximum: 198

Seishin Points: 55 Maximum: 251

Seishin: Shuuchuu, Shukufuku (L5), Nekketsu (L11), Hirameki (L25), Datsuryoku (L32), Gekirei (L36)

Tokushu Nouryoku:

Newtype Level 1 (L3, L7, L11, L20, L26, L35, L40)

Maximum: Level 8

Kiri Barai Level 0 (L24, L27, L32, L36, L39)

Maximum: Level 5

Receives All Bonuses by: Level 40

Pilot Name: Puru 2

Nickname: Puru 2

Starting Mecha: Qubeley Mk. II (brown)

Kakutou: 91 Maximum: 189
Kaihi: 124 Maximum: 320
Hannou: 96 Maximum: 194
Shatei: 130 Maximum: 228
Meichuu: 116 Maximum: 312
Giryou: 101 Maximum: 199

Seishin Points: 55 Maximum: 251

Seishin: Shuuchuu, Doryoku (L6), Nekketsu (L11), Hirameki (L26), Kiai (L32), Kenshin (L35)

Tokushu Nouryoku:

Kyouka Ningen Level 1 (L2, L6, L10, L19, L25, L34, L39)

Maximum: Level 8

Kiri Barai Level (L7, L13, L24, L27, L30, L35, L40)

Maximum: Level 7

Receives All Bonuses by: Level 40

Pilot Name: Kayra Su

Nickname: Kayra

Starting Mecha: Re-GZ

Kakutou: 89 Maximum: 187
Kaihi: 110 Maximum: 306
Hannou: 88 Maximum: 186
Shatei: 127 Maximum: 225
Meichuu: 109 Maximum: 305
Giryou: 92 Maximum: 190

Seishin Points: 75 Maximum: 271

Seishin: Hirameki, Totsugeki, Doryoku (L6), Nekketsu (L16), Hicchuu (L21), Saidou (L33)

Tokushu Nouryoku:

Kiri Barai Level 1 (L4, L9, L18)

Maximum: Level 4

Receives All Bonuses by: Level 33

Part G: Shin Kidou Senki Gundam Wing

Pilot Name: Lucrezia Noin

Nickname: Noin

Affiliation: Preventers (possibly Londo Bell in this version of events)

Starting Mecha: Taurus / Taurus (MA)

Kakutou: 102	Maximum: 200
Kaihi: 118	Maximum: 314
Hannou: 94	Maximum: 192
Shatei: 128	Maximum: 226
Meichuu: 108	Maximum: 304
Giryou: 120	Maximum: 218

Seishin Points: 80 Maximum: 276

Seishin: Shinrai, Kenshin, Shuuchuu (L3), Nekketsu (L16), Ai (L25), Saidou (L33)

Tokushu Nouryoku:

Kiri Barai Level 2 (L14, L21)

Maximum: Level 4

Receives All Bonuses by: Level 33

Pilot Name: Zechs Merquise

Nickname: Zechs

Affiliation: Preventers

Starting Mecha: Tallgeese III

Kakutou: 119	Maximum: 217
Kaihi: 120	Maximum: 316
Hannou: 95	Maximum: 193
Shatei: 130	Maximum: 228
Meichuu: 118	Maximum: 314
Giryou: 126	Maximum: 224

Seishin Points: 55 Maximum: 251

Seishin: Tekagen, Shuuchuu, Hirameki, Kasoku (L11), Nekketsu (L16), Totsugeki (L30)

Tokushu Nouryoku:

Sokozikara Level 1 (L6, L10, L19)

Maximum: Level 4

Kiri Barai Level 3 (L20, L31)

Maximum: Level 5

Counter Level 1 (L9, L15, L23, L31)

Maximum: Level 5

Receives All Bonuses by: Level 31

Pilot Name: Hiiro Yuy

Nickname: Hiiro

Starting Mecha: Wing Zero Custom

Kakutou: 119 Maximum: 217
Kaihi: 116 Maximum: 312
Hannou: 95 Maximum: 193
Shatei: 130 Maximum: 228
Meichuu: 113 Maximum: 309
Giryou: 118 Maximum: 216

Seishin Points: 55 Maximum: 251

Seishin: Jibaku, Shuuchuu (L2), Nekketsu (L16), Kasoku (L23), Totsugeki (L28), Hirameki (L31)

Tokushu Nouryoku:

Sokodzikara Level 2

Maximum: Level 2

Kiri Barai Level 3 (L33)

Maximum: Level 4

Receives All Bonuses by: Level 33

Pilot Name: Duo Maxwell

Nickname: Duo

Starting Mecha: Deathscythe Hell Custom

Kakutou: 131 Maximum: 229
Kaihi: 119 Maximum: 315
Hannou: 95 Maximum: 193
Shatei: 102 Maximum: 200
Meichuu: 110 Maximum: 306
Giryou: 120 Maximum: 218

Seishin Points: 60 Maximum: 256

Seishin: Jibaku, Kishuu, Shuuchuu, Nekketsu (L15), Kakuran (L23), Kou'un (L32)

Tokushu Nouryoku:

Kiri Barai Level 3 (L12, L32)

Maximum: Level 5

Counter Level 1 (L8, L14, L22, L28, L38)

Maximum: Level 7

Receives All Bonuses by: Level 38

Pilot Name: Trowa Barton

Nickname: Trowa

Starting Mecha: Heavyarms Custom

Kakutou: 105 Maximum: 203
Kaihi: 115 Maximum: 311
Hannou: 95 Maximum: 193
Shatei: 130 Maximum: 228
Meichuu: 113 Maximum: 309
Giryou: 122 Maximum: 220

Seishin Points: 60 Maximum: 256

Seishin: Jibaku, Hicchuu, Teppeki (L2), Nekketsu (L16), Totsugeki (L24), Shinrai (L32)

Tokushu Nouryoku: None

Receives All Bonuses by: Level 32

Pilot Name: Quatre Raberba Winner

Nickname: Quatre

Starting Mecha: Sandrock Custom

Kakutou: 129 Maximum: 227

Kaihi: 117 Maximum: 313

Hannou: 95 Maximum: 193

Shatei: 105 Maximum: 203

Meichuu: 115 Maximum: 311

Giryou: 116 Maximum: 214

Seishin Points: 75 Maximum: 271

Seishin: Jibaku, Shukufuku, Shuuchuu, Shinrai (L5), Nekketsu (L17), Gekirei (L31)

Tokushu Nouryoku:

Kiri Barai Level 2

Maximum: Level 2

Receives All Bonuses by: Level 31

Pilot Name: Zhang Wufei (that's right, Zhang, not Chang)

Nickname: Wufei

Starting Mecha: Altron Custom

Kakutou: 130 Maximum: 228

Kaihi: 118 Maximum: 314

Hannou: 95 Maximum: 193

Shatei: 105 Maximum: 203

Meichuu: 112 Maximum: 308

Giryou: 117 Maximum: 215

Seishin Points: 65 Maximum: 261

Seishin: Hirameki, Dokonjou, Shuuchuu (L5), Nekketsu (L14), Kiai (L18), Jibaku (L32)

Tokushu Nouryoku:

Sokodzikara Level 1 (L4, L9, L18, L27)

Maximum: Level 5

Kiri Barai Level 3

Maximum: Level 3

Receives All Bonuses by: Level 32

Part H: Kidou Senkan Nadesico

Pilot Name: Tenkawa Akito

Nickname: Akito

Affiliation: Nergal Heavy Industries, Cook (and part time pilot)

Starting Mecha: Aestivalis (Land) Akito (as an NPC)

Kakutou: 125 Maximum: 223
Kaihi: 119 Maximum: 315
Hannou: 94 Maximum: 192
Shatei: 126 Maximum: 224
Meichuu: 112 Maximum: 308
Giryou: 99 Maximum: 197

Seishin Points: 60 Maximum: 256

Seishin: Hirameki (L3), Shuuchuu (L5), Kasoku (L12), Totsugeki (L16),
Nekketsu (L23), Kakusei (L28)

Tokushu Nouryoku:

Sokodzikara Level 0 (L10, L20, L30, L35, L40)

Maximum: Level 5

Kiri Barai Level 0 (L8, L12, L18, L22, L30)

Maximum: Level 5

Receives All Bonuses by: Level 40

Pilot Name: Misumaru Yurika

Nickname: Yurika

Affiliation: Nergal Heavy Industries, Captain of ND-001 (Nadesico)

Starting Mecha: Nadesico

Kakutou: 91 Maximum: 189
Kaihi: 119 Maximum: 315
Hannou: 88 Maximum: 186
Shatei: 126 Maximum: 224
Meichuu: 108 Maximum: 304
Giryou: 91 Maximum: 189

Seishin Points: 85 Maximum: 281

Seishin: Datsuryoku, Ouen (L3), Kakuran (L10), Shinrai (L18), Kou'un (L23),
Ai (L30)

Tokushu Nouryoku: None

Receives All Bonuses by: Level 30

Pilot Name: Daigouji Gai (a.k.a. Yamada Jiro)

Nickname: Gai

Affiliation: Nergal Heavy Industries, Pilot

Starting Mecha: Aestivalis (0G) Gai

Kakutou: 128 Maximum: 226
Kaihi: 114 Maximum: 310
Hannou: 95 Maximum: 193
Shatei: 121 Maximum: 219
Meichuu: 114 Maximum: 310
Giryou: 115 Maximum: 213

Seishin Points: 75 Maximum: 271

Seishin: Nekketsu, Konjou, Jibaku, Hicchuu (L8), Teppeki (L18), Kiai (L25)

Tokushu Nouryoku:

Sokodzikara Level 3 (L7, L14, L25, L36)

Maximum: Level 7

Kiri Barai Level 2 (L10, L20)

Maximum: Level 4

Counter Level 0 (L6, L11, L20, L26, L31, L35)

Maximum: Level 6

Receives All Bonuses by: Level 36

Pilot Name: Subaru Ryoko

Nickname: Ryoko

Affiliation: Nergal Heavy Industries, Pilot

Starting Mecha: Aestivalis (0G) Ryoko

Kakutou: 115 Maximum: 225

Kaihi: 120 Maximum: 312

Hannou: 88 Maximum: 190

Shatei: 123 Maximum: 221

Meichuu: 110 Maximum: 309

Giryou: 119 Maximum: 215

Seishin Points: 80 Maximum: 266

Seishin: Nekketsu, Kiai, Dokonjou, Shuuchuu (L12), Hirameki (L18), Gekirei (L25)

Tokushu Nouryoku:

Sokodzikara Level 2 (L10, L20, L30)

Maximum: Level 5

Kiri Barai Level 2 (L)

Maximum: Level 3

Counter Level 0 (L7, L12, L21, L32, L36)

Maximum: Level 5

Receives All Bonuses by: Level 36

Pilot Name: Amano Hikaru

Nickname: Hikaru

Affiliation: Nergal Heavy Industries, Pilot

Starting Mecha: Aestivalis (0G) Hikaru

Kakutou: 119 Maximum: 217

Kaihi: 119 Maximum: 315

Hannou: 93 Maximum: 191

Shatei: 128 Maximum: 226

Meichuu: 112 Maximum: 308

Giryou: 112 Maximum: 210

Seishin Points: 80 Maximum: 276

Seishin: Kou'un, Shuuchuu, Kakuran, Ouen (L15), Nekketsu (L22), Kishuu (L28)

Tokushu Nouryoku:

Kiri Barai Level 1 (L20)

Maximum: Level 2

Receives All Bonuses by: Level 28

Pilot Name: Maki Izumi

Nickname: Izumi

Affiliation: Nergal Heavy Industries, Pilot

Starting Mecha: Aestivalis (0G) Izumi

Kakutou: 117 Maximum: 215
Kaihi: 117 Maximum: 313
Hannou: 94 Maximum: 192
Shatei: 130 Maximum: 228
Meichuu: 115 Maximum: 311
Giryou: 114 Maximum: 212

Seishin Points: 65 Maximum: 261

Seishin: Tekagen, Datsuryoku, Shuuchuu, Hirameki (L15), Nekketsu (L20),
Hicchuu (L26)

Tokushu Nouryoku:

Kiri Barai Level 2 (L8, L15, L25, L34, L39)
Maximum: Level 7

Receives All Bonuses by: Level 39

Pilot Name: Akatsuki Nagare

Nickname: Akatsuki

Affiliation: Nergal Heavy Industries, Chairman

Starting Mecha: Aestivalis (0G) Akatsuki

Kakutou: 120 Maximum: 218
Kaihi: 116 Maximum: 312
Hannou: 90 Maximum: 188
Shatei: 131 Maximum: 229
Meichuu: 115 Maximum: 311
Giryou: 116 Maximum: 214

Seishin Points: 80 Maximum: 256

Seishin: Kou'un, Hirameki, Shuuchuu, Kasoku, Tekagen (L12), Nekketsu (L19)

Tokushu Nouryoku:

Kiri Barai Level 2 (L8, L15, L24, L34)
Maximum: Level 6

Receives All Bonuses by: Level 34

Pilot Name: Shiratori Tsukumo

Nickname: Tsukumo

Starting Mecha: Dai-Tetsujin

Kakutou: 129 Maximum: 213
Kaihi: 98 Maximum: 316
Hannou: 90 Maximum: 186
Shatei: 123 Maximum: 221
Meichuu: 101 Maximum: 306
Giryou: 115 Maximum: 217

Seishin Points: 75 Maximum: 271

Seishin: Konjou, Doryoku, Nekketsu, Kiai, Shuuchuu (L32), Hirameki (L34)

Tokushu Nouryoku:

Sokodzikara Level 4 (L11, L15, L24, L37)
Maximum: Level 8

Receives All Bonuses by: Level 37

Section 6: Friendly Super Robot Pilot Dossiers

Part A: Mobile Fighter G Gundam

Pilot Name: Domon Kasshu
Nickname: Domon
Starting Mecha: Shining Gundam / Shining Gundam S

Kakutou:	135	Maximum:	233
Kaihi:	116	Maximum:	312
Hannou:	94	Maximum:	192
Shatei:	106	Maximum:	204
Meichuu:	106	Maximum:	302
Giryou:	132	Maximum:	230

Seishin Points: 60 Maximum: 256

Seishin: Konjou, Hirameki, Shuuchuu (L12), Kiai (L15), Nekketsu (L20), Ai (L28)

Tokushu Nouryoku:
Sokodzikara Level 1 (L4, L6, L15, L26, L32, L40)
Maximum: Level 7
Kiri Barai Level 1 (L9, L14, L22, L30, L36)
Maximum: Level 6
Counter Level 1 (L4, L8, L13, L21, L30)
Maximum: Level 6

Receives All Bonuses by: Level 40

Pilot Name: Rain Mikamura
Nickname: Rain
Starting Mecha: Rising Gundam

Kakutou:	94	Maximum:	192
Kaihi:	102	Maximum:	298
Hannou:	90	Maximum:	188
Shatei:	120	Maximum:	218
Meichuu:	104	Maximum:	300
Giryou:	89	Maximum:	187

Seishin Points: 75 Maximum: 271

Seishin: Hicchuu, Ai (L9), Gekirei (L14), Kenshin (L25), Nekketsu (L30), Hokyuu (L34)

Tokushu Nouryoku:
Kiri Barai Level 1 (L10, L15, L23)
Maximum: Level 4

Receives All Bonuses by: Level 34

Pilot Name: Schwarz Bruder
Nickname: Schwarz

Starting Mecha: Gundam Spiegel

Kakutou:	137	Maximum:	235
Kaihi:	118	Maximum:	314
Hannou:	98	Maximum:	196
Shatei:	108	Maximum:	206
Meichuu:	108	Maximum:	304
Giryou:	138	Maximum:	236

Seishin Points: 70 Maximum: 266

Seishin: Kishuu, Kakuran, Kiai, Ouen, Gekirei, Tamashii

Tokushu Nouryoku:

Sokodzikara Level 6 (L4, L8, L17)

Maximum: Level 9

Kiri Barai Level 6 (L5, L9, L18)

Maximum: Level 9

Counter Level 6 (L3, L7, L16)

Maximum: Level 9

Receives All Bonuses by: Level 18

Pilot Name: Sai Sici

Nickname: Sai Sici

Starting Mecha: Dragon Gundam

Kakutou:	131	Maximum:	229
Kaihi:	114	Maximum:	310
Hannou:	90	Maximum:	188
Shatei:	98	Maximum:	196
Meichuu:	104	Maximum:	300
Giryou:	134	Maximum:	232

Seishin Points: 60 Maximum: 256

Seishin: Shuuchuu, Kasoku, Hirameki (L9), Kou'un (L13), Kiai (L17), Nekketsu (L23)

Tokushu Nouryoku:

Sokodzikara Level 1 (L5, L9, L16, L25, L28, L34, L38)

Maximum: Level 8

Kiri Barai Level 1 (L8, L13, L21, L29, L35)

Maximum: Level 6

Counter Level 1 (L3, L6, L11, L23, L29, L36)

Maximum: Level 7

Receives All Bonuses by: Level

Pilot Name: Chibodee Crocket

Nickname: Chibodee

Starting Mecha: Gundam Maxter

Kakutou:	129	Maximum:	227
Kaihi:	110	Maximum:	306
Hannou:	86	Maximum:	184
Shatei:	121	Maximum:	218
Meichuu:	102	Maximum:	298
Giryou:	130	Maximum:	228

Seishin Points: 65 Maximum: 261

Seishin: Hicchuu, Doryoku, Dokonjou (L8), Kiai (L16), Nekketsu (L19), Kakusei (L30)

Tokushu Nouryoku:

Sokodzikara Level 1 (L6, L10, L16, L28, L38)

Maximum: Level 6

Counter Level 3 (L4, L7, L14, L24, L34)

Maximum: Level 8

Receives All Bonuses by: Level 38

Pilot Name: George de Sand

Nickname: George

Starting Mecha: Gundam Rose

Kakutou: 124 Maximum: 222

Kaihi: 112 Maximum: 308

Hannou: 90 Maximum: 188

Shatei: 100 Maximum: 198

Meichuu: 108 Maximum: 304

Giryou: 132 Maximum: 230

Seishin Points: 55 Maximum: 251

Seishin: Shuuchuu, Hirameki, Tekagen (L12), Shukufuku (L16), Nekketsu (L24), Kiai (L26)

Tokushu Nouryoku:

Sokodzikara Level 1 (L10, L17, L29, L35)

Maximum: Level 5

Kiri Barai Level 1 (L7, L12, L20, L25, L34, L36, L38)

Maximum: Level 8

Counter Level 1 (L10, L20, L30)

Maximum: Level 4

Receives All Bonuses by: Level 38

Pilot Name: Argo Gulskii

Nickname: Argo

Starting Mecha: Bolt Gundam

Kakutou: 133 Maximum: 231

Kaihi: 106 Maximum: 302

Hannou: 84 Maximum: 182

Shatei: 92 Maximum: 190

Meichuu: 100 Maximum: 296

Giryou: 128 Maximum: 226

Seishin Points: 70 Maximum: 266

Seishin: Teppeki, Kiai, Hicchuu (L15), Shinrai (L18), Nekketsu (L22), Dokonjou (L28)

Tokushu Nouryoku:

Sokodzikara Level 2 (L8, L9, L18, L23, L30, L36, L40)

Maximum: Level 9

Counter Level 1 (L15, L25, L35)

Maximum: Level 4

Receives All Bonuses by: Level 40

Pilot Name: Allenby Biazury

Nickname: Allenby

Starting Mecha: Nobel Gundam

Kakutou:	126	Maximum:	224 (+9)
Kaihi:	114	Maximum:	310 (+6)
Hannou:	90	Maximum:	188 (+5)
Shatei:	98	Maximum:	196 (+5)
Meichuu:	107	Maximum:	303 (+3)
Giryuu:	128	Maximum:	226 (+7)

Seishin Points: 60 Maximum: 256

Seishin: Ouen, Hirameki, Kiai (L14), Nekketsu (L24), Shuuchuu (L27), Kishuu (L31)

Tokushu Nouryoku:

Sokodzikara Level 2 (L8, L30)

Maximum: Level 4

Kiri Barai Level 1 (L9, L15, L21, L28)

Maximum: Level 5

Counter Level 1 (L3, L5, L14, L22, L32)

Maximum: Level 6

Receives All Bonuses by: Level 32

Special Note: The values in () indicate the bonus that Allenby gains in Berserker mode. This notation is temporary until Allenby's berserker state is placed in an appropriate enemy section.

Pilot Name: Fu'unsaiiki

Nickname: Fu'unsaiiki

Starting Mecha: Fu'unsaiiki

Kakutou:	121	Maximum:	219
Kaihi:	117	Maximum:	313
Hannou:	89	Maximum:	187
Shatei:	92	Maximum:	190
Meichuu:	100	Maximum:	296
Giryuu:	123	Maximum:	221

Seishin Points: 70 Maximum: 266

Seishin: Shinrai, Ouen, Kasoku, Gekirei, Kenshin (L26), Hokyuu (L29)

Tokushu Nouryoku: None

Receives All Bonuses by: Level 29

Pilot Name: Master Asia

Nickname: Master

Starting Mecha: Master Gundam

Kakutou:	140	Maximum:	238
Kaihi:	120	Maximum:	316
Hannou:	100	Maximum:	198
Shatei:	110	Maximum:	208

Meichuu: 110 Maximum: 306
Giryuu: 140 Maximum: 238

Seishin Points: 50 Maximum: 246

Seishin: Nekketsu, Shuuchuu, Hirameki, Kiai, Tekagen, Dokonjou

Tokushu Nouryoku:

Sokozikara Level 6 (L15, L26, L37)

Maximum: Level 9

Kiri Barai Level 6 (L14, L25, L36)

Maximum: Level 9

Counter Level 4 (L3, L12, L20, L29, L33)

Maximum: Level 9

Receives All Bonuses by: Level 37

Part B: Zambot 3 / Daitarn 3

Pilot Name: Haran Banjo

Nickname: Banjo

Starting Mecha: Daitarn 3

Kakutou: 132 Maximum: 230

Kaihi: 100 Maximum: 296

Hannou: 88 Maximum: 186

Shatei: 124 Maximum: 222

Meichuu: 100 Maximum: 296

Giryuu: 120 Maximum: 218

Seishin Points: 60 Maximum: 256

Seishin: Dokonjou, Hicchuu, Kiai (L4), Nekketsu (L19), Kakusei (L25),
Tamashii (L35)

Tokushu Nouryoku:

Sokozikara Level 4 (L7, L25, L32, L41)

Maximum: Level 8

Kiri Barai Level 4 (L12, L24, L36, L40)

Maximum: Level 8

Receives All Bonuses by: Level 41

Pilot Name: Beautiful Tachibana

Nickname: Beauty

Starting Mecha: Unknown

Kakutou: 115 Maximum: 213

Kaihi: 100 Maximum: 296

Hannou: 90 Maximum: 188

Shatei: 110 Maximum: 208

Meichuu: 98 Maximum: 294

Giryuu: 105 Maximum: 203

Seishin Points: 999 Maximum: 999

Seishin: None

Tokushu Nouryoku:
Sokodzikara Level 3
Maximum: Level 3

Receives All Bonuses by: Level 1

Special Note: I believe Beauty is a cinematics-only pilot.

Pilot Name: Kami Kappei
Nickname: Kappei
Starting Mecha: Zambot 3

Kakutou:	128	Maximum:	226
Kaihi:	96	Maximum:	292
Hannou:	85	Maximum:	183
Shatei:	110	Maximum:	208
Meichuu:	96	Maximum:	292
Giryou:	95	Maximum:	193

Seishin Points: 55 Maximum: 251

Seishin: Dokonjou, Teppeki, Kiai (L5), Nekketsu (L15), Shinrai (L24), Kou'un (L28)

Tokushu Nouryoku:
Sokodzikara Level 2 (L10, L16, L21, L25, L37)
Maximum: Level 7
Kiri Barai Level 1 (L3, L6, L9, L14, L25, L37)
Maximum: Level 7

Receives All Bonuses by: Level 37

Pilot Name: Kamie Uchuuta
Nickname: Uchuuta
Starting Mecha: Zambot 3, Support Pilot

No Battle Statistics

Seishin Points: 60 Maximum: 256

Seishin: Hicchuu, Hirameki, Kasoku, Konjou (L15), Tekagen (L18), Kakuran (L24)

Tokushu Nouryoku: None

Receives All Bonuses by: Level 24

Pilot Name: Kamikita Keiko
Nickname: Keiko
Starting Mecha: Zambot 3, Support Pilot

No Battle Statistics

Seishin Points: 60 Maximum: 256

Seishin: Teisatsu, Shukufuku, Ouen (L8), Gekirei (L23), Hokyuu (L34), Jibaku (L37)

Tokushu Nouryoku: None

Receives All Bonuses by: Level 37

Part C: Mazinger

Pilot Name: Kabuto Kouji

Nickname: Kouji

Starting Mecha: Mazinger-Z

Kakutou: 128 Maximum: 226

Kaihi: 95 Maximum: 291

Hannou: 93 Maximum: 191

Shatei: 113 Maximum: 211

Meichuu: 95 Maximum: 291

Giryou: 107 Maximum: 205

Seishin Points: 75 Maximum: 271

Seishin: Dokonjou, Teppeki (L4), Hicchuu (L10), Nekketsu (L17), Kiai (L23),
Kou'un (L28)

Tokushu Nouryoku:

Sokozikara Level 3 (L4, L9, L16, L21, L32, L41)

Maximum: Level 9

Kiri Barai Level 0 (L16, L20, L26, L32, L38, L41)

Maximum: Level 6

Receives All Bonuses by: Level 41

Pilot Name: Yumi Sayaka

Nickname: Sayaka

Starting Mecha: Diana A

Kakutou: 115 Maximum: 213

Kaihi: 90 Maximum: 286

Hannou: 85 Maximum: 183

Shatei: 103 Maximum: 201

Meichuu: 90 Maximum: 286

Giryou: 82 Maximum: 180

Seishin Points: 80 Maximum: 276

Seishin: Hirameki, Shinrai (L2), Hicchuu (L12), Shukufuku (L18), Gekirei
(L24), Hokyuu (L33)

Tokushu Nouryoku:

Sokozikara Level 1 (L6, L13, L22, L35)

Maximum: Level 5

Receives All Bonuses by: Level 35

Pilot Name: Boss

Nickname: Boss

Starting Mecha: Boss Borot

Kakutou: 125 Maximum: 223

Kaihi: 82 Maximum: 278

Hannou: 78 Maximum: 176

Shatei: 80 Maximum: 178

Meichuu: 81 Maximum: 277
Giryuu: 70 Maximum: 168

Seishin Points: 80 Maximum: 276

Seishin: Dokonjou, Jibaku, Ouen, Nekketsu (L7), Kiai (L21), Hicchuu (L26)

Tokushu Nouryoku:
Sokodzikara Level 2 (L16, L25, L30, L38)
Maximum: Level 6

Receives All Bonuses by: Level 38

Pilot Name: Tsurugi Tetsuya
Nickname: Tetsuya
Starting Mecha: Great Mazinger

Kakutou: 129 Maximum: 227
Kaihi: 96 Maximum: 292
Hannou: 85 Maximum: 183
Shatei: 120 Maximum: 218
Meichuu: 96 Maximum: 294
Giryuu: 110 Maximum: 208

Seishin Points: 80 Maximum: 266

Seishin: Kasoku, Doryoku, Hicchuu (L7), Nekketsu (L17), Teppeki (L22),
Totsugeki (L26)

Tokushu Nouryoku:
Sokodzikara Level 3 (L8, L17, L29, L38)
Maximum: Level 7
Kiri Barai Level 3 (L15, L24, L35, L39)
Maximum: Level 7

Receives All Bonuses by: Level 39

Pilot Name: Homura Jun
Nickname: Jun
Starting Mecha: Venus A

Kakutou: 119 Maximum: 217
Kaihi: 94 Maximum: 290
Hannou: 85 Maximum: 183
Shatei: 116 Maximum: 214
Meichuu: 93 Maximum: 289
Giryuu: 95 Maximum: 193

Seishin Points: 80 Maximum: 276

Seishin: Doryoku, Konjou, Hirameki, Hicchuu (L16), Nekketsu (L20), Kenshin
(L28)

Tokushu Nouryoku:
Sokodzikara Level 1 (L7, L14, L23, L36)
Maximum: Level 5

Receives All Bonuses by: Level 36

Part D: Grandizer

Pilot Name: Duke Freid
Nickname: Duke
Starting Mecha: Grandizer

Kakutou:	130	Maximum:	228
Kaihi:	98	Maximum:	294
Hannou:	90	Maximum:	188
Shatei:	122	Maximum:	220
Meichuu:	98	Maximum:	294
Giryou:	105	Maximum:	203

Seishin Points: 65 Maximum: 261

Seishin: Tekagen, Kiai, Hicchuu (L8), Shinrai (L17), Hirameki (L24), Tamashii (L32)

Tokushu Nouryoku:
Sokozikara Level 3 (L4, L18, L22, L36)
Maximum: Level 7
Kiri Barai Level 3 (L14, L22, L32, L40)
Maximum: Level 7

Receives All Bonuses by: Level 40

Pilot Name: Grace Maria Freid
Nickname: Maria
Starting Mecha: Drill Spazer

Kakutou:	115	Maximum:	216
Kaihi:	120	Maximum:	291
Hannou:	88	Maximum:	183
Shatei:	123	Maximum:	221
Meichuu:	110	Maximum:	290
Giryou:	119	Maximum:	200

Seishin Points: 80 Maximum: 266

Seishin: Ouen, Hirameki, Hicchuu (L11), Kou'un (L14), Nekketsu (L25), Fukkatsu (L33)

Tokushu Nouryoku:
Sokozikara Level 1 (L4, L8, L11, L20, L33)
Maximum: Level 6

Receives All Bonuses by: Level 33

Pilot Name: Makiba Hikaru
Nickname: Hikaru
Starting Mecha: Marine Spazer

Kakutou:	113	Maximum:	211
Kaihi:	92	Maximum:	288
Hannou:	85	Maximum:	183
Shatei:	120	Maximum:	218
Meichuu:	92	Maximum:	288
Giryou:	82	Maximum:	180

Seishin Points: 80 Maximum: 276

Seishin: Hirameki, Doryoku, Hicchuu (L12), Gekirei (L20), Kenshin (L24),
Saidou (L31)

Tokushu Nouryoku:

Sokodzikara Level 0 (L5, L8, L15, L24, L37)

Maximum: Level 5

Receives All Bonuses by: Level 37

Pilot Name: Rubina

Nickname: Rubina

Starting Mecha: Double Spazer

Kakutou: 109 Maximum: 207

Kaihi: 93 Maximum: 289

Hannou: 84 Maximum: 182

Shatei: 117 Maximum: 215

Meichuu: 94 Maximum: 290

Giryou: 81 Maximum: 179

Seishin Points: 70 Maximum: 266

Seishin: Kasoku, Shuuchuu, Shinrai, Ai (L13), Gekirei (L35), Hokyuu (L38)

Tokushu Nouryoku: None

Receives All Bonuses by: Level 39

Pilot Name: Kirika

Nickname: Kirika

Kakutou: 110 Maximum: 208

Kaihi: 94 Maximum: 290

Hannou: 84 Maximum: 182

Shatei: 119 Maximum: 217

Meichuu: 95 Maximum: 291

Giryou: 82 Maximum: 180

Seishin Points: 75 Maximum: 271

Seishin: Jibaku, Hirameki, Tekagen (L11), Shukufuku (L18), Kenshin (L27),
Kishuu (L30)

Tokushu Nouryoku: None

Receives All Bonuses by: Level 30

Part E: Getta Robo

Pilot Name: Nagare Ryuuma

Nickname: Ryu

Starting Mecha: Getta-1

Kakutou: 131 Maximum: 229

Kaihi: 90 Maximum: 286

Hannou: 95 Maximum: 193

Shatei: 105 Maximum: 203
Meichuu: 96 Maximum: 292
Giryoku: 108 Maximum: 206

Seishin Points: 50 Maximum: 246

Seishin: Konjou, Hicchuu, Shinrai (L5), Nekketsu (L16), Kiai (L20), Kou'un (L28)

Tokushu Nouryoku:
Sokodzikara Level 3 (L8, L16, L20, L27, L38)
Maximum: Level 8

Receives All Bonuses by: Level 38

Pilot Name: Jin Hayato
Nickname: Hayato
Starting Mecha: Getta-2

Kakutou: 127 Maximum: 225
Kaihi: 100 Maximum: 296
Hannou: 98 Maximum: 196
Shatei: 128 Maximum: 226
Meichuu: 98 Maximum: 394
Giryoku: 110 Maximum: 208

Seishin Points: 40 Maximum: 236

Seishin: Hirameki, Kasoku, Tekagen (L9), Kakuran (L10), Kishuu (L21), Ai (L30)

Tokushu Nouryoku:
Counter Level 2 (L6, L9, L12, L21, L32)
Maximum: Level 7

Receives All Bonuses by: Level 32

Pilot Name: Tomoe Musashi
Nickname: Musashi
Starting Mecha: Getta-3

Kakutou: 129 Maximum: 227
Kaihi: 83 Maximum: 279
Hannou: 94 Maximum: 192
Shatei: 104 Maximum: 202
Meichuu: 92 Maximum: 288
Giryoku: 102 Maximum: 200

Seishin Points: 60 Maximum: 256

Seishin: Kiai, Dokonjou, Doryoku, Hicchuu (L8), Nekketsu (L24), Jibaku (L28)

Tokushu Nouryoku:
Sokodzikara Level 3 (L10, L18, L22, L29, L34)
Maximum: Level 8

Receives All Bonuses by: Level 34

Pilot Name: Jack King
Nickname: Jack

Starting Mecha: Texas Mack

Kakutou:	126	Maximum:	224
Kaihi:	94	Maximum:	290
Hannou:	85	Maximum:	183
Shatei:	127	Maximum:	225
Meichuu:	95	Maximum:	291
Giryou:	90	Maximum:	188

Seishin Points: 55 Maximum: 251

Seishin: Kasoku, Hicchuu, Kou'un (L10), Nekketsu (L18), Datsuryoku (L25), Kishuu (L28)

Tokushu Nouryoku:

Sokodzikara Level 2 (L15, L25, L35)

Maximum: Level 5

Kiri Barai Level 1 (L7, L9, L18, L27, L37)

Maximum: Level 6

Receives All Bonuses by: Level 37

Pilot Name: Mary King

Nickname: Mary

Starting Mecha: Texas Mack, Support Pilot

No Battle Statistics

Seishin Points: 60 Maximum: 256

Seishin: Teisatsu, Hirameki, Teppeki (L6), Shinrai (L12), Ouen (L15), Hokyuu (L31)

Tokushu Nouryoku: None

Receives All Bonuses by: Level 31

Pilot Name: Saotome Miyuki

Nickname: Miyuki

Starting Mecha: Getta Q

Kakutou:	118	Maximum:	216
Kaihi:	90	Maximum:	286
Hannou:	84	Maximum:	182
Shatei:	108	Maximum:	206
Meichuu:	93	Maximum:	289
Giryou:	84	Maximum:	182

Seishin Points: 80 Maximum: 276

Seishin: Shuuchuu, Shukufuku (L4), Hirameki (L11), Nekketsu (L18), Tekagen (L22), Gekirei (L30)

Tokushu Nouryoku: None

Receives All Bonuses by: Level 30

Pilot Name: Saotome Michiru

Nickname: Michiru

Starting Mecha: Getta Q (if you didn't get Miyuki)

Kakutou: 120 Maximum: 218
Kaihi: 90 Maximum: 286
Hannou: 85 Maximum: 183
Shatei: 110 Maximum: 208
Meichuu: 92 Maximum: 288
Giryoun: 84 Maximum: 182

Seishin Points: 75 Maximum: 271

Seishin: Teisatsu, Shinrai, Hicchuu (L4), Nekketsu (L18), Ouen (L20), Hokyuu (L35)

Tokushu Nouryoku: None

Receives All Bonuses by: Level 35

Pilot Name: Kuruma Benkei
Nickname: Benkei
Starting Mecha: Getta Poseidon

Kakutou: 128 Maximum: 226
Kaihi: 82 Maximum: 278
Hannou: 95 Maximum: 193
Shatei: 105 Maximum: 203
Meichuu: 90 Maximum: 286
Giryoun: 105 Maximum: 203

Seishin Points: 60 Maximum: 256

Seishin: Dokonjou, Kiai, Doryoku, Hicchuu (L8), Teppeki (L19), Ouen (L26)

Tokushu Nouryoku:
Sokozikara Level 1 (L4, L8, L18, L22, L29, L38, L40)
Maximum: Level 8

Receives All Bonuses by: Level 40

Pilot Name: Tetsukan Oni
Nickname: Tetsukan Oni
Starting Mecha: Mecha Tetsukan Oni

Kakutou: 130 Maximum: 228
Kaihi: 98 Maximum: 294
Hannou: 87 Maximum: 185
Shatei: 129 Maximum: 227
Meichuu: 98 Maximum: 294
Giryoun: 101 Maximum: 199

Seishin Points: 80 Maximum: 276

Seishin: Hicchuu, Dokonjou, Doryoku, Kiai, Jibaku (L10), Nekketsu (L20)

Tokushu Nouryoku:
Sokozikara Level 2 (L9, L17, L25, L33, L39)
Maximum: Level 7

Receives All Bonuses by: Level 39

Pilot Name: Kochou Oni

Nickname: Kochou Oni

Starting Mecha: Mecha Kochou Oni

Kakutou: 115	Maximum: 223
Kaihi: 120	Maximum: 293
Hannou: 88	Maximum: 193
Shatei: 123	Maximum: 214
Meichuu: 110	Maximum: 291
Giryou: 119	Maximum: 198

Seishin Points: 80 Maximum: 271

Seishin: Kasoku, Kou'un, Kakuran, Hirameki (L4), Kishuu (L20), Saidou (L34)

Tokushu Nouryoku: None

Receives All Bonuses by: Level 34

Pilot Name: Lisa

Nickname: Lisa

Starting Mecha: Unknown

Kakutou: 110	Maximum: 208
Kaihi: 91	Maximum: 287
Hannou: 86	Maximum: 184
Shatei: 113	Maximum: 211
Meichuu: 98	Maximum: 294
Giryou: 82	Maximum: 180

Seishin Points: 80 Maximum: 276

Seishin: Jibaku, Shinrai, Hicchuu (L13), Kou'un (L26), Kenshin (L18), Fukkatsu (L29)

Tokushu Nouryoku: None

Receives All Bonuses by: Level 29

Part F: Combattler V / Voltes V

Pilot Name: Aoi Hyouma

Nickname: Hyouma

Starting Mecha: Combattler V

Kakutou: 129	Maximum: 227
Kaihi: 95	Maximum: 291
Hannou: 86	Maximum: 184
Shatei: 120	Maximum: 218
Meichuu: 97	Maximum: 293
Giryou: 98	Maximum: 196

Seishin Points: 45 Maximum: 241

Seishin: Konjou, Kiai, Hicchuu (L4), Nekketsu (L17), Teppeki (L23), Totsugeki (L28)

Tokushu Nouryoku:

Sokodzikara Level 3 (L7, L15, L23, L34, L39)

Maximum: Level 8
Kiri Barai Level 0 (L7, L15, L21, L27, L33, L39)
Maximum: Level 6

Receives All Bonuses by: Level 39

Pilot Name: Naniwa Jyuuzou
Nickname: Jyuuzou
Starting Mecha: Combattler V, Support Pilot

No Battle Statistics

Seishin Points: 35 Maximum: 231

Seishin: Hicchuu, Hirameki, Kasoku (L4), Shuuchuu (L18), Tekagen (L24),
Gekirei (L30)

Tokushu Nouryoku: None

Receives All Bonuses by: Level 30

Pilot Name: Nishikawa Daisuke
Nickname: Daisuke
Starting Mecha: Combattler V, Support Pilot

No Battle Statistics

Seishin Points: 35 Maximum: 231

Seishin: Dokonjou, Kiai, Teppeki (L5), Doryoku (L20), Shinrai (L25), Nekketsu
(L28)

Tokushu Nouryoku: None

Receives All Bonuses by: Level 28

Pilot Name: Nanbara Chizuru
Nickname: Chizuru
Starting Mecha: Combattler V, Support Pilot

No Battle Statistics

Seishin Points: 40 Maximum: 236

Seishin: Shinrai, Hirameki, Kou'un (L9), Kenshin (L21), Hokyuu (L33),
Fukkatsu (L36)

Tokushu Nouryoku: None

Receives All Bonuses by: Level 36

Pilot Name: Matsuki Kosuke
Nickname: Kosuke
Starting Mecha: Combattler V, Support Pilot

No Battle Statistics

Seishin Points: 35 Maximum: 231

Seishin: Teisatsu, Doryoku, Konjou (L2), Shuuchuu (L15), Ouen (L22), Kakuran

(L27)

Tokushu Nouryoku: None

Receives All Bonuses by: Level 27

Pilot Name: Ichinoki Kenta

Nickname: Kenta

Starting Mecha: Kerot

Kakutou: 108 Maximum: 203

Kaihi: 83 Maximum: 279

Hannou: 80 Maximum: 178

Shatei: 103 Maximum: 201

Meichuu: 82 Maximum: 278

Giryou: 70 Maximum: 168

Seishin Points: 70 Maximum: 266

Seishin: Dokonjou, Kakuran, Doryoku (L5), Nekketsu (L19), Hicchuu (L22),
Kishuu (L30)

Tokushu Nouryoku:

Sokozikara Level 0 (L7, L12, L21, L32)

Maximum: Level 4

Receives All Bonuses by: Level 32

Pilot Name: Ichinoki Kazuyoshi

Nickname: Kazuyoshi

Starting Mecha: Kerot, Support Pilot

No Battle Statistics

Seishin Points: 80 Maximum: 276

Seishin: Kasoku, Hirameki (L3), Kou'un (L9), Ouen (L18), Datsuryoku (L36),
Hokyuu (L33)

Tokushu Nouryoku: None

Receives All Bonuses by: Level 36

Pilot Name: Gou Kenichi

Nickname: Kenichi

Starting Mecha: Voltes V

Kakutou: 126 Maximum: 224

Kaihi: 95 Maximum: 291

Hannou: 92 Maximum: 190

Shatei: 130 Maximum: 228

Meichuu: 108 Maximum: 304

Giryou: 109 Maximum: 207

Seishin Points: 45 Maximum: 241

Seishin: Hicchuu, Shinrai (L2), Kiai (L9), Nekketsu (L18), Gekirei (L25),
Konjou (L28)

Tokushu Nouryoku:

Sokodzikara Level 3 (L5, L13, L20, L31, L40)

Maximum: Level 8

Kiri Barai Level 0 (L5, L8, L11, L19, L26, L34, L37)

Maximum: Level 7

Receives All Bonuses by: Level 40

Pilot Name: Gou Daijiro

Nickname: Daijiro

Starting Mecha: Voltes V, Support Pilot

No Battle Statistics

Seishin Points: 35 Maximum: 231

Seishin: Dokonjou, Doryoku, Teppeki, Kiai (L2), Shinrai (L23), Nekketsu (L27)

Tokushu Nouryoku: None

Receives All Bonuses by: Level 27

Pilot Name: Gou Hiroshi

Nickname: Hiroshi

Starting Mecha: Voltes V, Support Pilot

No Battle Statistics

Seishin Points: 40 Maximum: 236

Seishin: Datsuryoku, Shinrai, Kou'un (L4), Ouen (L10), Hirameki (L25), Hokyuu (L36)

Tokushu Nouryoku: None

Receives All Bonuses by: Level 36

Pilot Name: Mine Ippei

Nickname: Ippei

Starting Mecha: Voltes V, Support Pilot

No Battle Statistics

Seishin Points: 35 Maximum: 231

Seishin: Shuuchuu, Konjou, Kasoku, Hicchuu (L2), Tekagen (L19), Kou'un (L26)

Tokushu Nouryoku: None

Receives All Bonuses by: Level 26

Pilot Name: Oka Megumi

Nickname: Megumi

Starting Mecha: Voltes V, Support Pilot

No Battle Statistics

Seishin Points: 35 Maximum: 231

Seishin: Hirameki, Teisatsu, Kakuran, Kasoku (L5), Shuuchuu (L19), Tekagen (L24)

Tokushu Nouryoku: None

Receives All Bonuses by: Level 24

Part G: Fighting King Daimos

Pilot Name: Ryuuzaki Kazuya

Nickname: Kazuya

Starting Mecha: Daimos

Kakutou: 136	Maximum: 234
Kaihi: 98	Maximum: 294
Hannou: 93	Maximum: 191
Shatei: 107	Maximum: 205
Meichuu: 98	Maximum: 294
Giryou: 130	Maximum: 228

Seishin Points: 70 Maximum: 266

Seishin: Ai, Doryoku, Hicchuu (L9), Kiai (L10), Nekketsu (L19), Tamashii (L34)

Tokushu Nouryoku:

Sokozikara Level 3 (L6, L12, L21, L30, L36)

Maximum: Level 8

Kiri Barai Level 0 (L2, L7, L10, L20, L25, L35, L41)

Maximum: Level 7

Counter Level 1 (L3, L8, L11, L19, L27, L35)

Maximum: Level 7

Receives All Bonuses by: Level 41

Pilot Name: Yuuzuki Kyoshirou

Nickname: Kyoshirou

Starting Mecha: Galba FX-II

Kakutou: 128	Maximum: 226
Kaihi: 99	Maximum: 295
Hannou: 83	Maximum: 181
Shatei: 122	Maximum: 220
Meichuu: 111	Maximum: 307
Giryou: 113	Maximum: 211

Seishin Points: 65 Maximum: 261

Seishin: Kasoku, Totsugeki, Hicchuu (L6), Hirameki (L10), Dokonjou (L16), Nekketsu (L22)

Tokushu Nouryoku:

Sokozikara Level 2 (L7, L13, L22, L31, L38)

Maximum: Level 7

Receives All Bonuses by: Level 38

Pilot Name: Izumi Nana

Nickname: Nana

Starting Mecha: Galba FX-II, Support Pilot

No Battle Statistics

Seishin Points: 75 Maximum: 271

Seishin: Teisatsu, Shinrai, Shukufuku (L11), Ouen (L21), Saidou (L28), Hokyuu (L32)

Tokushu Nouryoku: None

Receives All Bonuses by: Level 32

Section 7: Enemy Pilot Dossiers

Part A: Giganos Military

Pilot Name: Giganos Soldier

Nickname: Giganos Soldier

Mecha: Drau, Gebaye, Dyne, or Zwei

Kakutou: 100	Maximum: 198
Kaihi: 95	Maximum: 291
Hannou: 85	Maximum: 183
Shatei: 107	Maximum: 205
Meichuu: 100	Maximum: 296
Giryou: 100	Maximum: 198

Tokushu Nouryoku: None

Receives All Bonuses by: Level 1

Pilot Name: Giganos Soldier [better statistics version]

Nickname: Giganos Soldier

Kakutou: 110	Maximum: 208
Kaihi: 105	Maximum: 301
Hannou: 95	Maximum: 193
Shatei: 117	Maximum: 215
Meichuu: 110	Maximum: 306
Giryou: 110	Maximum: 208

Tokushu Nouryoku: None

Receives All Bonuses by: Level 1

Pilot Name: Dan Kruger

Nickname: Dan

Mecha: Gelf

Kakutou: 115	Maximum: 213
Kaihi: 120	Maximum: 316
Hannou: 95	Maximum: 193
Shatei: 124	Maximum: 222
Meichuu: 115	Maximum: 311
Giryou: 100	Maximum: 198

Tokushu Nouryoku: None

Receives All Bonuses by: Level 1

Pilot Name: Karl Guyner

Nickname: Karl

Mecha: Gelf, Reb Gelf

Kakutou: 115 Maximum: 213

Kaihi: 120 Maximum: 316

Hannou: 95 Maximum: 193

Shatei: 124 Maximum: 222

Meichuu: 115 Maximum: 311

Giryou: 100 Maximum: 198

Tokushu Nouryoku: None

Receives All Bonuses by: Level 1

Pilot Name: Welner Fritz

Nickname: Welner

Mecha: Gelf, Jagd Gelf

Kakutou: 115 Maximum: 213

Kaihi: 120 Maximum: 316

Hannou: 95 Maximum: 193

Shatei: 124 Maximum: 222

Meichuu: 115 Maximum: 311

Giryou: 100 Maximum: 198

Tokushu Nouryoku: None

Receives All Bonuses by: Level 1

Part B: Duchy of Zeon Military

Pilot Name: Zeon Soldier

Nickname: Zeon Soldier

Mecha: Zaku II, Zaku II MS-06F2, Dom II, Gelgoog M

Kakutou: 100 Maximum: 198

Kaihi: 95 Maximum: 291

Hannou: 85 Maximum: 183

Shatei: 107 Maximum: 205

Meichuu: 100 Maximum: 296

Giryou: 100 Maximum: 198

Tokushu Nouryoku: None

Receives All Bonuses by: Level 1

Pilot Name: Zeon Enhanced Soldier (Zeon Kyouka Soldier)

Nickname: Zeon Enhanced Soldier

Kakutou: 110 Maximum: 208

Kaihi: 105 Maximum: 301

Hannou: 95 Maximum: 193

Shatei: 117 Maximum: 215

Meichuu: 110 Maximum: 306
Giryou: 110 Maximum: 208

Tokushu Nouryoku:
Kyouka Ningen Level 0 (L10, L20, L30, L4)
Maximum: Level 4

Receives All Bonuses by: Level 40

Pilot Name: Char Aznable
Nickname: Char
Affiliation: Duchy of Zeon, Colonel (Tai-sa)
Mecha: Char's Personal Use Gelgoog, Zeong

Kakutou: 108 Maximum: 206
Kaihi: 129 Maximum: 325
Hannou: 94 Maximum: 192
Shatei: 142 Maximum: 240
Meichuu: 119 Maximum: 315
Giryou: 127 Maximum: 225

Tokushu Nouryoku:
Newtype Level 3 (L13, L20, L30, L41)
Maximum: Level 7
Kiri Barai Level 3 (L8, L13, L18, L22, L27, L32)
Maximum: Level 9

Receives All Bonuses by: Level 41

Pilot Name: Ranba Ral
Nickname: Ral
Mecha: Gouf Custom

Kakutou: 133 Maximum: 231
Kaihi: 121 Maximum: 317
Hannou: 89 Maximum: 187
Shatei: 129 Maximum: 227
Meichuu: 118 Maximum: 314
Giryou: 128 Maximum: 226

Tokushu Nouryoku:
Sokodzikara Level 3 (L8, L16)
Maximum: Level 5
Kiri Barai Level 1 (L4, L10, L25)
Maximum: Level 4

Receives All Bonuses by: Level 25

Pilot Name: Gaia
Nickname: Gaia
Affiliation: Duchy of Zeon, Black Tri-Stars
Mecha: Dom II, Dreissen

Kakutou: 118 Maximum: 216
Kaihi: 121 Maximum: 317
Hannou: 88 Maximum: 186
Shatei: 132 Maximum: 230
Meichuu: 116 Maximum: 312
Giryou: 116 Maximum: 214

Tokushu Nouryoku:
Sokodzikara Level 2
Maximum: Level 2

Receives All Bonuses by: Level 1

Pilot Name: Ortega
Nickname: Ortega
Affiliation: Duchy of Zeon, Black Tri-Stars
Mecha: Dom II, Dreissen

Kakutou: 116	Maximum: 214
Kaihi: 119	Maximum: 315
Hannou: 88	Maximum: 186
Shatei: 130	Maximum: 228
Meichuu: 114	Maximum: 310
Giryou: 114	Maximum: 212

Tokushu Nouryoku:
Sokodzikara Level 2
Maximum: Level 2

Receives All Bonuses by: Level 1

Pilot Name: Mash
Nickname: Mash
Affiliation: Duchy of Zeon, Black Tri-Stars
Mecha: Dom II, Dreissen

Kakutou: 114	Maximum: 212
Kaihi: 117	Maximum: 313
Hannou: 88	Maximum: 186
Shatei: 128	Maximum: 226
Meichuu: 112	Maximum: 308
Giryou: 112	Maximum: 210

Tokushu Nouryoku:
Sokodzikara Level 2
Maximum: Level 2

Receives All Bonuses by: Level 1

Pilot Name: Ghinias Sahalin
Nickname: Ghinias
Mecha: Apsaras (Ghinias Variant)

Kakutou: 89	Maximum: 187
Kaihi: 110	Maximum: 306
Hannou: 87	Maximum: 185
Shatei: 124	Maximum: 222
Meichuu: 120	Maximum: 316
Giryou: 90	Maximum: 188

Seishin: Jibaku

Tokushu Nouryoku: None

Receives All Bonuses by: Level 1

Pilot Name: Anavel Gato

Nickname: Gato
Affiliation: Duchy of Zeon, Major (Shou-sa)
Mecha: Gundam Test Model Number 2 Machine, Neue Ziel

Kakutou: 125	Maximum: 223
Kaihi: 127	Maximum: 323
Hannou: 90	Maximum: 188
Shatei: 139	Maximum: 237
Meichuu: 114	Maximum: 310
Giryou: 128	Maximum: 226

Tokushu Nouryoku:
Sokodzikara Level 2 (L4, L7, L12, L19, L24, L30, L35)
Maximum: Level 9
Kiri Barai Level 2 (L3, L7, L9, L20, L25, L30, L35)
Maximum: Level 9

Receives All Bonuses by: Level 35

Pilot Name: Kelly Layzner
Nickname: Kelly
Mecha: Val Varo

Kakutou: 110	Maximum: 208
Kaihi: 113	Maximum: 309
Hannou: 82	Maximum: 180
Shatei: 129	Maximum: 227
Meichuu: 112	Maximum: 308
Giryou: 116	Maximum: 214

Tokushu Nouryoku:
Sokodzikara Level 2 (L9, L12)
Maximum: Level 4

Receives All Bonuses by: Level 12

Pilot Name: Cima Garahau
Nickname: Cima
Affiliation: Axis
Mecha: Gelgoog M (Cima Variant), Gerbera Tetra

Kakutou: 108	Maximum: 206
Kaihi: 125	Maximum: 321
Hannou: 86	Maximum: 184
Shatei: 133	Maximum: 231
Meichuu: 110	Maximum: 306
Giryou: 112	Maximum: 210

Tokushu Nouryoku:
Sokodzikara Level 1 (L4, L6, L9, L23)
Maximum: Level 5
Kiri Barai Level 1 (L5, L10, L15, L20)
Maximum: Level 5

Receives All Bonuses by: Level 23

Pilot Name: Karius
Nickname: Karius
Mecha: Dom II

Kakutou: 106 Maximum: 204
Kaihi: 115 Maximum: 311
Hannou: 86 Maximum: 184
Shatei: 127 Maximum: 225
Meichuu: 108 Maximum: 304
Giryou: 110 Maximum: 208

Tokushu Nouryoku: None

Receives All Bonuses by: Level 1

Pilot Name: Neuen Bitter
Nickname: Bitter
Affiliation: Duchy of Zeon, Kimberline Base (Commander)
Mecha: Zaku II (Zaku II MS-06F2 Neuen Variant)

Kakutou: 116 Maximum: 214
Kaihi: 119 Maximum: 315
Hannou: 88 Maximum: 186
Shatei: 132 Maximum: 230
Meichuu: 117 Maximum: 313
Giryou: 126 Maximum: 224

Tokushu Nouryoku:
Sokodzikara Level 6 (L22)
 Maximum: Level 7
Kiri Barai Level 1 (L5, L12)
 Maximum: Level 3

Receives All Bonuses by: Level 22

Pilot Name: Aguille Delaz
Nickname: Delaz
Affiliation: Duchy of Zeon, Delaz Fleet (Commander)
Mecha: Gwaden

Kakutou: 95 Maximum: 193
Kaihi: 119 Maximum: 315
Hannou: 87 Maximum: 185
Shatei: 129 Maximum: 227
Meichuu: 121 Maximum: 317
Giryou: 105 Maximum: 203

Tokushu Nouryoku:
Sokodzikara Level 3 (L8, L10)
 Maximum: Level 5

Receives All Bonuses by: Level 10

Part C: Devil Gundam Corps

Pilot Name: Zombie Soldier
Nickname: Zombie Soldier
Affiliation: Devil Gundam Corps
Mecha: Death Army

Kakutou: 105 Maximum: 203
Kaihi: 90 Maximum: 286

Hannou:	80	Maximum:	178
Shatei:	100	Maximum:	198
Meichuu:	100	Maximum:	296
Giryou:	95	Maximum:	193

Tokushu Nouryoku: None

Receives All Bonuses by: Level 1

Section 8: Seishin

Jibaku (1 SP):

The user's unit is instantly destroyed. All surrounding units, including allies, will receive damage equal to the current HP of the user's unit. Defense has no effect on the damage dealt.

Teisatsu (1 SP):

Select one target enemy unit that has not attacked any ally, been attacked, or has been the target of a Teisatsu Seishin. For the duration of the battle, you may view the statistics of that unit (and its pilot) as though it were one of your units. (The same thing occurs after an enemy is attacked or attacks.)

Kasoku (5 SP):

The user's unit gains an instant Movement bonus of +3. This bonus will last until the unit has moved (any distance).

Hirameki (10 SP):

One enemy attack (of any time, including MAP weapons) will be completely avoided. This Seishin (like Kasoku) lasts until it is used.

Tekagen (10 SP):

If the user makes an attack against an enemy unit that would otherwise result in the destruction of that enemy, the enemy will instead be left with 10 HP. However, Tekagen will fail if the user has less Giryou (skill) than the target.

Shuuchuu (15 SP):

For one turn (both offensive and defensive), the Meichuu (accuracy) and Kaihi (evasion) of the user will increase by 30%.

Konjou (20 SP):

The user's unit will regain up to 30% of its maximum HP.

Hicchuu (20 SP):

For one turn, the accuracy of the user's attacks will be 100% (that is, the final accuracy, after all adjustments are made). This only alters the accuracy of the attack - any special systems (like Bunshin, Jammer, etc.) may still be applied, as they in fact are only checked for if the attack has passed the 'to-hit' check.

Doryoku (15 SP):

During the next combat sequence (either an attack conducted by this unit, or an attack against this unit), the amount of experience gained will double. Note that if you choose 'Evade' or 'Defend' while attacked, you will lose the Doryoku Seishin effect.

Shinrai (30 SP):

Select one target friendly unit. That unit recovers up to 2000 HP.

Teppeki (30 SP):

For one turn, the armor rating for the user's unit doubles. This is after any parts or other considerations.

Ouen (20 SP):

Select one target friendly unit. That unit now gains the benefits as though it cast 'Doryoku' on itself. The rules for Doryoku effects apply.

Dokonjou (40 SP):

The user's unit will completely recover its HP.

Nekketsu (40 SP):

For the next attack, the damage inflicted will be multiplied by 1.5. This can be applied to MAP weapons (to devastating effect). Even though the Seishin screen doesn't seem to specify this, you cannot cast Nekketsu on a unit that already possesses the Nekketsu (or Tamashii) effect.

Kiai (50 SP):

The user's Kiryoku increases by 10 points.

Kou'un (40 SP):

During the next combat sequence, the amount of money received will be doubled. The rules that apply to Doryoku apply to Kou'un.

Datsuryoku (40 SP):

Select one target enemy unit. That unit's pilot loses 10 Kiryoku points.

Kakusei (50 SP):

The user's unit will have its movement ability (the ability to attack, move, etc.) restored after this movement turn. As with any other Seishin, Kakusei cannot be used once a unit has moved. Also, you cannot cast Kakusei if the unit is already under the effects of Kakusei. (You may, however, cast Kakusei after moving once the effect has worn off.)

Shukufuku (45 SP):

Select one target friendly unit. That unit now gains the benefits as though it cast 'Kou'un' on itself. The rules for Doryoku effects apply.

Kakuran (30 SP):

For one turn, all enemy accuracy is halved. (I believe this refers to the final, modified accuracy displayed on the combat sequence screen.) However, the effects of the 'Hicchuu' Seishin still apply.

Kishuu (60 SP):

The user gains the effects of the Seishin 'Kasoku', 'Hicchuu', 'Hirameki', and 'Nekketsu' at the same time.

Tamashii (60 SP):

For the next attack, the damage inflicted will be multiplied by 2.5. This can be applied to MAP weapons (to devastating effect). A unit cannot be under the effects of both Tamashii and Nekketsu at the same time.

Hokyuu (70 SP):

Select one target friendly unit. That unit's energy and ammunition are completely restored.

Gekirei (70 SP):

Select one target friendly unit. That unit's pilot's Kiryoku increases

by 10 points.

Ai (70 SP):

All friendly units' HP is completely restored.

Saidou (90 SP):

Select one target friendly unit that has already expended its movement ability (has moved, attacked, separated, combined, or any legal combination). That unit's movement ability is now restored (as though it has not moved, attacked, etc. yet).

Kenshin (30 SP):

The selected unit's pilots all regain up to 10 Seishin Points. This is regardless of whether or not they have cast any Seishin this turn. Casting this on Super Robots with more than 3 pilots (Combattler V, Voltes V come to mind) will therefore result in a net gain in Seishin Points. Also, you can cast this multiple times.

Totsugeki (25 SP):

For one turn, the user's unit is able to use weapons, excluding MAP weapons, as though the unit has not moved yet (that is, the user is able to use weapons without a P attribute).

Fukkatsu (100 SP):

Select one target friendly unit that has been destroyed. That unit is completely revived. All attributes of that unit are reset (all Seishin toggles are set to zero, the unit's EN and ammunition are restored, the pilot's Kiryoku is set to 100. Possibly 105 if they have the Shuffle Crest.)

Kiseki (100 SP):

The user gains the effects of the Seishin 'Kasoku', 'Hicchuu', 'Hirameki', 'Kou'un' and 'Tamashii' at the same time. The user also gains some Kiryoku points and restores some HP (yes, I still have to check some details about this Seishin.)

Section 9: Credits

There are several people without whose publicly available resources this document could have never been compiled:

GameFAQs (www.gamefaqs.com), for being the comprehensive game information site;

badkarma.net, whose information helped me confirm the translations of some mecha and pilot names;

Hitoshi Doi's Anime and Game Database (www.tcp.com/~doi), for the names of several characters. I would have taken three or four times the amount of work to finish the Super Robo section, and I probably would have made different choices for name translations;

Jeffrey's J<->E Dictionary Server (linear.mv.com/), an excellent on-line dictionary.

Section 10: Copyright / Authorization

This document is the sole property of soren_kanzaki@yahoo.com, and copyright 2002. Unauthorized reproduction, either in print, electronic, or other format is expressly prohibited without consent of the author. Individuals may download this document from the following authorized websites:

GameFAQs (www.gamefaqs.com)
www.cheats.de
www.neoseeker.com

Individuals may only use this document for personal purposes and are expressly prohibited from transferring or reproducing this document in any format without consent of the author. This document cannot be altered and then redistributed without consent of the author. This document, reproductions thereof, or excerpts, cannot be sold for money.

Section 11: Miscellaneous

Naval Rank / Army Rank and Affiliations:

I tried to only go with those whose official rank in Londo Bell / Federal Forces or whatever service is appropriate was mentioned during the course of the game. Occasionally I caught the proper rank in the dialogues, but I'm the first to admit that there may be errors and incompleteness in this section. As to the Army / Navy issue, the Japanese use a single term for officers of a given level, while the American military uses different names for officers of similar grade between the Navy and all other services. Below is a list of the ranks for non-general officers:

Japanese	- US Army/Marines/Air Force	- US Navy
Shou-i	- 2nd Lieutenant	- Ensign
Chuu-i	- 1st Lieutenant	- Lieutenant, Junior Grade
Tai-i	- Captain	- Lieutenant
Shou-sa	- Major	- Lieutenant Commander
Chuu-sa	- Lieutenant Colonel	- Commander
Tai-sa	- Colonel	- Captain

This is only an issue since the official AnimeVillage / Bandai subbed and dubbed anime in the US insists on converting the entire Federal Forces rank structure into naval terms. (Which to me doesn't make sense for officers like Shiro Amada and the 08th MS Team.)

The term 'kanchou' (as in the title of the 5th Chapter, Futari no Kanchou) refers to the commanding officer of a ship. In the US military, this can be as low as a lieutenant (PBRs, other very small ships) and as high as an admiral (super-carriers). It does not actually indicate a specific rank. The same holds true for the term 'taichou' - although this represents the commanding officer of a non-naval military unit.

The Affiliation data is based on the original anime the characters are from, whenever possible. That does mean that there may be errors, and certainly my knowledge of certain anime is less exhaustive than others.

Quattro vs. Char:

Well, theoretically these two are the same person. In this game, however, Quattro is exactly 3 points more skilled than Char, but 2 points less damaging at ranged combat - I guess he spent the years following the One Year War doing SOMETHING productive ...

Anavel?:

For a variety of reasons (no Conformal Parts slots; no Seishin), I am confident Anavel Gato and the Physalis are NOT in this game as obtainable units. Just to make sure everyone understands.

Mobile Fighter G Gundam slots:

This is more of a technical issue and a curiosity, but ... the Mobile Fighter G Gundam pilots whose mecha have S and H modes (e.g., Domon's Shining Gundam S / God Gundam H, George de Sand's Gundam Rose S) all have multiple pilot entries. I believe this is a book-keeping convention (so the right picture is shown while the pilot is executing an attack) and to enable or disable the correct attacks. The statistics for these pilots do not differ from their original statistics. Also, Domon has a red colored portrait version (I'm guessing for the Shining Gundam S's Shining Finger Sword). This holds true for their mecha as well - there is a separate data block for the regular and S/H mode mecha.

Beautiful Tachibana:

I haven't seen her in the game yet, but by her statistics and complete lack of Seishin, she's either a temporary character or there for some sort of cinematic / book-keeping purpose. Don't ask me, ask Banpresto.

Mobile Battleship or Martian Successor Nadesico?:

Okay, I don't want to wade into the middle of a naming war - so I listed both as possible translations. By all technicality, the kanji that show up on the title screen are Kidou Senkan - which means Mobile Battleship. But the accepted name for a long time (and the one I use most often) has been Martian Successor Nadesico. During the opening, you can see Martian Successor Nadesico written in English on the screen, as well as Kidou Senkan Nadesico written in Japanese. Anyway, I've taken the easy way out and just left the Japanese Romanji ... no arguments about that ...

Zhang Wufei:

I've studied enough Chinese to know - there is no chance whatsoever that you'd call him Chang Wufei. Sunrise just ... well, I can't really explain what they were thinking. Heck, his name is quite similar to a famous hero (Zhang Fei of the Three Kingdoms period; read: his name was swiped from the legend).

Statistics Enhanced Version:

There are several versions of certain 'cannon fodder' pilots (Planet Vega Soldiers, Planet Balm Soldiers, Giganos Soldiers, to name a few). The first version is usually the first encountered. Later, the second version will start appearing in maps - these are, I suppose, veterans with better abilities. The worst case is the AI Pilot, which has 8 different pilot entries (some of which are the same as the other AI, but the game keeps a different AI for each different 'group'. For example, the Batta AI is separate from Mazinger-Z enemy AI, which is different than Mobile Doll AI (which is actually called Mobile Doll ...)