

Mecha Guide

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Updated to v1.0 on May 2, 2002

Super Robot Taisen A Mecha Guide 1.0
Released on May 02, 2002
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Section 1: Overview

Combining heavy armor, high mobility, and a slew of offensive weaponry, mecha of all stripes are a vision of the future of combat. Whether designed to fight evil in the name of justice, protect the Earth against invasion, or just enforce a little military influence, these weapons vary in their type and effectiveness.

But exactly how much armor does that new mobile suit have? Is the GM Custom more effective than the Apsaras? How many shots does that Beam Rifle have before it's time to head back to re-arm?

You could hire an army of technicians, raid the records of Anaheim Electronics, spend countless hours running tests, and interrogate Nina Purpleton, Tem Rey, Dr. J, Dr. Saotome, Professor Kabuto ... Or you could keep reading. Whatever works for you ...

Section 2: Version History

0.6 (4/08/02): First version. (aka the Gundam Edition) Metal Armor Dragonar 100% complete. Universal Century mecha from Kidou Senki Gundam, Gundam 08th MS Shoutai, Gundam 0083, Kidou Senki Z Gundam, Kidou Senki Gundam ZZ complete. Shin Kidou Senki Gundam Wing mecha complete. Original Real Robots complete.

Somehow, v.0.6 got bounced by my mail client. *mutter* Oh well, you get the much better ...

0.7 (4/10/02): Added all of the Kidou Senkan Nadesico mecha. Started inputting Mobile Fighter G Gundam mecha (still have a few S/H variants to sort through). Added Giganos, Zeon, and Devil Gundam Corps mecha. Added original Super Robots. Corrected Shin->Twin. Added Combination Attack Section. Added Armored Carrier rules. Added Mazinger, Daitarn 3, Zambot 3, Fighting King Daimos.

0.8 (4/12/02): All 151 mecha inputted, notes added, and other things generally cleaned up and corrected. Huzzah! Also added Dyne, Val Varo, Gerbera Tetra, and other enemy mecha. Corrected Kayra Su [not Chara Soon, she's an enemy]. (This is what happens when you try to guess the pilot name for a series you've yet to see ...) Added Formation Attack (a.k.a. Buttercup Formation Attack). Added Conformal Parts.

0.9 (4/22/02): Corrected Zaku II Heat Hawk accuracy. Corrected FA ZZ Gundam attack values. Corrected Ghinias' Apsaras data. Added Jovian Union Military Batta. Added Grandizer/Spazer pilots, Combattler V support pilots, Kerot pilots, and Voltes V support pilots (thanks to Edda Robo E). Added Double Gekigan Flare, Twin Laser Sword, Combination Blade, S Combination Attack, Choudenji Spin V no Jigiri, Double God Finger, Sekiha Love Love Tenkyouken, Bakunestu! Kyuukyokuken, Choukyuu Haou Den'eidan, Kyuukyoku Sekiha Tenkyouken, Shuffle Doumeiken, Double Burning F, D Lightning Buster, D Mazinger Blade, D Mazinger Punch, Dual Missile, Mazinger Tornado, Triple Mazinger Punch, F Dynamic Special, variants for Dragonar, Getta Combination Attacks. Added enemy Jet Stream Attack. Corrected Hissatsu Reppu Sekkenzuki (based on what Kazuya screams out as he does the attack), Double Getta Beam. Corrected Ryoko's Rapid Rifle (also counts as a P weapon). Added Daimos' Hissatsu Reppu Sekkenzuki Kai, Voltes V's Tenkuuken Ball V no Jigiri, Combattler V's Grandasher, Boss Borot's Borot Pressure Punch, Aestivalis' Field Lancer (or Gekigan Shot). Started level checking enemy mecha. Added Mobile Fighter G Gundam ultimate moves.

1.0 (5/02/02): Added Stoner Sun Shine Spark (finishing off the Combination Section!). Double checked the Shuffle Doumeiken weapons systems. Added Batta (Land Version), Devil Aestivalis. Added Shadow Mirror, Ankoku Dai-Shogun Troops, Getta Enemies, and Combattler V Enemies. Added note on Cavalier Type-0 combinations. Corrected Renshin Laser (should be Sokusha

Laser). All mecha are now level checked, and the Scenario Guide has been corrected to reflect this information. Did extensive Hicchuu testing (and Open Gate testing) due to Mellow RG's suggestion on the Gamefaqs' Super Robot Taisen A board. Corrected Open Gate and Super/Hyper Mode threshold Kiryoku values (should be 120, not 130.) Corrected Hyper Jammer (acts just like a Jammer, as far as I can tell ...)

Section 3: General Mecha Information

There are exactly 151 different records for mecha (including variants) in Super Robot Taisen A. Not all of them can be permanently obtained, but all 151 can at some point be a friendly, controllable unit (that is, you can issue orders to this unit).

Each mecha data block is 112 bytes long. For reference, the first mecha toggle bit (which was used to compile this guide) belongs to mecha 0, the original Gundam, and resides at memory address 2006ded. The game checks this byte, and if it is non-zero, the mecha is placed in the unit status list (available during Intermissions between chapters).

Part A: Statistics

All mecha share several statistics in common. These can be checked by looking at the two pages of quick mecha status information (either by checking the abilities of a mecha during combat, or during Intermission).

On the first screen, you will find the following data (starting from the upper left, working right and down):

Unit Size (S - M - L - LL)
Repair Cost
Unit Name (located above the HP/EN/SH bars)
Unit Current / Maximum HP
Unit Current / Maximum EN
Unit Current / Maximum SH (if the unit possesses a physical armor shield)
A large picture of the unit (middle right side)
Idouryoku (Movement Range)
Undousei (Agility)
Soukou (Armor)
Genkai (Limit)
Terrain Modifiers (lower right side): Air, Land, Space, Water (from the upper left, working clockwise)

On the second screen, the area where the picture was is replaced by the unit's Yuugou (Conformal) Parts listing. The area where the Idouryoku, Undousei, Soukou, and Genkai was listed is now replaced with a list of the unit's Tokushu Nouryoku (Special Abilities). In the lower right corner, where the Terrain Modifiers were, is the unit's type (Space, Air, Land, Air/Land, Land/Underground, Land/Underwater come to mind).

Mecha can equip at least one, and at most four Conformal Parts. These items are received during combat by destroying certain enemies. Any mecha can equip any part. During a second-play game (see below), all mecha will have four Conformal Part slots. You can normally only have a maximum of 9 of any part; when a mecha is upgraded (e.g., Dragonar Type-1 to Dragonar Type-1 (L)), all parts are returned to central inventory. It is possible to get up

to 120 of any given part before the game will crash - however, the item equip list display will be incorrect. It is still usable. Items are returned to your central inventory if you temporarily or permanently lose a mecha from your list (e.g., you lose the Dragonar mecha, Shining Gundam, Getta-1/2/3, Getta-Q, and Texas Mack if you take the Space Route in Chapter 8). You may assign new Parts during any intermission.

All mecha have weapons systems of some sort. All weapons systems have the following information:

Name <RH> [PMB] (Base Kougeki, Shatei, Meichuu, Ammo, EN, Minimum Kiryoku, Critical, Air/Water/Land/Space) Additional Requirements

What does this mean? Item by item:

Name - Weapon Name

<RH> - Is the weapon a Ranged or Hand-to-Hand weapon? This determines which pilot skill modifier is applied.

[PMB] - Can the weapon be fired after moving? [P] Is the weapon a MAP weapon?

[M] Is the weapon considered a Beam Weapon? (and is subject to certain modifications and deflections?) [B]

Base Kougeki - The unmodified attack strength of the weapon.

Shatei - The range, in squares, of the indicated weapon. Diagonal movement counts as two squares.

Meichuu - The accuracy adjustment for the weapon.

Ammo - The rounds of ammunition (0 for no ammunition requirement) that is carried for this weapon.

EN - The cost in Energy for firing this weapon.

Minimum Kiryoku - The minimum Kiryoku (morale or vitality) that the pilot must have in order to use this weapon. (Most often 0) Weapons with high Minimum Kiryoku values tend to be very destructive.

Critical - The critical adjustment for the weapon. Positive values represent an increased chance for scoring a critical hit.

Air/Water/Land/Space - The listed effectiveness of this weapon in the given terrain. Beam weapons perform very poorly in water.

Additional Requirements - Any other listed requirements for using the weapons system. Some weapons require a user to be of a certain level or possess a certain skill (especially Newtype).

For a list of Special Abilities, see section 8. For a list of Conformal Parts, see section 9.

All mecha (with the exception of Aestivalis units; see Section 5.D) recover 5 EN per turn. For every square moved in the air, 1 EN is expended.

One last note: certain ships count as Battleships (Senkan). In many scenarios, you will lose if all friendly battleships are destroyed. More importantly, all battleships have the ability to recover and launch mecha. Any mecha may move into the same square as a battleship. Its HP, EN, and ammunition will be replenished. At any time during the turns following its arrival on the battleship, the mecha may be launched from the battleship. This operation can be performed even after a battleship has moved. The pilots of any mecha that is recovered by a battleship loses 5 Kiryoku points.

Part B: Upgrades

You can also upgrade any mecha. Mecha can receive up to 15 upgrades. The first time you play Super Robot Taisen A, mecha upgrades will be limited

to some number (listed in the mecha information). At the completion of the game, you will be prompted to save. If you load that saved game, you will start a new game, but the mecha upgrade limit will be lifted and all mecha may be upgraded 15 times.

You can also upgrade a mecha's weapon systems; this includes the unit's shield (if any). The number of times a weapons system or shield can be upgraded is equal to the number of times you can upgrade any other statistic.

Certain mecha are upgraded from one entry to another during the course of a game. (e.g., Dragonar Type-1 -> Dragonar Type-1 (L) -> Dragonar Type-1 Custom; Gundam Shisaku 1-Gou Ki -> Gundam Shisaku 1-Gou Ki Fb) Any upgrades that have been purchased for the previous unit will be carried forwards into the new unit.

Certain mecha are also linked to other mecha. This occurs in units that can transform (Henkei) and separate (Bunri). Upgrades to weapons and statistics applied to one unit benefit the other unit. For example, if you upgrade the Taurus's HP twice, the Taurus (MA) will reflect these upgrades.

Suprisingly, all upgrades cost the same and have the same effect, regardless of mecha.

Statistics Upgrades:

HP Upgrade:

+200 per upgrade

Cost: Upgrade Level x 2000 (2000, 4000, 6000, 8000, etc.)

EN Upgrade:

+10, +10, +10, +10, +10, +20, +20, +20, +20, +20, +20, +20, +20, +20

Cost:

1000, 1500, 1500, 2000, 2000, 3000, 3000, 4000, 4000, 5000, 5000, 6000, 6000, 7000, 7000

Agility Upgrade:

+5 per upgrade

Cost:

5000, 8000, 10000, 12000, 15000, 20000, 25000, 30000, 35000, 40000, 45000, 50000, 55000, 60000, 65000

Armor Upgrade:

+100, +100, +100, +100, +100, +150, +150, +150, +150, +150, +150, +150, +150, +150, +150

Cost:

3000, 5000, 8000, 10000, 15000, 20000, 25000, 30000, 35000, 40000, 45000, 50000, 55000, 60000, 65000

Limit Upgrade:

+10, +10, +10, +10, +10, +20, +20, +20, +20, +20, +20, +20, +20, +20

Cost:

1000, 1500, 1500, 2000, 2000, 3000, 3000, 4000, 4000, 5000, 5000, 6000, 6000, 7000, 7000

Weapons Upgrades: (increases the attack value of the system)

+100 for the first 5 upgrades, +150 for the next 5, and +200 for the last 5

Cost: Upgrade Level X Weapon Cost Modifier X 1000 (e.g., if the WCM is 4000, then the cost is 4000, 8000, 12000, 16000, etc.)

Shield Upgrades:

+100, +100, +150, +150, +200, +200, +250, +250, +300, +300, +350, +350, +400, +400, +500

Cost: Upgrade Level x 500 (500, 1000, 1500, 2000, etc.)

Section 4: Original Mecha

Mecha Name: Angelgu

Starting Pilot: Lamia Loveless

Base HP: 4800

Base EN: 160

Type: Air/Land

Size: L

Repair Cost: 3000

Movement: 6

Agility: 75

Armor: 1500

Limit: 350

Air: A Land: A Sea: B Space: A

Special Abilities: Beam Coat, Bunshin

Conformal Parts Slots: 3

Upgrade Levels: 10

Weapons Systems:

Mirage Sword <H> [P] (1300, 1-3, +30, 0, 0, 0, +10, A/A/A/A)

Shadow Lancer <H> (1400, 2-5, 0, 8, 0, 0, 0, A/A/B/A)

Mirage Sign <H> [P] (1600, 1 +10, 0, 0, 0, 0, A/A/A/A)

Illusion Arrow <R> (1900, 2-6, +10, 0, 20, 105, +10, A/A/A/A)

Phantom Phoenix <R> (2600, 3-7, +20, 0, 40, 120, +20, A/A/A/A) Level 20

Weapons Cost Modifier: 2, 4, 4, 4, 5

Mecha Name: Ash Saber

Starting Pilot: Axel Aruma / Lamia Loveless

Base HP: 3800

Base EN: 150

Type: Land

Size: M

Repair Cost: 3000

Movement: 8

Agility: 120

Armor: 1200

Limit: 400

Air: - Land: A Sea: A Space: A

Special Abilities: Sword, Beam Coat, Jammer

Conformal Parts Slots: 3

Upgrade Levels: 10

Weapons Systems:

Laser Blade <H> [P] (1200, 1, +20, 0, 0, 0, +20, -/A/A/A)

Fire Dagger <R> [P] (1300, 1-3, +10, 6, 0, 0, 0, A/A/A/A)

Gun Rapier <R> (1500, 1-5, +10, 10, 0, 0, +10, A/A/B/A)

Halberd Launcher <R> (1800, 2-6, 0, 0, 30, 105, 0, A/A/B/A)

Sword Breaker <R> [P] (2500, 3-6, +20, 6, 0, 120, +20, A/A/A/A) Level 20
Weapons Cost Modifier: 2, 4, 4, 4, 5

Mecha Name: Raaza Angurifu
Starting Pilot: Axel Aruma / Lamia Loveless
Base HP: 4600
Base EN: 180
Base SH: 1500
Type: Land
Size: M
Repair Cost: 3000
Movement: 6
Agility: 85
Armor: 1400
Limit: 400
Air: - Land: A Sea: A Space: A
Special Abilities: Sword, Shield, Beam Coat, Jammer
Conformal Parts Slots: 3
Upgrade Levels: 10

Weapons Systems:

Scissors Knife <H> [P] (1100, 1, +20, 0, 0, 0, +20, -/A/A/A)
Matrix Missile <R> (1300, 3-6, +5, 6, 0, 0, 0, A/A/A/A)
Linear Missile Launcher <R> (1400, 1-5, 0, 10, 0, 0, +10, A/A/A/A)
Phalanx Missile <R> (1900, 4-7, +10, 6, 0, 105, +10, A/A/A/A)
F Solid Cannon <R> (2700, 5-8, +50, 5, 0, 120, +20, A/A/A/A) Level 20
Weapons Cost Modifier: 2, 4, 4, 4, 5

Mecha Name: Soul Gain
Starting Pilot: Axel Aruma
Base HP: 5000
Base EN: 170
Type: Air/Land
Size: L
Repair Cost: 3000
Movement: 6
Agility: 65
Armor: 1600
Limit: 300
Air: A Land: A Sea: B Space: A
Special Abilities: HP Kaifuku
Conformal Parts Slots: 3
Upgrade Levels: 10

Weapons Systems:

Seiryuu Rin <H> (1200, 2-5, +10, 0, 10, 0, 0, A/A/B/A)
Byakko Kami <H> [P] (1400, 1, +20, 0, 0, 0, 0, A/A/A/A)
Genbu Goudan <H> [P] (1600, 1-3, 0, 0, 0, 0, +10, A/A/B/A)
Mai Suzaku <H> [P] (2000, 1, +10, 0, 30, 110, +10, A/A/A/A)
Kirin <H> [P] (3000, 1, +20, 0, 70, 120, +20, A/A/A/A) Level 20
Weapons Cost Modifier: 2, 4, 4, 4, 5

Mecha Name: Vysaga
Starting Pilot: Axel Aruma / Lamia Loveless
Base HP: 4100
Base EN: 150
Base SH: 1500
Type: Air/Land
Size: L
Repair Cost: 3000

Movement: 7
Agility: 85
Armor: 1400
Limit: 300
Air: A Land: A Sea: B Space: A
Special Abilities: Sword, Shield, Bunshin
Conformal Parts Slots: 3
Upgrade Levels: 10

Weapons Systems:

Rekka Jin <H> (1200, 2-5, +20, 8, 0, 0, 0, A/A/B/A)
Suiryuu Souga <H> [P] (1400, 1-3, +10, 0, 0, 0, +10, A/A/A/A)
Chizan Shikkuu Ha <H> (1600, 1-4, 0, 0, 10, 0, +30, A/A/B/A)
Fuujinsen <H> [P] (1900, 1, +10, 0, 30, 110, +40, A/A/A/A)
Ougi Koujinsen <H> [P] (2800, 1, +20, 0, 60, 120, +50, A/A/A/A) Level 20
Weapons Cost Modifier: 2, 4, 4, 4, 5

Section 5: Friendly Real Robot Mecha

Part A: Metal Armor Dragonar

Mecha Name: Cavalier Type-0 (Cavalier 0-Kata)
Starting Pilot: Ken Wakaba
Base HP: 3700
Base EN: 150
Base SH: 2000
Type: Space
Size: M
Repair Cost: 0
Movement: 7
Agility: 90
Armor: 1200
Limit: 300
Air: - Land: - Sea: - Space: A
Special Abilities: Bunri, Shield, EWAC, Jammer
Conformal Parts Slots: 3
Upgrade Levels: 10
Separates into: Dragonar Type-1 (non-reversible)

Weapons Systems:

Shoulder Bomb <H> [P] (1000, 1-3, +5, 4, 0, 0, 0, A/A/A/A)
75mm Hand Rail Gun <R> [P] (1400, 1-4, 0, 10, 0, 0, +10, A/A/B/A)
Laser Sword <H> [P] (1600, 1-3, +15, 0, 0, 0, 0, A/A/A/A)
220mm Rail Cannon <R> (1600, 3-6, -10, 6, 0, 0, 0, A/A/B/A)
Weapons Cost Modifier: 4, 4, 4, 4

Notes:

This unit is available only for the first 2 Chapters of the Real Robot Route.
This unit counts as the Armored Carrier for Dragonar Type-1.
The 220mm Rail Cannon is exclusive to the Armored Carrier.

Mecha Name: Dragonar Type-1 (Dragonar 1-Kata)
Starting Pilot: Ken Wakaba
Base HP: 3500
Base EN: 140
Base SH: 2000

Type: Land
Size: M
Repair Cost: 2000
Movement: 6
Agility: 100
Armor: 1000
Limit: 320
Air: - Land: A Sea: C Space: A
Special Abilities: Sword, Shield
Conformal Parts Slots: 3
Upgrade Levels: 10

Weapons Systems:

Shoulder Bomb <H> [P] (1000, 1-3, +5, 4, 0, 0, 0, A/A/A/A)
75mm Hand Rail Gun <R> [P] (1400, 1-4, 0, 10, 0, 0, +10, A/A/B/A)
Laser Sword <H> [P] (1600, 1-3, +15, 0, 0, 0, 0, -/A/A/A)
Weapons Cost Modifier: 4, 4, 4

Mecha Name: Dragonar Type-1 Lifter (Dragonar 1-Kata (L))

Starting Pilot: Ken Wakaba

Base HP: 3700
Base EN: 150
Base SH: 2200
Type: Air/Land
Size: M
Repair Cost: 3000

Movement: 7
Agility: 110

Air: A Land: A Sea: C Space: A

Armor: 1200

Limit: 340

Special Abilities: Sword, Shield

Conformal Parts Slots: 3

Upgrade Levels: 10

Weapons Systems:

Shoulder Bomb <H> [P] (1100, 1-3, +5, 4, 0, 0, 0, A/A/A/A)
5 Ren Dual Missile Pod <R> (1300, 2-6, +5, 5, 0, 0, 0, A/A/A/A)
75mm Hand Rail Gun <R> [P] (1500, 1-4, 0, 10, 0, 0, +10, A/A/B/A)
Laser Sword <H> [P] (1700, 1-3, +15, 0, 0, 0, 0, -/A/A/A)
Weapons Cost Modifier: 4, 4, 4, 4

Notes:

This unit inherits its upgrades from Dragonar Type-1. The 5 Ren Dual Missile Pod is a new weapon, however, and has no inheritance.

This unit is received during the Intermission between Chapter 6 and 7.

Mecha Name: Dragonar Type-1 Custom (Dragonar 1-Kata Custom)

Starting Pilot: Ken Wakaba

Base HP: 3900
Base EN: 170
Base SH: 2400
Type: Air/Land
Size: M
Repair Cost: 4000

Movement: 8

Agility: 120

Air: A Land: A Sea: C Space: A

Armor: 1400

Limit: 360

Special Abilities: Sword, Shield

Special Abilities: Sword, Shield
Conformal Parts Slots: 2
Upgrade Levels: 10

Weapons Systems:

2 Ren 25mm Kikanhou <R> [P] (1000, 1-2, +30, 20, 0, 0, -20, A/A/B/A)
Shoulder Bomb <H> [P] (1200, 1-3, +5, 4, 0, 0, 0, A/A/A/A)
6 Ren Dual Missile Pod <R> (1400, 2-6, +5, 5, 0, 0, 0, A/A/A/A)
55.6mm Hand Rail Gun <R> [P] (1600, 1-5, 0, 10, 0, 0, +10, A/A/B/A)
Laser Sword <H> [P] (1800, 1-3, +15, 0, 0, 0, 0, A/A/A/A)
Koushi Bazooka Hou <R> [B] (2100, 3-7, -20, 0, 20, 0, +10, A/A/-/A)
Weapons Cost Modifier: 2, 4, 4, 4, 4, 5

Notes:

This unit inherits its upgrades from Dragonar Type-1 Lifter. The 55.6mm Hand Rail Gun is linked to the 75mm Hand Rail Gun; the 6 Ren Dual Missile Pod is linked to the 5 Ren Dual Missile Pod. The Koushi Bazooka Hou and 2 Ren 25mm Kikanhou are new weapons.

Mecha Name: Dragonar Type-2

Starting Pilot: Tapp Oceano

Base HP: 3800

Base EN: 150

Type: Land

Size: M

Repair Cost: 2000

Movement: 5

Agility: 90

Armor: 1200

Limit: 300

Air: - Land: A Sea: C Space: A

Special Abilities: None

Conformal Parts Slots: 3

Upgrade Levels: 10

Weapons Systems:

Plasma Grenade <R> [P] (1000, 1-3, +5, 4, 0, 0, 0, A/A/A/A)
88mm Hand Rail Gun <R> [P] (1400, 1-4, 0, 10, 0, 0, +10, A/A/B/A)
2 Rensou Shiki Rail Gun <R> (1500, 1-4, +10, 6, 0, 0 +10, A/A/B/A)
280mm Rail Cannon <R> (1600, 3-6, -10, 6, 0, 0, 0, A/A/B/A)
Weapons Cost Modifier: 4, 4, 4, 4

Mecha Name: Dragonar Type-2 Lifter (Dragonar 2-Kata (L))

Starting Pilot: Tapp Oceano

Base HP: 4000

Base EN: 160

Type: Air/Land

Size: M

Repair Cost: 3000

Movement: 6

Agility: 100

Armor: 1400

Limit: 320

Air: A Land: A Sea: C Space: A

Special Abilities: Hokuyuu

Conformal Parts Slots: 3

Upgrade Levels: 10

Weapons Systems:

Plasma Grenade <R> [P] (1100, 1-3, +5, 4, 0, 0, 0, A/A/A/A)

10 Ren Dual Missile Pods <R> (1300, 2-6, +5, 5, 0, 0, 0, A/A/A/A)
88mm Hand Rail Gun <R> [P] (1500, 1-4, 0, 10, 0, 0, +10, A/A/B/A)
2 Rensou Shiki Rail Gun <R> (1600, 1-4, +10, 6, 0, 0 +10, A/A/B/A)
280mm Rail Cannon <R> (1700, 3-6, -10, 6, 0, 0, 0, A/A/B/A)
Weapons Cost Modifier: 4, 4, 4, 4, 4

Notes:

This unit inherits its upgrades from Dragonar Type-2. The 10 Ren Dual Missile Pod is a new weapon, however, and has no inheritance. This unit is received during the Intermission between Chapter 6 and 7.

Mecha Name: Dragonar Type-2 Custom (Dragonar 2-Kata Custom)

Starting Pilot: Tapp Oceano

Base HP: 4200

Base EN: 180

Type: Air/Land

Size: M

Repair Cost: 4000

Movement: 7

Agility: 110

Armor: 1600

Limit: 340

Air: A Land: A Sea: C Space: A

Special Abilities: Sword

Conformal Parts Slots: 2

Upgrade Levels: 10

Weapons Systems:

2 Ren 25mm Kikanhou <R> [P] (1000, 1-2, +30, 20, 0, 0, -20, A/A/B/A)

10 Ren Dual Missile Pods <R> (1400, 2-6, +5, 5, 0, 0, 0, A/A/A/A)

Assault Knife <H> [P] (1400, 1, +15, 0, 0, 0, 0, A/A/A/A)

88mm Hand Rail Gun <R> [P] (1700, 1-5, 0, 10, 0, 0, +10, A/A/B/A)

640mm Rail Cannon <R> (1800, 3-7, -10, 6, 0, 0, 0, A/A/B/A)

Koushi Bazooka Hou <R> [B] (2100, 3-7, -20, 0, 20, 0, +10, A/A/-/A)

Weapons Cost Modifier: 2, 4, 4, 4, 4, 5

Notes:

This unit inherits its upgrades from Dragonar Type-2 Lifter. The 640mm Rail Cannon is linked to the 280mm Rail Cannon. The Koushi Bazooka Hou, Assault Knife, and 2 Ren 25mm Kikanhou are new weapons.

Mecha Name: Dragonar Type-3 (Dragonar 3-Kata)

Starting Pilot: Light Newman

Base HP: 3400

Base SH: 130

Type: Land

Size: M

Repair Cost: 3000

Movement: 5

Agility: 95

Armor: 900

Limit: 310

Air: - Land: A Sea: C Space: A

Special Abilities: Shuuri, EWAC, Jammer

Conformal Parts Slots: 3

Upgrade Levels: 10

Weapons Systems:

50mm Hand Rail Gun <R> [P] (1400, 1-4, 0, 10, 0, 0, +10, A/A/B/A)

Weapons Cost Modifier: 4

Mecha Name: Dragonar Type-3 Lifter (Dragonar 3-Kata (L))

Starting Pilot: Light Newman

Base HP: 3600

Base EN: 140

Type: Air/Land

Size: M

Repair Cost: 3000

Movement: 6

Agility: 105

Armor: 1100

Limit: 330

Air: A Land: A Sea: C Space: A

Special Abilities: Shuuri, EWAC, Jammer

Conformal Parts Slots: 3

Upgrade Levels: 10

Weapons Systems:

Tai-Laser Missile <R> (1300, 2-6, +5, 5, 0, 0, 0, A/A/A/A)

50mm Hand Rail Gun <R> [P] (1500, 1-4, 0, 10, 0, 0, +10, A/A/B/A)

Weapons Cost Modifier: 4, 4

Notes:

This unit inherits its upgrades from Dragonar Type-3. The Tai-Laser Missile is a new weapon, however, and has no inheritance.

This unit is received during the Intermission between Chapter 6 and 7.

Mecha Name: Dragonar Type-3 Custom (Dragonar 3-Kata Custom)

Starting Pilot: Light Newman

Base HP: 3800

Base EN: 160

Type: Air/Land

Size: M

Repair Cost: 4000

Movement: 7

Agility: 110

Armor: 1100

Limit: 350

Air: A Land: A Sea: C Space: A

Special Abilities: Shuuri, EWAC, Jammer

Conformal Parts Slots: 2

Upgrade Levels: 10

Weapons Systems:

Tai-Laser Missile <R> (1400, 2-6, +5, 5, 0, 0, 0, A/A/A/A)

50mm Hand Rail Gun <R> [P] (1600, 1-5, 0, 10, 0, 0, +10, A/A/B/A)

Koushi Bazooka Hou <R> [B] (2100, 3-7, -20, 0, 20, 0, +10, A/A/-/A)

Weapons Cost Modifier: 4, 4, 5

Notes:

This unit inherits its upgrades from Dragonar Type-3 Lifter. The Koushi Bazooka Hou is a new weapon, however, and has no inheritance.

Mecha Name: Falgen

Starting Pilot: Maillot Plarto

Base HP: 4200

Base EN: 210

Type: Air/Land

Size: M

Repair Cost: 8000

Movement: 7

Agility: 110
Armor: 1400
Limit: 350
Air: A Land: A Sea: C Space: A
Special Abilities: Sword
Conformal Parts Slots: 3
Upgrade Levels: 10

Weapons Systems:

Plasma Grenade <R> [P] (1300, 1-3, +5, 4, 0, 0, 0, 0, A/A/A/A)
Dual Missile Pod <R> (1400, 2-6, +5, 5, 0, 0, 0, 0, A/A/A/A)
Laser Sword <H> [P] (1600, 1, +15, 0, 0, 0, 0, 0, A/A/A/A)
75mm Hand Rail Gun <R> (1600, 1-6, 0, 10, 0, 0, 0, +10, A/A/B/A)
Weapons Cost Modifier: 4, 4, 4, 4

Mecha Name: Dragoon

Starting Pilot: ??

Base HP: 4000

Base EN: 200

Type: Air/Land

Size: M

Repair Cost: 5000

Movement: 7

Agility: 110

Armor: 1400

Limit: 340

Air: A Land: A Sea: C Space: A

Special Abilities: Sword, EWAC, Jammer

Conformal Parts Slots: 3

Upgrade Levels: 10

Weapons Systems:

10 Ren Dual Missile Pod (1300, 2-6, +5, 5, 0, 0, 0, 0, A/A/A/A)
Laser Sword <H> [P] (1500, 1, +15, 0, 0, 0, 0, 0, A/A/A/A)
55.6mm Hand Rail Gun <R> [P] (1500, 1-4, 0, 10, 0, 0, 0, +10, A/A/B/A)
460mm Rail Cannon <R> (1700, 3-6, -10, 6, 0, 0, 0, 0, A/A/B/A)
Weapons Cost Modifier: 4, 4, 4, 4

Part B: Universal Century

Mecha Name: Argama

Starting Pilot: Bright Noah

Base HP: 8000

Base EN: 270

Type: Air

Size: LL

Repair Cost: 10000

Movement: 5

Agility: 50

Armor: 1000

Limit: 210

Air: A Land: - Sea: - Space: A

Special Abilities: EWAC

Conformal Parts Slots: 4

Upgrade Levels: 13

Weapons Systems:

Taikuu Laser Hou <R> [P] (1000, 1-2, +30, 20, 0, 0, 0, -20, A/A/-/A)

Rensou Missile Launcher <R> (1100, 2-4, +5, 20, 0, 0, 0, 0, A/A/A/A)
Hyper Mega Ryuushi Hou <R> [MB] (1300, 1-5, -10, 0, 40, 0, +10, A/A/-/A)
Mega Ryuushi Shuuhou <R> [B] (1400, 3-6, 0, 0, 10, 0, +10, A/A/-/A)
Weapons Cost Modifier: 2, 4, 5, 4

Notes:

The Argama counts as a battleship.

Mecha Name: Near Argama
Starting Pilot: Bright Noah
Base HP: 9000
Base EN: 280
Type: Air
Size: LL
Repair Cost: 15000
Movement: 6
Agility: 55
Armor: 1200
Limit: 240
Air: A Land: - Sea: - Space: A
Special Abilities: EWAC
Conformal Parts Slots: 4
Upgrade Levels: 13

Weapons Systems:

Taikuu Laser Hou <R> [P] (1200, 1-2, +30, 20, 0, 0, -20, A/A/-/A)
Rensou Missile Launcher <R> (1300, 2-4, +5, 20, 0, 0, 0, 0, A/A/A/A)
Hyper Mega Ryuushi Hou <R> [MB] (1500, 1-6, -10, 0, 50, 0, +10, A/A/-/A)
Oogata Mega Ryuushi Hou <R> [B] (1600, 3-6, 0, 0, 10, 0, +10, A/A/-/A)
Weapons Cost Modifier: 2, 4, 5, 4

Notes:

The Near Argama counts as a battleship. It inherits the upgrades from the Argama.

Mecha Name: Ra Kalium
Starting Pilot: Bright Noah
Base HP: 10000
Base EN: 290
Type: Air
Size: LL
Repair Cost: 20000
Movement: 6
Agility: 60
Armor: 1300
Limit: 280
Air: A Land: - Sea: - Space: A
Special Abilities: EWAC
Conformal Parts Slots: 3
Upgrade Levels: 13

Weapons Systems:

Taikuu Laser Hou <R> [P] (1400, 1-2, +30, 20, 0, 0, -20, A/A/-/A)
Rensou Missile Launcher <R> (1500, 2-4, +5, 20, 0, 0, 0, 0, A/A/A/A)
Hyper Mega Ryuushi Hou <R> [MB] (1700, 1-6, -10, 0, 50, 0, +10, A/A/-/A)
Oogata Mega Ryuushi Hou <R> [B] (1800, 3-7, 0, 0, 10, 0, +10, A/A/-/A)
Weapons Cost Modifier: 2, 4, 5, 4

Notes:

The Ra Kalium counts as a battleship. The Ra Kalium inherits the upgrades

from the Near Argama / Argama.

Mecha Name: Gundam
Starting Pilot: Amuro Rey
Base HP: 3000
Base EN: 80
Base SH: 2000
Type: Land
Size: M
Repair Cost: 1600
Movement: 5
Agility: 85
Armor: 1000
Limit: 260
Air: - Land: A Sea: C Space: A
Special Abilities: Sword, Shield
Conformal Parts Slots: 4
Upgrade Levels: 15

Weapons Systems:

60mm Vulcan <R> [P] (900, 1-2, +30, 20, 0, 0, -20, A/A/B/A)
Beam Javelin <H> [P] (1200, 1-3, +10, 0, 0, 0, +10, -/A/A/A)
Beam Rifle <R> [B] (1300, 1-5, 0, 10, 0, 0, +10, A/A/-/A)
Beam Saber <H> [P] (1300, 1, +15, 0, 0, 0, 0, -/A/A/A)
Hyper Bazooka <R> (1400, 3-5, -20, 4, 0, 0, -10, A/A/A/A)
Hyper Hammer <H> [P] (1500, 1-2, -10, 0, 0, 0, +20, -/A/B/A)
Super Napalm <R> (1700, 1-3, -10, 0, 30, 110, +40, A/A/-/A)
Weapons Cost Modifier: 2, 4, 4, 4, 4, 5

Mecha Name: Full Armor Gundam

Starting Pilot: Amuro Rey
Base HP: 4200
Base EN: 120
Type: Land
Size: M
Repair Cost: 0
Movement: 5
Agility: 95
Armor: 1400
Limit: 260
Air: - Land: A Sea: C Space: A
Special Abilities: Sword, Bunri
Conformal Parts Slots: 4
Upgrade Levels: 15
Separates into: Gundam (non-reversible)

Weapons Systems:

Vulcan <R> [P] (1100, 1-2, +30, 20, 0, 0, -20, A/A/B/A)
Beam Saber <H> [P] (1500, 1, +15, 0, 0, 0, 0, -/A/A/A)
2 Rensou Beam Cannon <R> [B] (1600, 1-5, +5, 10, 0, 0, +10, A/A/-/A)
Shoulder Cannon <R> (1800, 4-7, -10, 4, 0, 0, 0, A/A/B/A)
Weapons Cost Modifier: 2, 4, 4, 5

Notes:

This unit counts as the Armored Carrier for the Gundam.
The Shoulder Cannon is exclusive to the Armored Carrier. The Vulcan is linked to the Gundam's 60mm Vulcan; the 2 Rensou Beam Cannon is linked to the Beam Rifle.
You will receive the Full Armor Gundam before Chapter 9 if you take the Space Route, and Sayla Mass has less kills than Amuro Rey. Otherwise, you will

receive the Full Armor Gundam if the above conditions are true when the Gundam rejoins your party.

Mecha Name: G Fighter
Starting Pilot: None
Base HP: 2800
Base EN: 120
Type: Air
Size: S
Repair Cost: 2000
Movement: 7
Agility: 110
Armor: 900
Limit: 260
Air: A Land: - Sea: - Space: A
Special Abilities: Hokyyuu
Conformal Parts Slots: 2
Upgrade Levels: 15

Weapons Systems:

Missile Launcher <R> [P] (1200, 1-4, +5, 5, 0, 0, 0, A/A/A/A)
Beam Cannon <R> [B] (1600, 2-6, -10, 0, 20, 0, 0, A/A/-/A)
Weapons Cost Modifier: 4, 4

Notes:

You will receive the G Fighter before Chapter 9 if you take the Space Route, and Sayla Mass has more kills than Amuro Rey. Otherwise you will receive the G Fighter when the Gundam rejoins your party.

Mecha Name: G Armor
Starting Pilot: None
Base HP: 4000
Base EN: 120
Type: Air
Size: M
Repair Cost: 2000
Movement: 7
Agility: 100
Armor: 1200
Limit: 260
Air: A Land: - Sea: - Space: A
Special Abilities: Henkei, Bunri
Conformal Parts Slots: 4
Upgrade Levels: 15
Separates into: Gundam, G Fighter
Transforms into: G Bull, G Sky, Gundam (MA)

Weapons Systems:

Missile Launcher <R> [P] (1200, 1-4, +5, 5, 0, 0, 0, A/A/A/A)
Beam Cannon <R> [B] (1600, 2-6, -10, 0, 20, 0, 0, A/A/-/A)
Weapons Cost Modifier: 4, 4

Notes:

This unit is linked to the Gundam.
This unit is formed by combining the Gundam and G Fighter.
Both weapons systems are linked to the identical weapons systems in the G Fighter. (This includes ammunition for the Missile Launcher.)

Mecha Name: G Bull
Starting Pilot: None

Base HP: 4000
Base EN: 120
Type: Land
Size: S
Repair Cost: 2000
Movement: 5
Agility: 70
Armor: 1400
Limit: 250
Air: - Land: A Sea: B Space: A
Special Abilities: Henkei, Bunri
Conformal Parts Slots: 4
Upgrade Levels: 15
Separates into: Gundam, G Fighter
Transforms into: G Armor, G Sky, Gundam (MA)

Weapons Systems:

Beam Rifle <R> [B] (1300, 1-5, 0, 10, 0, 0, +10, A/A/-/A)
Beam Cannon <R> [B] (1600, 2-6, -10, 0, 20, 0, 0, A/A/-/A)
Weapons Cost Modifier: 4, 4

Notes:

This unit is linked to the Gundam.
This unit is formed by combining the Gundam and G Fighter.
The Beam Rifle is linked to the Gundam's Beam Rifle, and the Beam Cannon is linked to the G Fighter's Beam Cannon.

Mecha Name: G Sky
Starting Pilot: None
Base HP: 4000
Base EN: 120
Type: Air
Size: S
Repair Cost: 2000
Movement: 9
Agility: 120
Armor: 900
Limit: 270
Air: A Land: - Sea: - Space: A
Special Abilities: Henkei, Bunri
Conformal Parts Slots: 4
Upgrade Levels: 15
Separates into: Gundam, G Fighter
Transforms into: G Armor, G Bull, Gundam (MA)

Weapons Systems:

30mm 2 Rensou Vulcan <R> [P] (1000, 1-2, +30, 20, 0, 0, -20, A/A/B/A)
Missile Launcher <R> [P] (1200, 2-4, +5, 5, 0, 0, 0, A/A/A/A)
Weapons Cost Modifier: 2, 4

Notes:

This unit is linked to the Gundam.
This unit is formed by combining the Gundam and G Fighter.
The Missile Launcher is linked to the G Fighter.

Mecha Name: Gundam (MA)
Starting Pilot: None
Base HP: 4000
Base EN: 120
Base SH: 2000
Type: Space

Size: M
Repair Cost: 2000
Movement: 9
Agility: 110
Armor: 1000
Limit: 270
Air: - Land: - Sea: - Space: A
Special Abilities: Henkei, Bunri
Conformal Parts Slots: 4
Upgrade Levels: 15
Separates into: Gundam, G Fighter
Transforms into: G Armor, G Bull, G Sky

Weapons Systems:

60mm Vulcan <R> [P] (900, 1-2, +30, 20, 0, 0, -20, A/A/B/A)
Beam Javelin <H> [P] (1200, 1-3, +10, 0, 0, 0, +10, -/A/A/A)
Beam Rifle <R> [B] (1300, 1-5, 0, 10, 0, 0, +10, A/A/-/A)
Beam Saber <H> [P] (1300, 1, +15, 0, 0, 0, 0, -/A/A/A)
Hyper Bazooka <R> (1400, 3-5, -20, 4, 0, 0, -10, A/A/A/A)
Hyper Hammer <H> [P] (1500, 1-2, -10, 0, 0, 0, +20, -/A/B/A)
Super Napalm <R> (1700, 1-3, -10, 0, 30, 110, +40, A/A/-/A)
Weapons Cost Modifier: 2, 4, 4, 4, 4, 5

Notes:

This unit is linked to the Gundam.
This unit is formed by combining the Gundam and G Fighter.
This unit can only be deployed in space.

Mecha Name: Char's Personal Use Gelgoog (Char Sen'you Gelgoog)

Starting Pilot: None (Char Aznable as an enemy)

Base HP: 5700

Base EN: 160

Base SH: 2000

Type: Land

Size: M

Repair Cost: 6000

Movement: 6

Agility: 105

Armor: 1400

Limit: 320

Air: - Land: A Sea: C Space: A

Special Abilities: Sword, Shield

Conformal Parts Slots: 4

Upgrade Levels: 15

Weapons Systems:

Beam Rifle <R> [B] (1500, 1-5, 0, 10, 0, 0, +10, A/A/-/A)
Beam Naginata <H> [P] (1500, 1-3, +15, 0, 0, 0, 0, -/A/A/A)
Weapons Cost Modifier: 4, 4

Notes:

You will receive the Char Sen'you Gelgoog if you destroyed (not just forced to retreat) Char in Chapter 7.

Mecha Name: Elmeth

Starting Pilot: Lalah Sune

Base HP: 6800

Base EN: 180

Type: Air

Size: L

Repair Cost: 6400

Movement: 6
Agility: 110
Armor: 1500
Limit: 300
Air: A Land: - Sea: - Space: A
Special Abilities: None
Conformal Parts Slots: 2
Upgrade Levels: 13

Weapons Systems:

Mega Ryuushi Hou <R> [B] (1600, 1-6, 0, 0, 20, 0, 0, A/A/-/A)
Bit <R> (2000, 2-6, +25, 8, 0, 0, +20, A/A/A/A) Newtype Lv. 1
Weapons Cost Modifier: 4, 5

Mecha Name: Zakrello (Zakurero)

Starting Pilot: None

Base HP: 5800

Base EN: 170

Type: Space

Size: L

Repair Cost: 4800

Movement: 7

Agility: 120

Armor: 1500

Limit: 270

Air: - Land: - Sea: - Space: A

Special Abilities: Sword

Conformal Parts Slots: 2

Upgrade Levels: 15

Weapons Systems:

Missile <R> (1400, 2-4, +5, 5, 0, 0, 0, A/A/A/A)
Kakusan Beam Hou <R> [B] (1800, 2-5, +10, 0, 20, 0, 0, A/A/-/A)
Heat Nata <H> (2200, 1-3, +15, 0, 0, 0, 0, A/A/A/A)
Weapons Cost Modifier: 4, 4, 4

Mecha Name: Gundam Ez-08

Starting Pilot: Shiro Amada

Base HP: 3000

Base EN: 75

Base SH: 3000

Type: Land

Size: M

Repair Cost: 1400

Movement: 5

Agility: 80

Armor: 1000

Limit: 250

Air: - Land: A Sea: C Space: B

Special Abilities: Sword, Shield

Conformal Parts Slots: 4

Upgrade Levels: 15

Weapons Systems:

Senkai Shiki Vulcan <R> [P] (900, 1-3, +30, 20, 0, 0, -20, A/A/B/A)
Beam Rifle <R> [B] (1300, 1-5, 0, 10, 0, 0, +10, A/A/-/A)
Beam Saber <H> [P] (1300, 1, +15, 0, 0, 0, 0, -/A/A/A)
180mm Cannon <R> (1600, 2-6, -10, 6, 0, 0, A/A/B/A)
Weapons Cost Modifier: 2, 4, 4, 4

Mecha Name: High Mobility Type Zaku (Koukidou Kata Zaku)
Starting Pilot: Aina Sahalin
Base HP: 3600
Base EN: 110
Type: Land
Size: M
Repair Cost: 1800
Movement: 7
Agility: 110
Armor: 1000
Limit: 280
Air: - Land: A Sea: C Space: A
Special Abilities: Sword
Conformal Parts Slots: 4
Upgrade Levels: 15

Weapons Systems:

120mm Machine Gun <R> [P] (1400, 1-4, 0, 10, 0, 0, +10, A/A/B/A)
Heat Hawk <H> [P] (1400, 1 +15, 0, 0, 0, 0, -/A/A/A)
240mm Bazooka <R> [P] (1600, 3-5, -10, 6, 0, 0, -10, A/A/A/A)
Weapons Cost Modifier: 4, 4, 4

Mecha Name: Apsaras
Starting Pilot: None (Aina Sahalin as an enemy)
Base HP: 6200
Base EN: 180
Type: Air
Size: L
Repair Cost: 6000
Movement: 6
Agility: 80
Armor: 1600
Limit: 280
Air: A Land: - Sea: - Space: A
Special Abilities: None
Conformal Parts Slots: 2
Upgrade Levels: 13

Weapons Systems:

Oogata Mega Ryuushi Hou <R> [B] (2000, 1-6, 0, 0, 30, 0, 0, A/A/-/A)
Oogata Mega Ryuushi Hou <R> [MB] (2200, 1-6, -10, 0, 40, 0, +10, A/A/-/A)
Weapons Cost Modifier: 4, 5

Mecha Name: Gouf Custom
Starting Pilot: Norris Packard
Base HP: 4300
Base EN: 130
Base SH: 1300
Type: Land
Size: M
Repair Cost: 2000
Movement: 7
Agility: 90
Armor: 1200
Limit: 270
Air: - Land: A Sea: B Space: B
Special Abilities: Sword, Shield
Conformal Parts Slots: 4
Upgrade Levels: 15

Weapons Systems:

3 Rensou Gatling Hou <R> [P] (1300, 1-3, +10, 6, 0, 0, 0, 0, A/A/B/A)
Gatling Shield <R> (1400, 3-5, 0, 10, 0, 0, +10, A/A/B/A)
Heat Rod <H> [P] (1500, 1-3, +15, 0, 0, 0, +20, A/A/B/A)
Heat Saber <H> [P] (1600, 1, +25, 0, 0, 0, 0, -/A/C/A)
Weapons Cost Modifier: 4, 4, 4, 4

Mecha Name: Gundam Test Model Number 1 Machine (Gundam Shisaku 1-Gou Ki)

Starting Pilot: Kou Uraki

Base HP: 3200

Base EN: 100

Base SH: 2000

Type: Land

Size: M

Repair Cost: 1700

Movement: 5

Agility: 90

Armor: 1100

Limit: 27

Air: - Land: A Sea: C Space: -

Special Abilities: Sword, Shield

Conformal Parts Slots: 3

Upgrade Levels: 15

Weapons Systems:

60mm Vulcan <R> [P] (900, 1-2, +30, 20, 0, 0, -20, A/A/B/A)
Beam Rifle <R> [B] (1400, 1-5, 0, 10, 0, 0, +10, A/A/-/A)
Beam Saber <H> [P] (1400, 1, +15, 0, 0, 0, 0, -/A/A/A)
Weapons Cost Modifier: 2, 4, 4

Notes:

This unit is commonly referred to as the GP-01 Zephyranthes.

Kou will automatically take the GP-01 into battle during Chapter 9 of the Space Route. During that battle, this unit will be severely damaged.

Mecha Name: Gundam Test Model Number 1 Machine Full Vernian (Gundam Shisaku 1-Gou Ki Fb)

Starting Pilot: Kou Uraki

Base HP: 3300

Base EN: 110

Base SH: 2000

Type: Land

Size: M

Repair Cost: 2000

Movement: 7

Agility: 100

Armor: 1200

Limit: 280

Air: - Land: A Sea: C Space: A

Special Abilities: Sword, Shield

Conformal Parts Slots: 3

Upgrade Levels: 15

Weapons Systems:

60mm Vulcan <R> [P] (900, 1-2, +30, 20, 0, 0, -20, A/A/B/A)
Beam Gun <R> [PB] (1200, 1-3, +5, 6, 0, 0, +10, A/A/-/A)
Beam Rifle <R> [B] (1400, 1-5, 0, 10, 0, 0, +10, A/A/-/A)
Beam Saber <H> [P] (1400, 1, +15, 0, 0, 0, 0, -/A/A/A)
Long Barrel Rifle <R> [B] (1800, 2-6, -10, 0, 30, 0, 0, A/A/-/A)
Weapons Cost Modifier: 2, 4, 4, 4, 5

Notes:

This unit is commonly referred to as the GP-01Fb Full Vernian Zephyranthes. This unit inherits its upgrades from the Gundam Test Model Number 1 Machine. All weapons are linked except the new Beam Gun and Long Barrel Rifle. This unit is upgraded during the space route at the beginning of Chapter 10 (Shourisha Nado Inai Tatakai) in Anaheim Electronics' Von Braun center.

Mecha Name: Gundam Test Model Number 3 Machine (Gundam Shisaku 3-Gou Ki)

Starting Pilot: Kou Uraki

Base HP: 8000

Base EN: 200

Type: Space

Size: LL

Repair Cost: 0

Movement: 8

Agility: 120

Armor: 1600

Limit: 330

Air: - Land: - Sea: - Space: A

Special Abilities: Sword, Bunri, I Field

Conformal Parts Slots: 1

Upgrade Levels: 10

Separates into: Gundam Stamen (non-reversible)

Weapons Systems:

Micro Missile <R> [M] (1400, 1-5, -5, 4, 0, 0, 0, 0, A/A/A/A)

Beam Rifle <R> [B] (1500, 1-5, 0, 10, 0, 0, +10, A/A/-/A)

Folding Bazooka <R> (1800, 3-5, -20, 4, 0, 0, -10, A/A/A/A)

Oogata Beam Saber <H> [P] (1900, 1-2, +15, 0, 0, 0, 0, 0, A/-/-/A)

Mega Beam Hou <R> [B] (2200, 3-7, 0, 0, 30, 0, 0, 0, A/A/-/A)

0 Kyouri Mega Beam Hou <H> [P] (2900, 1, +10, 0, 40, 120, +10, A/-/-/A)

Weapons Cost Modifier: 5, 4, 4, 5, 5, 5

Notes:

This unit is commonly referred to as the GP-03 Dendrobium Orchis (or GP-03 Dendrobium).

This unit counts as the Armored Carrier for the Gundam Stamen.

The Oogata Beam Saber is linked to the Beam Saber. The Micro Missile, Mega Beam Hou, and 0 Kyouri Mega Beam Hou are exclusive to the Armored Carrier.

Mecha Name: Gundam Stamen

Starting Pilot: Kou Uraki

Base HP: 3400

Base EN: 120

Base SH: 2000

Type: Land

Size: M

Repair Cost: 8000

Movement: 7

Agility: 100

Armor: 1300

Limit: 290

Air: - Land: A Sea: C Space: A

Special Abilities: Sword, Shield

Conformal Parts Slots: 1

Upgrade Levels: 10

Weapons Systems:

Beam Rifle <R> [B] (1500, 1-5, 0, 10, 0, 0, +10, A/A/-/A)

Beam Saber <H> [P] (1500, 1, +15, 0, 0, 0, 0, 0, -/A/A/A)

Folding Bazooka <R> (1800, 3-5, -20, 4, 0, 0, -10, A/A/A/A)

Weapons Cost Modifier: 4, 4, 4

Notes:

This unit is commonly referred to as the GP-03S Dendrobium Stamen (or GP-03S Stamen).

Mecha Name: GM Custom

Starting Pilot: South Burning

Base HP: 3100

Base EN: 90

Base SH: 2000

Type: Land

Size: M

Repair Cost: 100

Movement: 5

Agility: 85

Armor: 1000

Limit: 250

Air: - Land: A Sea: C Space: A

Special Abilities: Sword, Shield

Conformal Parts Slots: 4

Upgrade Levels: 15

Weapons Systems:

60mm Vulcan <R> [P] (900, 1-2, +30, 20, 0, 0, -20, A/A/B/A)

GM Rifle <R> (1300, 1-5, 0, 10, 0, 0, +10, A/A/B/A)

Beam Saber <H> [P] (1300, 1, +15, 0, 0, 0, 0, A/A/A/A)

Weapons Cost Modifier: 2, 4, 4

Notes:

There is a very good chance that when you first receive this unit, it will have one level of upgrades applied to all categories (stats, shield, weapons, etc.)

Mecha Name: Z Gundam

Starting Pilot:

Base HP: 3800

Base EN: 160

Base SH: 1500

Type: Land

Size: M

Repair Cost: 4400

Movement: 6

Agility: 105

Armor: 1200

Limit: 320

Air: - Land: A Sea: C Space: A

Special Abilities: Sword, Shield, Henkei

Conformal Parts Slots: 2

Upgrade Levels: 10

Transforms into: Waverider

Weapons Systems:

60mm Vulcan <R> [P] (900, 1-2, +30, 20, 0, 0, -20, A/A/B/A)

Grenade Launcher <R> [P] (1200, 2-4, +5, 4, 0, 0, 0, A/A/A/A)

Beam Rifle <R> [B] (1500, 1-5, 0, 10, 0, 0, +10, A/A/-/A)

Beam Saber <H> [P] (1500, 1, +15, 0, 10, 0, 0, -/A/A/A)

Hyper Mega Launcher <R> [B] (2300, 2-6, -20, 0, 30, 0, 0, A/A/-/A)

Hyper Beam Saber <H> [P] (3000, 1, +10, 0, 40, 120, 0, -/A/A/A) Newtype Lv. 5

Weapons Cost Modifier: 2, 4, 4, 4, 5, 5

Mecha Name: Waverider

Starting Pilot:

Base HP: 3800

Base EN: 160

Type: Air

Size: M

Repair Cost: 4400

Movement: 8

Agility: 110

Armor: 1000

Limit: 330

Air: A Land: - Sea: - Space: A

Special Abilities: Henkei

Conformal Parts Slots: 2

Upgrade Levels: 10

Transforms into: Z Gundam

Weapons Systems:

Beam Rifle <R> [B] (1500, 1-5, 0, 10, 0, 0, +10, A/A/-/A)

Hyper Mega Launcher <R> [B] (2300, 2-6, -20, 0, 30, 0, 0, A/A/-/A)

Weapons Cost Modifier: 4, 5

Mecha Name: Gundam Mk. II

Starting Pilot: Camille Bidan

Base HP: 3400

Base EN: 120

Base SH: 1800

Type: Land

Size: M

Repair Cost: 2000

Movement: 5

Agility: 95

Armor: 1200

Limit: 300

Air: - Land: A Sea: C Space: A

Special Abilities: Sword, Shield

Conformal Parts Slots: 3

Upgrade Levels: 13

Weapons Systems:

Vulcan Pod <R> [P] (900, 1-2, +30, 20, 0, 0, -20, A/A/B/A)

Beam Rifle <R> [B] (1400, 1-5, 0, 10, 0, 0, +10, A/A/-/A)

Beam Saber <H> [P] (1400, 1, +15, 0, 0, 0, 0, -/A/A/A)

Kakusan Bazooka <R> (1500, 3-5, +20, 4, 0, 0, -10, A/A/B/A)

Hyper Bazooka <R> (1700, 3-5, -20, 4, 0, 0, -10, A/A/A/A)

Weapons Cost Modifier: 2, 4, 4, 4, 4

Mecha Name: Super Gundam

Starting Pilot: Camille Bidan

Base HP: 4000

Base EN: 150

Type: Land

Size: M

Repair Cost: 0

Movement: 6

Agility: 100

Armor: 1300

Limit: 320

Air: - Land: A Sea: C Space: A
Special Abilities: Sword, Henkei, Bunri
Conformal Parts Slots: 3
Upgrade Levels: 13
Transforms into: G Flyer
Separates into: Gundam Mk. II (non-reversible)

Weapons Systems:

Vulcan Pod <R> [P] (900, 1-2, +30, 20, 0, 0 -20, A/A/B/A)
Missile Launcher <R> [P] (1200, 2-4, +5, 4, 0, 0, 0, A/A/A/A)
Beam Rifle <R> [B] (1400, 1-5, 0, 10, 0, 0, +10, A/A/-/A)
Beam Saber <H> [P] (1400, 1, +15, 0, 0, 0, 0, -/A/A/A)
Kakusan Bazooka <R> (1500, 3-5, +20, 4, 0, 0, -10, A/A/B/A)
Hyper Bazooka <R> (1700, 3-5, -20, 4, 0, 0, -10, A/A/A/A)
Long Rifle <R> [B] (2000, 2-6, -10, 6, 0, 0, +10, A/A/-/A)
Weapons Cost Modifier: 2, 4, 4, 4, 4, 4, 5

Notes:

This unit counts as the Armored Carrier for the Gundam Mk. II.
The Missile Launcher and Long Rifle are exclusive to the Armored Carrier.
This unit is received during the space route at the beginning of Chapter 10
(Shourisha Nado Inai Tatakai) in Anaheim Electronics' Von Braun center.

Mecha Name: G Flyer

Starting Pilot: Camille Bidan

Base HP: 4000

Base EN: 150

Type: Air

Size: M

Repair Cost: 0

Movement: 8

Agility: 105

Armor: 1100

Limit: 330

Air: A Land: - Sea: - Space: A

Special Abilities: Henkei, Bunri

Conformal Parts Slots: 3

Upgrade Levels: 13

Transforms into: Super Gundam

Separates into: Gundam Mk. II (non-reversible)

Weapons Systems:

Missile Launcher <R> [P] (1200, 2-4, +5, 4, 0, 0, 0, A/A/A/A)
Long Rifle <R> [B] (2000, 2-6, -10, 6, 0, 0, +10, A/A/-/A)
Weapons Cost Modifier: 4, 5

Notes:

This unit counts as the Armored Carrier for the Gundam Mk. II.
All weapons are linked with the corresponding weapons on the Super Gundam.

Mecha Name: Hyakku Shiki

Starting Pilot: Quattro Bajina

Base HP: 3600

Base EN: 120

Type: Land

Size: M

Repair Cost: 2500

Movement: 6

Agility: 100

Armor: 1300

Limit: 310

Air: - Land: A Sea: C Space: A

Special Abilities: Sword

Conformal Parts Slots: 2

Upgrade Levels: 10

Weapons Systems:

60mm Vulcan <R> [P] (900, 1-2, +30, 20, 0, 0 -20, A/A/B/A)

Beam Rifle <R> [B] (1600, 1-5, 0, 10, 0, 0, +10, A/A/-/A)

Beam Saber <H> [P] (1600, 1, +15, 0, 0, 0, -10, -/A/A/A)

Clay Bazooka <R> (1800, 3-6, -10, 4, 0, 0, -10, A/A/A/A)

Mega Bazooka Launcher <R> [MB] (2500, 1-7, -10, 0, 100, 110, 0, A/A/-/A)

Weapons Cost Modifier: 2, 4, 4, 4, 5

Mecha Name: Methuss

Starting Pilot: Fa Yuiry

Base HP: 3000

Base EN: 100

Type: Land

Size: M

Repair Cost: 2200

Movement: 5

Agility: 85

Armor: 1000

Limit: 300

Air: - Land: A Sea: C Space: A

Special Abilities: Sword, Shuuri, Henkei

Conformal Parts Slots: 4

Upgrade Levels: 15

Transforms into: Methuss (MA)

Weapons Systems:

Beam Saber <H> [P] (1300, 1, +15, 0, 0, 0, 0, -/A/A/A)

Arm Beam Gun <R> [B] (1300, 1-5, 0, 10, 0, 0, +10, A/A/-/A)

Weapons Cost Modifier: 4, 4

Mecha Name: Methuss (MA)

Starting Pilot: Fa Yuiry

Base HP: 3000

Base EN: 100

Type: Air

Size: M

Repair Cost: 2200

Movement: 7

Agility: 90

Armor: 800

Limit: 310

Air: A Land: - Sea: - Space: A

Special Abilities: Shuuri, Henkei

Conformal Parts Slots: 4

Upgrade Levels: 15

Transforms into: Methuss

Weapons Systems:

Arm Beam Gun <R> [B] (1300, 1-5, 0, 10, 0, 0, +10, A/A/-/A)

Weapons Cost Modifier: 4

Mecha Name: ZZ Gundam

Starting Pilot: Judau Ashta

Base HP: 4200

Base EN: 170
Base SH: 1300
Type: Land
Size: M
Repair Cost: 5000
Movement: 5
Agility: 100
Armor: 1400
Limit: 340
Air: - Land: A Sea: C Space: A
Special Abilities: Sword, Shield, Henkei, Beam Coat
Conformal Parts Slots: 2
Upgrade Levels: 10
Transforms into: G Fortress

Weapons Systems:

Double Vulcan <R> [P] (1000, 1-2, +30, 20, 0, 0, -20, A/A/B/A)
Missile Launcher <R> [P] (1300, 2-4, +5, 4, 0, 0, 0, A/A/A/A)
Double Cannon <R> [PB] (1600, 1-3, 0, 4, 0, 0, +10, A/A/-/A)
Double Beam Rifle <R> [B] (2200, 1-6, 0, 10, 0, 0, +10, A/A/-/A)
Hyper Beam Saber <H> [P] (2300, 1-2, +15, 0, 10, 0, 0, -/A/A/A)
High Mega Cannon <R> [MB] (2600, 1-5, -10, 0, 100, 110, 0, A/A/-/A)
Weapons Cost Modifier: 2, 4, 4, 4, 4, 5

Mecha Name: G Fortress

Starting Pilot: Judau Ashta

Base HP: 4200

Base EN: 170

Type: Air

Size: M

Repair Cost: 5000

Movement: 7

Agility: 105

Armor: 1200

Limit: 350

Air: A Land: - Sea: - Space: A

Special Abilities: Henkei, Beam Coat

Conformal Parts Slots: 2

Upgrade Levels: 10

Weapons Systems:

Missile Launcher <R> [P] (1300, 2-4, +5, 4, 0, 0, 0, A/A/A/A)
Double Cannon <R> [PB] (1600, 1-3, 0, 4, 0, 0, +10, A/A/-/A)
Double Beam Rifle <R> [B] (2200, 1-6, 0, 10, 0, 0, +10, A/A/-/A)
Weapons Cost Modifier: 4, 4, 4

Mecha Name: Full Armor ZZ Gundam

Starting Pilot: Judau Ashta

Base HP: 4700

Base EN: 200

Type: Land

Size: M

Repair Cost: 0

Movement: 6

Agility: 105

Armor: 1800

Limit: 350

Air: - Land: A Sea: C Space: A

Special Abilities: Sword, Bunri, Beam Coat

Conformal Parts Slots: 2

Upgrade Levels: 10
Separates into: ZZ Gundam

Weapons Systems:

Double Vulcan <R> [P] (1100, 1-2, +30, 20, 0, 0, -20, A/A/B/A)
Missile Launcher <R> [P] (1400, 2-4, +5, 4, 0, 0, 0, A/A/A/A)
Double Cannon <R> [PB] (1700, 1-3, 0, 4, 0, 0, +10, A/A/-/A)
Double Beam Rifle <R> [B] (2300, 1-6, 0, 10, 0, 0, +10, A/A/-/A)
Hyper Beam Saber <H> [P] (2400, 1-2, +15, 0, 10, 0, 0, -/A/A/A)
High Mega Cannon <R> [MB] (2700, 1-5, -10, 0, 100, 110, 0, A/A/-/A)
Weapons Cost Modifier: 2, 4, 4, 4, 4, 5

Notes:

This unit counts as the Armored Carrier for ZZ Gundam.

Mecha Name: Qubeley Mk. II (purple)

Starting Pilot: Elpe Puru

Base HP: 3700

Base EN: 120

Type: Land

Size: M

Repair Cost: 4000

Movement: 6

Agility: 110

Armor: 1300

Limit: 330

Air: - Land: A Sea: C Space: A

Special Abilities: Sword

Conformal Parts Slots: 2

Upgrade Levels: 10

Weapons Systems:

Beam Gun <R> [B] (1500, 1-6, 0, 10, 0, 0, +10, A/A/-/A)
Beam Saber <H> [P] (1500, 1, +15, 0, 0, 0, 0, -/A/A/A)
Funnel <R> (2400, 3-7, +25, 6, 0, 105, +20, A/A/A/A) Newtype Lv. 1
Weapons Cost Modifier: 4, 4, 5

Mecha Name: Qubeley Mk. II (brown)

Starting Pilot: Puru 2

Base HP: 3700

Base EN: 120

Type: Land

Size: M

Repair Cost: 4000

Movement: 6

Agility: 110

Armor: 1300

Limit: 330

Air: - Land: A Sea: C Space: A

Special Abilities: Sword

Conformal Parts Slots: 2

Upgrade Levels: 10

Weapons Systems:

Beam Gun <R> [B] (1500, 1-6, 0, 10, 0, 0, +10, A/A/-/A)
Beam Saber <H> [P] (1500, 1, +15, 0, 0, 0, 0, -/A/A/A)
Funnel <R> (2400, 3-7, +25, 6, 0, 105, +20, A/A/A/A) Newtype Lv. 1
Weapons Cost Modifier: 4, 4, 5

Mecha Name: Nu Gundam

Starting Pilot: Amuro Rey
Base HP: 4500
Base EN: 180
Base SH: 1200
Type: Land
Size: M
Repair Cost: 6000
Movement: 7
Agility: 120
Armor: 1600
Limit: 380
Air: - Land: A Sea: C Space: A
Special Abilities: Sword, Shield, I Field
Conformal Parts Slots: 2
Upgrade Levels: 7

Weapons Systems:

60mm Vulcan <R> [P] (1000, 1-2, +30, 20, 0, 0, -20, A/A/B/A)
Beam Rifle <R> [B] (1700, 1-6, 0, 10, 0, 0, +10, A/A/-/A)
Beam Saber <H> [P] (1700, 1, +15, 0, 0, 0, 0, -/A/A/A)
Hyper Bazooka <R> (1900, 3-6, -20, 4, 0, 0, -10, A/A/A/A)
Fin Funnel <R> (2600, 3-7, +20, 6, 0, 105, +20, A/A/A/A) Newtype Lv. 1
Weapons Cost Modifier: 2, 4, 4, 4, 5

Notes:

The I Field for the Nu Gundam will absorb 2100, not 2000, points of beam damage.

Mecha Name: Re-GZ

Starting Pilot: Kayra Su
Base HP: 3900
Base EN: 140
Base SH: 1500
Type: Land
Size: M
Repair Cost: 3000
Movement: 6
Agility: 100
Armor: 1200
Limit: 310
Air: - Land: A Sea: C Space: A
Special Abilities: Sword, Shield
Conformal Parts Slots: 2
Upgrade Levels: 10

Weapons Systems:

60mm Vulcan <R> [P] (1000, 1-2, +30, 20, 0, 0, -20, A/A/B/A)
Grenade Launcher <R> [P] (1400, 2-5, +5, 4, 0, 0, 0, A/A/A/A)
Beam Saber <H> [P] (1500, 1, +15, 0, 0, 0, 0, -/A/A/A)
Beam Rifle <R> [B] (1500, 1-6, 0, 10, 0, 0, +10, A/A/-/A)
Weapons Cost Modifier: 2, 4, 4, 4

Mecha Name: Re-GZ (BWS)

Starting Pilot: Kayra Su
Base HP: 3900
Base EN: 140
Type: Air
Size: M
Repair Cost: 0
Movement: 8

Agility: 105
Armor: 1000
Limit: 320
Air: A Land: - Sea: - Space: A
Special Abilities: Bunri
Conformal Parts Slots: 2
Upgrade Levels: 10
Separates into: Re-GZ (non-reversible)

Weapons Systems:

Missile Launcher <R> [P] (1200, 2-4, +5, 4, 0, 0, 0, A/A/A/A)
Beam Cannon <R> [B] (1500, 1-5, 0, 10, 0, 0, +10, A/A/-/A)
Mega Beam Cannon <R> [B] (2100, 2-6, -10, 0, 30, 0, 0, A/A/-/A)
Weapons Cost Modifier: 4, 4, 5

Notes:

This unit counts as the Armored Carrier for the Re-GZ.
All weapons are exclusive to the Armored Carrier.

Mecha Name: Sazabi

Starting Pilot: None (Quattro Bajina)

Base HP: 4800

Base EN: 200

Base SH: 1200

Type: Land

Size: M

Repair Cost: 7000

Movement: 7

Agility: 115

Armor: 1700

Limit: 380

Air: - Land: A Sea: C Space: A

Special Abilities: Sword, Shield

Conformal Parts Slots: 2

Upgrade Levels: 7

Weapons Systems:

Mega Ryuushi Hou <R> [PB] (1600, 1-3, 0, 0, 20, 0, 0, A/A/-/A)
Beam Shot Rifle <R> [B] (1700, 1-6, 0, 10, 0, 0, +10, A/A/-/A)
Beam Tomahawk Saber <H> [P] (1700, 1, +15, 0, 0, 0, 0, -/A/A/A)
Funnel <R> (2600, 3-7, +20, 6, 0 105, +20, A/A/A/A) Newtype Lv. 1
Weapons Cost Modifier: 4, 4, 4, 5

Part C: Shin Kidou Senki Gundam Wing

Mecha Name: Wing Zero Custom

Starting Pilot: Hihiro Yuy

Base HP: 6200

Base EN: 230

Type: Air/Land

Size: M

Repair Cost: 8000

Movement: 8

Agility: 120

Armor: 1500

Limit: 410

Air: A Land: A Sea: B Space: A

Special Abilities: Sword, Zero System

Conformal Parts Slots: 2

Upgrade Levels: 7

Weapons Systems:

Machine Cannon <R> [P] (1500, 1-3, 0, 20, 0, 0, +10, A/A/B/A)

Beam Saber <H> [P] (1800, 1, +15, 0, 0, 0, 0, A/A/A/A)

Twin Buster Rifle <R> [MB] (2000, 1-8, -10, 3, 0, 120, +20, A/A/-/A)

Twin Buster Rifle <R> [B] (2400, 3-7, -10, 0, 50, 0, +10, A/A/-/A)

Weapons Cost Modifier: 4, 4, 5, 5

Mecha Name: Deathscythe Hell Custom

Starting Pilot: Duo Maxwell

Base HP: 6100

Base EN: 210

Type: Land

Size: M

Repair Cost: 7000

Movement: 7

Agility: 120

Armor: 1500

Limit: 400

Air: - Land: A Sea: A Space: A

Special Abilities: Sword, Beam Coat, Hyper Jammer

Conformal Parts Slots: 2

Upgrade Levels: 7

Weapons Systems:

Vulcan <R> [P] (1400, 1-2, +30, 20, 0, 0, -20, A/A/B/A)

Beam Scissors <H> [P] (2500, 1-3, +25, 0, 0, 0, +50, A/A/A/A)

Weapons Cost Modifier: 2, 5

Mecha Name: Heavyarms Custom

Starting Pilot: Trowa Barton

Base HP: 6400

Base EN: 240

Type: Land

Size: M

Repair Cost: 7000

Movement: 6

Agility: 110

Armor: 1500

Limit: 390

Air: - Land: A Sea: B Space: A

Special Abilities: None

Conformal Parts Slots: 2

Upgrade Levels: 7

Weapons Systems:

Micro Missiles <R> [M] (1600, 1-5, -5, 2, 0, 0, 0, A/A/A/A)

Homing Missile <R> (1700, 3-6, +50, 4, 0, 0, 0, A/A/A/A)

Gatling Gun <R> [P] (1800, 1-3, 0, 10, 0, 0, +10, A/A/B/A)

Double Gatling Gun <R> (2400, 1-5, -10, 20, 0, 0, +10, A/A/B/A)

Full Open Attack <R> (3300, 1-7, +10, 1, 0, 120, 0, A/A/A/A)

Weapons Cost Modifier: 5, 4, 4, 5, 5

Mecha Name: Sandrock Custom

Starting Pilot: Quatre Raberba Winner

Base HP: 6100

Base EN: 210

Base SH: 2000

Type: Land
Size: M
Repair Cost: 7000
Movement: 6
Agility: 115
Armor: 1600
Limit: 390
Air: - Land: A Sea: B Space: A
Special Abilities: Sword, Shield
Conformal Parts Slots: 2
Upgrade Levels: 7

Weapons Systems:

Vulcan <R> [P] (1400, 1-2, +30, 20, 0, 0, -20, A/A/B/A)
Cross Crasher <H> [P] (1900, 1-5, +10, 0, 0, 0, +10, A/A/A/A)
Heat Shortel <H> [P] (2400, 1-3, +20, 0, 0, 0, +30, A/A/A/A)
Weapons Cost Modifier: 2, 4, 5

Mecha Name: Altron Custom
Starting Pilot: Zhang Wufei
Base HP: 6100
Base EN: 230

Type: Land
Size: M
Repair Cost: 7000
Movement: 6
Agility: 115
Armor: 1500
Limit: 400
Air: - Land: A Sea: B Space: A
Special Abilities: Sword
Conformal Parts Slots: 2
Upgrade Levels: 7

Weapons Systems:

Vulcan <R> [P] (1400, 1-2, +30, 20, 0, 0, -20, A/A/B/A)
Twin Beam Trident <H> [P] (2000, 1-2, +20, 0, 0, 0, +10, -/A/A/A)
Dragon Hang <H> [P] (2500, 2-5, +10, 0, 0, 0, +10, A/A/A/A)
Weapons Cost Modifier: 2, 4, 5

Mecha Name: Tallgeese III
Starting Pilot: Zechs Merquise
Base HP: 6300
Base EN: 260
Base SH: 1500

Type: Air/Land
Size: M
Repair Cost: 6000
Movement: 7
Agility: 120
Armor: 1400
Limit: 420
Air: A Land: A Sea: B Space: A
Special Abilities: Sword, Shield
Conformal Parts Slots: 2
Upgrade Levels: 7

Weapons Systems:

Vulcan <R> [P] (1400, 1-2, +30, 20, 0, 0, -20, A/A/B/A)
Beam Saber <H> [P] (1800, 1, +20, 0, 0, 0, 0, A/A/B/A)

Mega Cannon <R> [MB] (2000, 1-5, -10, 3, 0, 120, +20, A/A/-/A)
Heat Rod <H> [P] (2000, 1-3, +35, 0, 10, 0, +20, A/A/A/A)
Mega Cannon <R> [B] (2400, 3-7, +5, 0, 50, 0, +10, A/A/-/A)
Weapons Cost Modifier: 2, 4, 5, 5, 5

Mecha Name: Taurus
Starting Pilot: Lucrezia Noin
Base HP: 4200
Base EN: 150
Type: Land
Size: M
Repair Cost: 3400
Movement: 5
Agility: 100
Armor: 1000
Limit: 320
Air: - Land: A Sea: C Space: A
Special Abilities: Henkei, Sword
Conformal Parts Slots: 4
Upgrade Levels: 13
Transforms into: Taurus (MA)

Weapons Systems:
Beam Saber <H> [P] (1400, 1, +15, 0, 0, 0, 0, -/A/A/A)
Beam Cannon <R> [PB] (1500, 1-5, 0, 20, 0, 0, +10, A/A/-/A)
Weapons Cost Modifier: 4, 4

Mecha Name: Taurus (MA)
Starting Pilot: Lucrezia Noin
Base HP: 4200
Base EN: 150
Type: Air
Size: M
Repair Cost: 3400
Movement: 7
Agility: 105
Armor: 800
Limit: 330
Air: A Land: - Sea: - Space: A
Special Abilities: Henkei
Conformal Parts Slots: 4
Upgrade Levels: 13
Transforms into: Taurus

Weapons Systems:
Beam Cannon <R> [PB] (1500, 1-5, 0, 20, 0, 0, +10, A/A/-/A)
Weapons Cost Modifier: 4

Part D: Kidou Senkan Nadesico

Aestivalis Deployment Rules:
All Aestivalis units have 3 external frames: Air, 0G, and Artillery. You will be prompted which frame to use after you have chosen which mecha to scramble. All three frames are linked together (i.e., their statistics upgrades are linked). The Missile Pod of an Air frame is linked to the Missile of the Artillery frame. The Immediate Knife (or Gekigan Sword), Rapid Rifle (or Gekigan Beam), and Distortion Punch (or Gekigan Flare or Gai Super Upper) of the Air and 0G frames are also linked.

Aestivalis units achieve their small size by not having internal powerplants. Instead, they are beamed energy from the Nadesico via a gravity wave. In game terms, this means that if an Aestivalis unit leaves the effective energy range of the Nadesico (look for the yellow overlay range), that unit will no longer recover the usual 5 EN per turn. If the unit IS within the effective energy range of the Nadesico, it will recover ALL of its energy.

In case you were wondering what the major differences are between the different pilots' versions of the Aestivalis:

Akatsuki Nagare: as he is the chairman of Nergal, his frames are all around stronger than the other pilots'. His weapons, excepting the 120mm Cannon (both of them) all enjoy a 100 point damage bonus. His frame costs an additional 200 to repair, but has 200 HP and 20 EN extra. It also has +5 to Agility, +100 to Armor, and +20 to Limit.

Tenkawa Akito: His frame has the Gekigan Flare (which combines with Gai's Gai Super Upper), which does +100 damage. Apart from that, his weapons do the standard amount of damage.

Daigouji Gai: His frame has different names for everything. However, his Gekigan Missile, Gekigan Sword, and Gekigan Shot do normal amounts of damage (compared to the Missile Pod, Immediate Knife, and Field Lancer). His Gekigan Punch does 200 points of extra damage versus a Wired Fist, but his Gekigan Beam does 200 points less than a Rapid Rifle. His Gai Super Upper does the most damage of any Distortion type attack, and it combines with Akito's Gekigan Flare. He also is penalized 100 points on his Gekigan Beam attacks in his Artillery Frame. He also requires 125 Kiryoku to use the Gekigan Beam MAP version.

Subaru Ryoko: Ryoko emphasizes close combat. Her Wired Fist does 200 points of extra damage and has a +1 to maximum range, but her Rapid Rifle does 200 points less and has a -1 to range. (so don't lead with Ryoko into a Buttercup Formation!) Her Missile Pod has a -1 to both minimum and maximum ranges. Her Distortion Punch also hits for an additional 100 points of damage. Her minimum Kiryoku requirement is only 115 for a Distortion Punch, but it is 130 for the 120mm Cannon MAP. Also, her Rapid Rifle can be used after moving!

Maki Izumi: Izumi is the opposite of Ryoko; she specializes in ranged combat. Her Missile Pod, Rapid Rifle, and both 120mm Cannon all have a 100 point damage bonus; her Wired Fist, Immediate Knife, and Distortion Punch have 100 point penalties. Her Rapid Rifle also has a +1 to maximum range. Her minimum Kiryoku requirement is only 115 for the 120mm Cannon MAP version. Finally, she is penalized -100 damage to her Field Lancer.

Amano Hikaru: She has no damage bonuses or penalties, except her Field Lancer, which is -100 damage. However, Hikaru's mobility is +1 in all forms.

Mecha Name: Nadesico

Starting Pilot: Misumaru Yurika

Base HP: 7800

Base EN: 320

Type: Air

Size: LL

Repair Cost: 20000

Movement: 6

Agility: 60

Armor: 1000

Limit: 280

Air: A Land: - Sea: - Space: A
Special Abilities: Distortion Field, EWAC
Conformal Parts Slots: 3
Upgrade Levels: 10

Weapons Systems:

Missile <R> (1500, 1-5, +5, 16, 0, 0, 0, A/A/A/A)
Gravity Blast <R> (2300, 3-7, +10, 0, 50, 0, +10, A/A/B/A)
Gravity Blast <R> [M] (2300, 1-8, -10, 0, 80, 120, 0, A/A/B/A)
Weapons Cost Modifier: 4, 5, 5

Notes:

The Nadesico counts as a battleship.
The Gravity Wave radius (for friendly Aestivalis units) is 4 squares.

Mecha Name: Nadesico (Y Unit)
Starting Pilot: Misumaru Yurika
Base HP: 8800
Base EN: 360
Type: Air
Size: LL
Repair Cost: 30000

Movement: 7
Agility: 70
Armor: 1300
Limit: 300

Air: A Land: - Sea: - Space: A
Special Abilities: Distortion Field, EWAC
Conformal Parts Slots: 2
Upgrade Levels: 10

Weapons Systems:

Missile <R> (1700, 1-5, +5, 16, 0, 0, 0, A/A/A/A)
Gravity Blast <R> (2500, 3-7, +10, 0, 50, 0, +10, A/A/B/A)
Gravity Blast <R> [M] (2500, 1-8, -10, 0, 80, 120, 0, A/A/B/A)
Souteni Hou <R> [M] (3200, 1-7, 0, 0, 120, 140, 0, A/A/A/A)
Weapons Cost Modifier: 4, 5, 5, 5

Notes:

The Nadesico (Y Unit) counts as a battleship. It inherits the upgrades from the Nadesico.

Mecha Name: Aestivalis (Air) Akatsuki
Starting Pilot: Akatsuki Nagare
Base HP: 3200
Base EN: 120
Type: Air/Land
Size: S
Repair Cost: 3200

Movement: 7
Agility: 95
Armor: 1300
Limit: 320

Air: A Land: B Sea: B Space: -
Special Abilities: Sword, Distortion Field
Conformal Parts Slots: 3
Upgrade Levels: 13

Weapons Systems:

Missile Pod <R> (1300, 2-4, +5, 8, 0, 0, 0, A/A/A/A)

Immediate Knife <H> [P] (1500, 1-2, +15, 0, 0, 0, 0, A/A/A/A)
Rapid Rifle <R> (1600, 1-5, 0, 0, 10, 0, 0, A/A/B/A)
Field Lancer <H> [P] (1900, 1, +10, 0, 20, 110, +10, A/A/A/A)
Distortion Punch <H> [P] (2100, 1, +20, 0, 40, 120, +20, A/A/A/A)
Weapons Cost Modifier: 4, 4, 4, 5

Mecha Name: Aestivalis (0G) Akatsuki
Starting Pilot: Akatsuki Nagare
Base HP: 3200
Base EN: 120
Type: Space
Size: S
Repair Cost: 3200
Movement: 7
Agility: 95
Armor: 1300
Limit: 320
Air: - Land: - Sea: - Space: A
Special Abilities: Sword, Distortion Field
Conformal Parts Slots: 3
Upgrade Levels: 13

Weapons Systems:

Wired Fist <H> [P] (1400, 1-3, +10, 0, 10, 0, +10, A/A/B/A)
Immediate Knife <H> [P] (1500, 1-2, +15, 0, 0, 0, 0, A/A/A/A)
Rapid Rifle <R> (1600, 1-5, 0, 0, 10, 0, 0, A/A/B/A)
Field Lancer <H> [P] (1900, 1, +10, 0, 20, 110, +10, A/A/A/A)
Distortion Punch <H> [P] (2100, 1, +20, 0, 40, 120, +20, A/A/A/A)
Weapons Cost Modifier: 4, 4, 4, 5

Mecha Name: Aestivalis (Artillery) Akatsuki
Starting Pilot: Akatsuki Nagare
Base HP: 3200
Base EN: 12
Type: Land
Size: S
Repair Cost: 3200
Movement: 5
Agility: 75
Armor: 1700
Limit: 320
Air: - Land: A Sea: B Space: -
Special Abilities: Distortion Field
Conformal Parts Slots: 3
Upgrade Levels: 13

Weapons Systems:

Missile <R> (1500, 2-4, +40, 8, 0, 0, 0, A/A/A/A)
120mm Cannon <R> [M] (1800, 1-6, 0, 3, 0, 120, 0, A/A/B/A)
120mm Cannon <R> (2000, 3-7, +10, 0, 10, 0, +10, A/A/B/A)
Weapons Cost Modifier: 4, 5, 4

Mecha Name: Aestivalis (Air) Akito
Starting Pilot: Tenkawa Akito
Base HP: 3000
Base EN: 100
Type: Air/Land
Size: S
Repair Cost: 3000
Movement: 7

Agility: 90
Armor: 1200
Limit: 300
Air: A Land: B Sea: B Space: -
Special Abilities: Sword, Distortion Field
Conformal Parts Slots: 3
Upgrade Levels: 13

Weapons Systems:

Missile Pod <R> (1200, 2-4, +5, 8, 0, 0, 0, A/A/A/A)
Immediate Knife <H> [P] (1400, 1-2, +15, 0, 0, 0, 0, A/A/A/A)
Rapid Rifle <R> (1500, 1-5, 0, 0, 10, 0, 0, A/A/B/A)
Field Lancer <H> [P] (1800, 1, +10, 0, 20, 110, +10, A/A/A/A)
Gekigan Flare <H> [P] (2100, 1, +20, 0, 40, 120, +20, A/A/A/A)
Weapons Cost Modifier: 4, 4, 4, 5

Mecha Name: Aestivalis (0G) Akito

Starting Pilot: Tenkawa Akito

Base HP: 3000

Base EN: 100

Type: Space

Size: S

Repair Cost: 3000

Movement: 7

Agility: 90

Armor: 1200

Limit: 300

Air: - Land: - Sea: - Space: A

Special Abilities: Sword, Distortion Field

Conformal Parts Slots: 3

Upgrade Levels: 13

Weapons Systems:

Wired Fist <H> [P] (1300, 1-3, +10, 0, 10, 0, +10, A/A/B/A)
Immediate Knife <H> [P] (1400, 1-2, +15, 0, 0, 0, 0, A/A/A/A)
Rapid Rifle <R> (1500, 1-5, 0, 0, 10, 0, 0, A/A/B/A)
Field Lancer <H> [P] (1800, 1, +10, 0, 20, 110, +10, A/A/A/A)
Gekigan Flare <H> [P] (2100, 1, +20, 0, 40, 120, +20, A/A/A/A)
Weapons Cost Modifier: 4, 4, 4, 5

Mecha Name: Aestivalis (Artillery) Akito

Starting Pilot: Tenkawa Akito

Base HP: 3000

Base EN: 100

Type: Land

Size: S

Repair Cost: 3000

Movement: 5

Agility: 70

Armor: 1600

Limit: 300

Air: - Land: A Sea: B Space: -

Special Abilities: Distortion Field

Conformal Parts Slots: 3

Upgrade Levels: 13

Weapons Systems:

Missile <R> (1500, 2-4, +30, 8, 0, 0, 0, A/A/A/A)
120mm Cannon <R> [M] (1800, 1-6, -10, 3, 0, 120, 0, A/A/B/A)
120mm Cannon <R> (2000, 3-7, 0, 0, 10, 0, +10, A/A/B/A)

Weapons Cost Modifier: 4, 5, 4

Mecha Name: Aestivalis (Air) Gai
Starting Pilot: Daigouji Gai (a.k.a. Yamada Jiro)
Base HP: 3000
Base EN: 100
Type: Air/Land
Size: S
Repair Cost: 3000
Movement: 7
Agility: 90
Armor: 1200
Limit: 300
Air: A Land: B Sea: B Space: -
Special Abilities: Sword, Distortion Field
Conformal Parts Slots: 3
Upgrade Levels: 13

Weapons Systems:

Gekigan Missile <R> (1200, 2-4, +5, 8, 0, 0, 0, A/A/A/A)
Gekigan Beam <R> (1300, 1-5, 0, 0, 10, 0, 0, A/A/B/A)
Geikgan Sword <H> [P] (1400, 1-2, +15, 0, 0, 0, 0, A/A/A/A)
Gekigan Shot <H> [P] (1800, 1, +10, 0, 20, 110, +10, A/A/A/A)
Gai Super Upper <H> [P] (2200, 1, +20, 0, 40, 120, +20, A/A/A/A)
Weapons Cost Modifier: 4, 4, 4, 5

Mecha Name: Aestivalis (0G) Gai
Starting Pilot: Daigouji Gai
Base HP: 3000
Base EN: 100
Type: Space
Size: S
Repair Cost: 3000
Movement: 7
Agility: 90
Armor: 1200
Limit: 300
Air: - Land: - Sea: - Space: A
Special Abilities: Sword, Distortion Field
Conformal Parts Slots: 3
Upgrade Levels: 13

Weapons Systems:

Gekigan Beam <R> (1300, 1-5, 0, 0, 10, 0, 0, A/A/B/A)
Geikgan Sword <H> [P] (1400, 1-2, +15, 0, 0, 0, 0, A/A/A/A)
Gekigan Punch <H> [P] (1500, 1-3, +10, 0, 10, 0, +10, A/A/B/A)
Gekigan Shot <H> [P] (1800, 1, +10, 0, 20, 110, +10, A/A/A/A)
Gai Super Upper <H> [P] (2200, 1, +20, 0, 40, 120, +20, A/A/A/A)
Weapons Cost Modifier: 4, 4, 4, 5

Mecha Name: Aestivalis (Artillery) Gai
Starting Pilot: Daigouji Gai
Base HP: 3000
Base EN: 100
Type: Land
Size: S
Repair Cost: 3000
Movement: 5
Agility: 70
Armor: 1600

Limit: 300

Air: - Land: A Sea: B Space: -

Special Abilities: Distortion Field

Conformal Parts Slots: 3

Upgrade Levels: 13

Weapons Systems:

Gekigan Missile <R> (1400, 2-4, +30, 8, 0, 0, 0, A/A/A/A)

Gekigan Beam <R> [M] (1700, 1-6, -10, 3, 0, 125, 0, A/A/B/A)

Gekigan Beam <R> (1900, 3-7, 0, 0, 10, 0, +10, A/A/B/A)

Weapons Cost Modifier: 4, 5, 4

Mecha Name: Aestivalis (Air) Ryoko

Starting Pilot: Subaru Ryoko

Base HP: 3000

Base EN: 100

Type: Air/Land

Size: S

Repair Cost: 3000

Movement: 7

Agility: 90

Armor: 1200

Limit: 300

Air: A Land: B Sea: B Space: -

Special Abilities: Sword, Distortion Field

Conformal Parts Slots: 3

Upgrade Levels: 13

Weapons Systems:

Missile Pod <R> (1200, 1-3, +5, 8, 0, 0, 0, A/A/A/A)

Rapid Rifle <R> [P] (1300, 1-4, 0, 0, 10, 0, 0, A/A/B/A)

Immediate Knife <H> [P] (1400, 1-2, +15, 0, 0, 0, 0, A/A/A/A)

Field Lancer <H> [P] (1800, 1, +10, 0, 20, 110, +10, A/A/A/A)

Distortion Punch <H> [P] (2100, 1, +20, 0, 40, 115, +20, A/A/A/A)

Weapons Cost Modifier: 4, 4, 4, 5

Mecha Name: Aestivalis (0G) Ryoko

Starting Pilot: Subaru Ryoko

Base HP: 3000

Base EN: 100

Type: Space

Size: S

Repair Cost: 3000

Movement: 7

Agility: 90

Armor: 1200

Limit: 300

Air: - Land: - Sea: - Space: A

Special Abilities: Sword, Distortion Field

Conformal Parts Slots: 3

Upgrade Levels: 13

Weapons Systems:

Rapid Rifle <R> [P] (1300, 1-4, 0, 0, 10, 0, 0, A/A/B/A)

Immediate Knife <H> [P] (1400, 1-2, +15, 0, 0, 0, 0, A/A/A/A)

Wired Fist <H> [P] (1500, 1-4, +10, 0, 10, 0, +10, A/A/B/A)

Field Lancer <H> [P] (1800, 1, +10, 0, 20, 110, +10, A/A/A/A)

Distortion Punch <H> [P] (2100, 1, +20, 0, 40, 115, +20, A/A/A/A)

Weapons Cost Modifier: 4, 4, 4, 5

Mecha Name: Aestivalis (Artillery) Ryoko

Starting Pilot: Subaru Ryoko

Base HP: 3000

Base EN: 100

Type: Land

Size: S

Repair Cost: 3000

Movement: 5

Agility: 70

Armor: 1600

Limit: 300

Air: - Land: A Sea: B Space: -

Special Abilities: Distortion Field

Conformal Parts Slots: 3

Upgrade Levels: 13

Weapons Systems:

Missile <R> (1500, 2-4, +30, 8, 0, 0, 0, 0, A/A/A/A)

120mm Cannon <R> [M] (1800, 1-6, -10, 3, 0, 130, 0, A/A/B/A)

120mm Cannon <R> (2000, 3-7, 0, 0, 10, 0, +10, A/A/B/A)

Weapons Cost Modifier: 4, 5, 4

Mecha Name: Aestivalis (Air) Hikaru

Starting Pilot: Amano Hikaru

Base HP: 3000

Base EN: 100

Type: Air/Land

Size: S

Repair Cost: 3000

Movement: 8

Agility: 90

Armor: 1200

Limit: 300

Air: A Land: B Sea: B Space: -

Special Abilities: Sword, Distortion Field

Conformal Parts Slots: 3

Upgrade Levels: 13

Weapons Systems:

Missile Pod <R> (1200, 2-4, +5, 8, 0, 0, 0, 0, A/A/A/A)

Immediate Knife <H> [P] (1400, 1-2, +15, 0, 0, 0, 0, 0, A/A/A/A)

Rapid Rifle <R> (1500, 1-5, 0, 0, 10, 0, 0, 0, A/A/B/A)

Field Lancer <H> [P] (1700, 1, +10, 0, 20, 110, +10, A/A/A/A)

Distortion Punch <H> [P] (2000, 1, +20, 0, 40, 120, +20, A/A/A/A)

Weapons Cost Modifier: 4, 4, 4, 5

Mecha Name: Aestivalis (OG) Hikaru

Starting Pilot: Amano Hikaru

Base HP: 3000

Base EN: 100

Type: Space

Size: S

Repair Cost: 3000

Movement: 8

Agility: 90

Armor: 1200

Limit: 300

Air: - Land: - Sea: - Space: A

Special Abilities: Sword, Distortion Field

Conformal Parts Slots: 3

Upgrade Levels: 13

Weapons Systems:

Wired Fist <H> [P] (1300, 1-3, +10, 0, 10, 0, +10, A/A/B/A)
Immediate Knife <H> [P] (1400, 1-2, +15, 0, 0, 0, 0, A/A/A/A)
Rapid Rifle <R> (1500, 1-5, 0, 0, 10, 0, 0, A/A/B/A)
Field Lancer <H> [P] (1700, 1, +10, 0, 20, 110, +10, A/A/A/A)
Distortion Punch <H> [P] (2000, 1, +20, 0, 40, 120, +20, A/A/A/A)
Weapons Cost Modifier: 4, 4, 4, 5

Mecha Name: Aestivalis (Artillery) Hikaru

Starting Pilot: Amano Hikaru

Base HP: 3000

Base EN: 100

Type: Land

Size: S

Repair Cost: 3000

Movement: 6

Agility: 70

Armor: 1600

Limit: 300

Air: - Land: A Sea: B Space: -

Special Abilities: Distortion Field

Conformal Parts Slots: 3

Upgrade Levels: 13

Weapons Systems:

Missile <R> (1500, 2-4, +30, 8, 0, 0, 0, A/A/A/A)
120mm Cannon <R> [M] (1800, 1-6, -10, 3, 0, 120, 0, A/A/B/A)
120mm Cannon <R> (2000, 3-7, 0, 0, 10, 0, +10, A/A/B/A)
Weapons Cost Modifier: 4, 5, 4

Mecha Name: Aestivalis (Air) Izumi

Starting Pilot: Maki Izumi

Base HP: 3000

Base EN: 100

Type: Air/Land

Size: S

Repair Cost: 3000

Movement: 7

Agility: 90

Armor: 1200

Limit: 300

Air: A Land: B Sea: B Space: -

Special Abilities: Sword, Distortion Field

Conformal Parts Slots: 3

Upgrade Levels: 13

Weapons Systems:

Missile Pod <R> (1300, 2-4, +5, 8, 0, 0, 0, A/A/A/A)
Immediate Knife <H> [P] (1300, 1-2, +15, 0, 0, 0, 0, A/A/A/A)
Rapid Rifle <R> (1600, 1-6, 0, 0, 10, 0, 0, A/A/B/A)
Field Lancer <H> [P] (1700, 1, +10, 0, 20, 110, +10, A/A/A/A)
Distortion Punch <H> [P] (1900, 1, +20, 0, 40, 120, +20, A/A/A/A)
Weapons Cost Modifier: 4, 4, 4, 5

Mecha Name: Aestivalis (OG) Izumi

Starting Pilot: Maki Izumi

Base HP: 3000

Base EN: 100

Type: Space
Size: S
Repair Cost: 3000
Movement: 7
Agility: 90
Armor: 1200
Limit: 300
Air: - Land: - Sea: - Space: A
Special Abilities: Sword, Distortion Field
Conformal Parts Slots: 3
Upgrade Levels: 13

Weapons Systems:

Wired Fist <H> [P] (1200, 1-3, +10, 0, 10, 0, +10, A/A/B/A)
Immediate Knife <H> [P] (1300, 1-2, +15, 0, 0, 0, 0, A/A/A/A)
Rapid Rifle <R> (1600, 1-6, 0, 0, 10, 0, 0, A/A/B/A)
Field Lancer <H> [P] (1700, 1, +10, 0, 20, 110, +10, A/A/A/A)
Distortion Punch <H> [P] (1900, 1, +20, 0, 40, 120, +20, A/A/A/A)
Weapons Cost Modifier: 4, 4, 4, 5

Mecha Name: Aestivalis (Artillery) Izumi

Starting Pilot: Maki Izumi
Base HP: 3000
Base EN: 100
Type: Land
Size: S
Repair Cost: 3000
Movement: 5
Agility: 70
Armor: 1600
Limit: 300
Air: - Land: A Sea: B Space: -
Special Abilities: Distortion Field
Conformal Parts Slots: 3
Upgrade Levels: 13

Weapons Systems:

Missile <R> (1600, 2-4, +30, 8, 0, 0, 0, A/A/A/A)
120mm Cannon <R> [M] (1900, 1-6, -10, 3, 0, 115, 0, A/A/B/A)
120mm Cannon <R> (2100, 3-7, 0, 0, 10, 0, +10, A/A/B/A)
Weapons Cost Modifier: 4, 5, 4

Mecha Name: Dai-Tetsujin

Starting Pilot: Shiratori Tsukumo
Base HP: 9000
Base EN: 380
Type: Air/Land
Size: L
Repair Cost: 7000
Movement: 6
Agility: 80
Armor: 1600
Limit: 330
Air: A Land: A Sea: A Space: A
Special Abilities: Distortion Field
Conformal Parts Slots: 2
Upgrade Levels: 10

Weapons Systems:

Sokusha Laser <R> [PB] (1700, 1-4, +10, 0, 10, 0, 0, A/A/-/A)

Oogata Laser <R> [B] (1900, 1-5, +5, 0, 10, 0, 0, 0, A/A/-/A)
Oogata Missile <R> (2000, 2-6, +10, 4, 0, 0, 0, 0, A/A/A/A)
Rocket Punch <H> [P] (2000, 1-3, +15, 4, 0, 0, +10, A/A/B/A)
Distortion Tackle <H> [P] (2200, 1, +10, 0, 20, 0, 0, 0, A/A/A/A)
Gravity Blast <R> (2500, 3-7, +20, 0, 40, 110, +10, A/A/B/A)
Gravity Blast <R> [M] (2500, 1-8, 0, 0, 70, 120, 0, A/A/B/A)
Weapons Cost Modifier: 2, 4, 4, 4, 4, 5, 5

Mecha Name: Aestivalis (Lunar Surface Frame) (Getsumen F)
Starting Pilot: None (Tenkawa Akito)
Base HP: 4500
Base EN: 200
Type: Air/Land
Size: M
Repair Cost: 8000
Movement: 8
Agility: 100
Armor: 1200
Limit: 350
Air: A Land: A Sea: - Space: A
Special Abilities: Distortion Field
Conformal Parts Slots: 2
Upgrade Levels: 10

Weapons Systems:

Missile <R> (1400, 1-5, +5, 8, 0, 0, 0, 0, A/A/A/A)
Rail Gun <R> (2000, 2-6, 0, 0, 30, 0, +10, A/A/-/A)
Tai-kan Missile <R> (2500, 2-7, 0, 2, 0, 0, 0, 0, A/A/A/A)
Weapons Cost Modifier: 4, 4, 5

Section 6: Friendly Super Robot Mecha

Part A: Mobile Fighter G Gundam

Mobile Fighter Super and Hyper Mode Rules:

Certain Mobile Fighters have the ability to boost the statistics and capabilities of their mecha once their Kiryoku reaches a certain level. At 120 Kiryoku, if a Mobile Fighter has a S or H variant, the mecha will be replaced with the S or H variant. This will provide a boost in stats, and may unlock additional attacks. However, the S or H variant does not normally appear in the intermission menu, and therefore you cannot upgrade the S or H form directly. These forms are linked to the main form, so they inherit the upgrades of their base form. (E.G., if you upgrade Shining Gundam's HP twice, Shining Gundam S will have +400 HP.)

This also means, however, that you cannot upgrade, say, the Shining Finger Sword, since it does not appear on the Shining Gundam's status screen. The upgrade cost data was obtained by forcing the system to display the S or H variant (toggle bit) and then checking the upgrade screens.

For information on Fu'unsaiiki and combining with the Gundam Horse, see Section 9.

Attacks noted with a * indicate that they do not normally appear during the Intermission Status screen. These are the ultimate attacks of the Super

and Hyper versions of these Mobile Fighters (so Nobel Gundam and Rising Gundam do not have any).

Mecha Name: Shining Gundam
Starting Pilot: Domon Kasshu
Base HP: 5500
Base EN: 180
Type: Land
Size: M
Repair Cost: 6000
Movement: 5
Agility: 100
Armor: 1400
Limit: 310
Air: - Land: A Sea: C Space: A
Special Abilities: Sword
Conformal Parts Slots: 2
Upgrade Levels: 10

Weapons Systems:

Vulcan <R> [P] (1000, 1-2, +30, 20, 0, 0, -20, A/A/B/A)
Shining Shot <R> [P] (1300, 1-3, +5, 8, 0, 0, +10, A/A/A/A)
Kakutou <R> [P] (1400, 1-2, +10, 0, 0, 0, 0, A/A/A/A)
Beam Sword <H> [P] (1600, 1, +15, 0, 0, 0, 0, -/A/A/A)
Shining Finger <H> [P] (2400, 1, +10, 0, 40, 120, +20, -/A/A/A)
Weapons Cost Modifier: 2, 4, 4, 4, 5

Mecha Name: Shining Gundam S
Starting Pilot: Domon Kasshu
Base HP: 5500
Base EN: 180
Type: Land
Size: M
Repair Cost: 6000
Movement: 6
Agility: 110
Armor: 1500
Limit: 320
Air: - Land: A Sea: A Space: A
Special Abilities: Sword
Conformal Parts Slots: 2
Upgrade Levels: 10

Weapons Systems:

Vulcan <R> [P] (1000, 1-2, +30, 20, 0, 0, -20, A/A/B/A)
Shining Shot <R> [P] (1300, 1-3, +5, 8, 0, 0, +10, A/A/A/A)
Kakutou <R> [P] (1400, 1-2, +10, 0, 0, 0, 0, A/A/A/A)
Beam Sword <H> [P] (1600, 1, +15, 0, 0, 0, 0, -/A/A/A)
Shining Finger <H> [P] (2400, 1, +10, 0, 40, 120, +20, -/A/A/A)
Shining Finger Sword <H> [P] (2800, 1, +15, 0, 60, 130, +20, -/A/A/A) S Mode
Weapons Cost Modifier: 2, 4, 4, 4, 5, (5)

Mecha Name: God Gundam
Starting Pilot: Domon Kasshu
Base HP: 6000
Base EN: 210
Type: Land
Size: M
Repair Cost: 8000
Movement: 5

Agility: 115
Armor: 1600
Limit: 330
Air: - Land: A Sea: C Space: A
Special Abilities: Sword
Conformal Parts Slots: 1
Upgrade Levels: 10

Weapons Systems:

Machine Cannon <R> (1200, 1-3, +5, 10, 0, 0, +10, A/A/B/A)
Kakutou <H> [P] (1600, 1-2, +10, 0, 0, 0, +10, A/A/A/A)
God Slasher <H> [P] (1800, 1, +15, 0, 0, 0, +10, -/A/A/A)
God Slasher Typhoon <H> [P] (1900, 1, +5, 0, 10, 0, +10, -/A/A/A)
Weapons Cost Modifier: 4, 4, 4, 4

Mecha Name: God Gundam H
Starting Pilot: Domon Kasshu
Base HP: 6000
Base EN: 210
Type: Land
Size: M
Repair Cost: 8000
Movement: 6
Agility: 125
Armor: 1700
Limit: 340
Air: - Land: A Sea: A Space: A
Special Abilities: Sword, God Shadow
Conformal Parts Slots: 1
Upgrade Levels: 10

Weapons Systems:

Machine Cannon <R> (1200, 1-3, +5, 10, 0, 0, +10, A/A/B/A)
Kakutou <H> [P] (1600, 1-2, +10, 0, 0, 0, +10, A/A/A/A)
God Slasher <H> [P] (1800, 1, +15, 0, 0, 0, +10, -/A/A/A)
God Slasher Typhoon <H> [P] (1900, 1, +5, 0, 10, 0, +10, -/A/A/A)
God Field Dash <H> [P] (2000, 1-3, +10, 0, 20, 0, +10, A/A/A/A)*
Choukyuu Haou Den'eidan <H> [M] (2000, 1-7, 0, 0, 110, 110, +10, A/A/A/A)*
Bakunetsu God Slasher <H> [P] (2200, 1, +15, 0, 30, 110, +10, -/A/A/A)*
Bakunetsu God Finger <H> [P] (3000, 1, +25, 0, 60, 120, +20, -/A/A/A)*
Sekiha Tenkyouken <H> [P] (3600, 1, +30, 0, 120, 140, +20, A/A/A/A)*
Weapons Cost Modifier: 4, 4, 4, 4

Notes:

Attacks noted with a * indicate also have the requirement: Meikyoushisui.

Mecha Name: God Gundam (Fu'unsaiiki)
Starting Pilot: Domon Kasshu
Base HP: 7000
Base EN: 280
Type: Air/Land
Size: M
Repair Cost: 5000
Movement: 8
Agility: 120
Armor: 1800
Limit: 340
Air: A Land: A Sea: C Space: A
Special Abilities: Sword, Bunri
Conformal Parts Slots: 1

Upgrade Levels: 10

Separates into: God Gundam, Fu'unsaiiki

Weapons Systems:

Machine Cannon <R> (1200, 1-3, +5, 10, 0, 0, +10, A/A/B/A)

Unicorn Horn <H> [P] (1500, 1-3, +10, 0, 0, 0, +10, A/A/A/A)

God Slasher <H> [P] (1800, 1, +15, 0, 0, 0, +10, -/A/A/A)

Back Kick <H> [P] (2000, 1, +10, 0, 0, 0 +20, A/A/A/A)

Weapons Cost Modifier: 4, 4, 4, 4

Notes:

This unit is linked to the God Gundam.

Upon the destruction of the God Gundam (Fu'unsaiiki), God Gundam will immediately replace it (as though the Bunri command was used).

Mecha Name: God Gundam H (Fu'unsaiiki)

Starting Pilot: Domon Kasshu

Base HP: 7000

Base EN: 280

Type: Air/Land

Size: M

Repair Cost: 5000

Movement: 8

Agility: 125

Armor: 1900

Limit: 350

Air: A Land: A Sea: A Space: A

Special Abilities: Sword, Bunri, God Shadow

Conformal Parts Slots: 1

Upgrade Levels: 10

Separates into: God Gundam H, Fu'unsaiiki

Weapons Systems:

Machine Cannon <R> (1200, 1-3, +5, 10, 0, 0, +10, A/A/B/A)

Unicorn Horn <H> [P] (1500, 1-3, +10, 0, 0, 0, +10, A/A/A/A)

God Slasher <H> [P] (1800, 1, +15, 0, 0, 0, +10, -/A/A/A)

Back Kick <H> [P] (2000, 1, +10, 0, 0, 0 +20, A/A/A/A)

Weapons Cost Modifier: 4, 4, 4, 4

Notes:

This unit is linked to the God Gundam H.

Upon the destruction of the God Gundam H (Fu'unsaiiki), God Gundam H will immediately replace it (as though the Bunri command was used).

Mecha Name: God Gundam H (Fu'unsaiiki)

Starting Pilot: Domon Kasshu

Base HP: 7000

Base EN: 280

Type: Air/Land

Size: M

Repair Cost: 0

Movement: 8

Agility: 135

Armor: 1800

Limit: 350

Air: A Land: A Sea: A Space: A

Special Abilities: Sword, Bunri, God Shadow

Conformal Parts Slots: 1

Upgrade Levels: 10

Separates into: God Gundam H, Fu'unsaiiki

Weapons Systems:

Machine Cannon <R> (1200, 1-3, +5, 10, 0, 0, +10, A/A/B/A)
Unicorn Horn <H> [P] (1500, 1-3, +10, 0, 0, 0, +10, A/A/A/A)
God Slasher <H> [P] (1800, 1, +15, 0, 0, 0, +10, -/A/A/A)
Back Kick <H> [P] (2000, 1, +10, 0, 0, 0 +20, A/A/A/A)
Weapons Cost Modifier: 4, 4, 4, 4

Notes:

This unit is linked to the God Gundam H.
Upon the destruction of the God Gundam H (Fu'unsaikei), God Gundam H will immediately replace it (as though the Bunri command was used).

Mecha Name: Gundam Maxter

Starting Pilot: Chibodee Crocket

Base HP: 5500

Base EN: 180

Base SH: 1500

Type: Land

Size: M

Repair Cost: 6000

Movement: 5

Agility: 100

Armor: 1400

Limit: 310

Air: - Land: A Sea: C Space: A

Special Abilities: Shield

Conformal Parts Slots: 2

Upgrade Levels: 10

Weapons Systems:

Gigantic Magnum <R> (1500, 1-5, +5, 8, 0, 0, 0, A/A/B/A)
Fighting Knuckle <H> [P] (1500, 1-4, +10, 0, 0, 0, +10, -/A/A/A)
Cyclone Punch <H> [P] (1700, 1-3, +10, 0, 10, 0, +10, A/A/A/A)
Burning Punch <H> [P] (2200, 1-2, +15, 0, 30, 120, +10, A/A/A/A)
Weapons Cost Modifier: 4, 4, 4, 4

Mecha Name: Gundam Maxter S

Starting Pilot: Chibodee Crocket

Base HP: 5500

Base EN: 180

Base SH: 1500

Type: Land

Size: M

Repair Cost: 6000

Movement: 6

Agility: 110

Armor: 1500

Limit: 320

Air: - Land: A Sea: A Space: A

Special Abilities: Shield

Conformal Parts Slots: 2

Upgrade Levels: 10

Weapons Systems:

Gigantic Magnum <R> (1500, 1-5, +5, 8, 0, 0, 0, A/A/B/A)
Fighting Knuckle <H> [P] (1500, 1-4, +10, 0, 0, 0, +10, -/A/A/A)
Cyclone Punch <H> [P] (1700, 1-3, +10, 0, 10, 0, +10, A/A/A/A)
Burning Punch <H> [P] (2200, 1-2, +15, 0, 30, 120, +10, A/A/A/A)
Gounetsu Machine Gun Punch <H> [P] (2800, 2-5, +20, 0, 60, 120, +20, A/A/A/A)

S Mode*

Weapons Cost Modifier: 4, 4, 4, 4

Mecha Name: Gundam Rose
Starting Pilot: George de Sand
Base HP: 5500
Base EN: 180
Type: Land
Size: M
Repair Cost: 6000
Movement: 5
Agility: 100
Armor: 1400
Limit: 310
Air: - Land: A Sea: C Space: A
Special Abilities: Sword
Conformal Parts Slots: 2
Upgrade Levels: 10

Weapons Systems:

Vulcan <R> [P] (1000, 1-2, +30, 20, 0, 0, -20, A/A/B/A)
Chevalier Saber <H> [P] (1500, 1, +15, 0, 0, 0, 0, -/A/A/A)
Roses Bit <H> (1700, 3-6, +20, 9, 0, 0, +10, A/A/A/A)
Roses Screamer <H> [M] (2000, 1-5, 0, 0, 60, 120, +10, A/A/A/A)
Weapons Cost Modifier: 2, 4, 4, 5

Mecha Name: Gundam Rose S
Starting Pilot: George de Sand
Base HP: 5500
Base EN: 180
Type: Land
Size: M
Repair Cost: 6000
Movement: 6
Agility: 110
Armor: 1500
Limit: 320
Air: - Land: A Sea: A Space: A
Special Abilities: Sword
Conformal Parts Slots: 2
Upgrade Levels: 10

Weapons Systems:

Vulcan <R> [P] (1000, 1-2, +30, 20, 0, 0, -20, A/A/B/A)
Chevalier Saber <H> [P] (1500, 1, +15, 0, 0, 0, 0, -/A/A/A)
Roses Bit <H> (1700, 3-6, +20, 9, 0, 0, +10, A/A/A/A)
Roses Screamer <H> [M] (2000, 1-5, 0, 0, 60, 120, +10, A/A/A/A)
Roses Hurricane <H> (2600, 4-7, +20, 0, 60, 120, +20, A/A/A/A) S Mode*
Weapons Cost Modifier: 2, 4, 4, 5

Mecha Name: Dragon Gundam
Starting Pilot: Sai Sici
Base HP: 5500
Base EN: 180
Type: Land
Size: M
Repair Cost: 6000
Movement: 7
Agility: 105
Armor: 1400

Limit: 310
Air: - Land: A Sea: C Space: A
Special Abilities: Sword, Bunshin
Conformal Parts Slots: 2
Upgrade Levels: 10

Weapons Systems:

Kakutou <H> [P] (1400, 1-2, +10, 0, 0, 0, +10, A/A/A/A)
Feilong Flag <H> [P] (1500, 1, +15, 0, 0, 0, +50, -/A/A/A)
Dragon Claw <H> [P] (1700, 2-5, +10, 0, 0, 0, +10, A/A/A/A)
Dragon Fire <H> [P] (2100, 1, +15, 0, 20, 120, +10, -/A/-/A)
Weapons Cost Modifier: 4, 4, 4, 4

Mecha Name: Dragon Gundam S

Starting Pilot: Sai Sici

Base HP: 5500

Base EN: 180

Type: Land

Size: M

Repair Cost: 6000

Movement: 8

Agility: 115

Armor: 1500

Limit: 320

Air: - Land: A Sea: A Space: A

Special Abilities: Sword, Bunshin

Conformal Parts Slots: 2

Upgrade Levels: 10

Weapons Systems:

Kakutou <H> [P] (1400, 1-2, +10, 0, 0, 0, +10, A/A/A/A)
Feilong Flag <H> [P] (1500, 1, +15, 0, 0, 0, +50, -/A/A/A)
Dragon Claw <H> [P] (1700, 2-5, +10, 0, 0, 0, +10, A/A/A/A)
Dragon Fire <H> [P] (2100, 1, +15, 0, 20, 120, +10, -/A/-/A)
Shin Ryuusei Kochouken <H> [P] (3200, 1, +20, 0, 60, 120, +20, A/A/A/A) S

Mode*

Weapons Cost Modifier: 4, 4, 4, 4

Mecha Name: Bolt Gundam

Starting Pilot: Argo Gulskii

Base HP: 6000

Base EN: 180

Type: Land

Size: M

Repair Cost: 6000

Movement: 5

Agility: 95

Armor: 1600

Limit: 310

Air: - Land: A Sea: C Space: A

Special Abilities: None

Conformal Parts Slots: 2

Upgrade Levels: 10

Weapons Systems:

Vulcan <R> [P] (1000, 1-2, +30, 20, 0, 0, -20, A/A/B/A)
Kakutou <H> [P] (1700, 1-2, +20, 0, 0, 0, +10, A/A/A/A)
Graviton Hammer <H> [P] (2200, 1-5, +10, 0, 30, 110, +10, A/A/B/A)
Weapons Cost Modifier: 2, 4, 4

Mecha Name: Bolt Gundam S
Starting Pilot: Argo Gulskii
Base HP: 6000
Base EN: 180
Type: Land
Size: M
Repair Cost: 6000
Movement: 6
Agility: 105
Armor: 1700
Limit: 320
Air: - Land: A Sea: A Space: A
Special Abilities: None
Conformal Parts Slots: 2
Upgrade Levels: 10

Weapons Systems:

Vulcan <R> [P] (1000, 1-2, +30, 20, 0, 0, -20, A/A/B/A)
Kakutou <H> [P] (1700, 1-2, +20, 0, 0, 0, +10, A/A/A/A)
Graviton Hammer <H> [P] (2200, 1-5, +10, 0, 30, 110, +10, A/A/B/A)
Gaia Crasher <H> [P] (3000, 1-3, +20, 0, 60, 120, +20, -/A/A/A) S Mode*
Weapons Cost Modifier: 2, 4, 4

Mecha Name: Rising Gundam
Starting Pilot: Rain Mikamura
Base HP: 5000
Base EN: 180
Base SH: 1800
Type: Land
Size: M
Repair Cost: 6000
Movement: 5
Agility: 110
Armor: 1400
Limit: 330
Air: - Land: A Sea: C Space: A
Special Abilities: Sword, Shield
Conformal Parts Slots: 3
Upgrade Levels: 13

Weapons Systems:

Machine Cannon <R> [P] (1200, 1-3, +5, 10, 0, 0, +10, A/A/B/A)
Beam Machine Gun <R> [PB] (1400, 1-5, 0, 10, 0, 0, +10, A/A/-/A)
Kakutou <H> [P] (1500, 1-2, +10, 0, 0, 0, +10, A/A/A/A)
Heat Naginata <H> [P] (1800, 1, +5, 0, 0, 0, +20, -/A/A/A)
Rising Arrow <R> (2300, 3-7, +15, 0, 20, 110, +20, A/A/A/A)
Weapons Cost Modifier: 4, 4, 4, 4

Mecha Name: Nobel Gundam
Starting Pilot: Allenby Biazury
Base HP: 5000
Base EN: 180
Type: Land
Size: M
Repair Cost: 6000
Movement: 6
Agility: 120
Armor: 1400
Limit: 330
Air: - Land: A Sea: C Space: A

Special Abilities: Sword
Conformal Parts Slots: 3
Upgrade Levels: 13

Weapons Systems:

Vulcan <R> [P] (1000, 1-2, +30, 20, 0, 0, -20, A/A/B/A)
Kakutou <H> [P] (1500, 1-2, +10, 0, 0, 0, +10, A/A/A/A)
Beam Hoop <H> (1800, 2-5, +5, 4, 0, 0, +10, A/A/A/A)
Beam Ribbon <H> [P] (2300, 1-3, 0, 0, 20, 110, +10, A/A/A/A)
Weapons Cost Modifier: 2, 4, 4, 4

Mecha Name: Gundam Spiegel
Starting Pilot: Schwarz Bruder
Base HP: 7800
Base EN: 200
Type: Land
Size: M
Repair Cost: 7000
Movement: 6
Agility: 120
Armor: 1700
Limit: 380
Air: - Land: A Sea: C Space: A
Special Abilities: Sword, Bunshin
Conformal Parts Slots: 1
Upgrade Levels: 10

Weapons Systems:

Messergranz <H> (1600, 2-5, 0, 0, 0, 0, +10, A/A/B/A)
Kakutou <H> [P] (1700, 1-2, +20, 0, 0, 0, +10, A/A/A/A)
Spiegel Blade <H> [P] (1900, 1-3, +15, 0, 0, 0, +10, A/A/A/A)
Iron Net <H> [P] (2400, 1, +10, 0, 10, 0, -10, A/A/A/A)
Sturm und Drang <H> [P] (2900, 1-3, +5, 0, 30, 110, +20, A/A/A/A)
Weapons Cost Modifier: 4, 4, 4, 4, 4

Mecha Name: Master Gundam
Starting Pilot: Master Asia
Base HP: 9000
Base EN: 300
Type: Land
Size: M
Repair Cost: 20000
Movement: 5
Agility: 120
Armor: 1800
Limit: 380
Air: - Land: A Sea: A Space: A
Special Abilities: Sword
Conformal Parts Slots: 1
Upgrade Levels: 7

Weapons Systems:

Master Cloth <H> [P] (1700, 1-3, +15, 0, 0, 0, 0, -/A/A/A)
Darkness Shot <R> (1800, 1-5, +5, 10, 0, 0, +20, A/A/A/A)
Choukyuu Haou Den'eidan <H> [M] (1900, 1-7, 0, 0, 50, 120, +10, A/A/A/A)
Distant Crusher <H> [P] (2200, 1-4, +10, 0, 0, 0, +20, A/A/A/A)
Juu-ni Ouhouhai Daisharin <H> (2600, 1-3, +10, 0, 20, 0, +10, A/A/A/A)
Deadly Web <H> [P] (2800, 1-2, +10, 0, 30, 0, +20, A/A/A/A)
Darkness Finger <H> [P] (3100, 1, +15, 0, 40, 110, +20, -/A/A/A)
Sekiha Tenkyouken <H> [P] (3500, 1, +30, 0, 80, 130, +20, A/A/A/A) Super Mode

Weapons Cost Modifier: 5, 5, 5, 5, 5, 5, 5, 5, 5

Mecha Name: Master Gundam S

Starting Pilot: Master Asia

Base HP: 9000

Base EN: 300

Type: Land

Size: M

Repair Cost: 20000

Movement: 6

Agility: 130

Armor: 1900

Limit: 390

Air: - Land: A Sea: A Space: A

Special Abilities: Sword

Conformal Parts Slots: 1

Upgrade Levels: 7

Weapons Systems:

Master Cloth <H> [P] (1700, 1-3, +15, 0, 0, 0, 0, -/A/A/A)

Darkness Shot <R> (1800, 1-5, +5, 10, 0, 0, +20, A/A/A/A)

Choukyuu Haou Den'eidan <H> [M] (1900, 1-7, 0, 0, 50, 120, +10, A/A/A/A)

Distant Crusher <H> [P] (2200, 1-4, +10, 0, 0, 0, +20, A/A/A/A)

Juu-ni Ouhouhai Daisharin <H> (2600, 1-3, +10, 0, 20, 0, +10, A/A/A/A)

Deadly Web <H> [P] (2800, 1-2, +10, 0, 30, 0, +20, A/A/A/A)

Darkness Finger <H> [P] (3100, 1, +15, 0, 40, 110, +20, -/A/A/A)

Sekiha Tenkyouken <H> [P] (3500, 1, +30, 0, 80, 130, +20, A/A/A/A) Super Mode

Weapons Cost Modifier: 5, 5, 5, 5, 5, 5, 5, 5, 5

Mecha Name: Master Gundam (Fu'unsaiki)

Starting Pilot: Master Asia

Base HP: 9500

Base EN: 350

Type: Air/Land

Size: M

Repair Cost: 5000

Movement: 7

Agility: 125

Armor: 2000

Limit: 390

Air: A Land: A Sea: A Space: A

Special Abilities: Sword, Bunri

Conformal Parts Slots: 1

Upgrade Levels: 7

Separates into: Master Gundam, Fu'unsaiki

Weapons Systems:

Unicorn Horn <H> [P] (1500, 1-3, +10, 0, 0, 0, +10, A/A/A/A)

Master Cloth <H> [P] (1700, 1-3, +15, 0, 0, 0, 0, -/A/A/A)

Darkness Shot <R> (1800, 1-5, +5, 10, 0, 0, +20, A/A/A/A)

Choukyuu Haou Den'eidan <H> [M] (1900, 1-7, 0, 0, 50, 120, +10, A/A/A/A)

Distant Crusher <H> [P] (2200, 1-4, +10, 0, 0, 0, +20, A/A/A/A)

Juu-ni Ouhouhai Daisharin <H> (2600, 1-3, +10, 0, 20, 0, +10, A/A/A/A)

Deadly Web <H> [P] (2800, 1-2, +10, 0, 30, 0, +20, A/A/A/A)

Darkness Finger <H> [P] (3100, 1, +15, 0, 40, 110, +20, -/A/A/A)

Sekiha Tenkyouken <H> [P] (3500, 1, +30, 0, 80, 130, +20, A/A/A/A) Super Mode

Weapons Cost Modifier: 4, 5, 5, 5, 5, 5, 5, 5, 5

Notes:

This unit is linked to the Master Gundam.

Upon the destruction of the Master Gundam (Fu'unsaiki), Master Gundam will immediately replace it (as though the Bunri command was used).

Mecha Name: Master GS (Fu'unsaiki)
Starting Pilot: Master Asia
Base HP: 9500
Base EN: 350
Type: Air/Land
Size: M
Repair Cost: 5000
Movement: 8
Agility: 135
Armor: 2100
Limit: 400
Air: A Land: A Sea: A Space: A
Special Abilities: Sword, Bunri
Conformal Parts Slots: 1
Upgrade Levels: 7
Separates into: Master Gundam S, Fu'unsaiki

Weapons Systems:

Unicorn Horn <H> [P] (1500, 1-3, +10, 0, 0, 0, +10, A/A/A/A)
Master Cloth <H> [P] (1700, 1-3, +15, 0, 0, 0, 0, -/A/A/A)
Darkness Shot <R> (1800, 1-5, +5, 10, 0, 0, +20, A/A/A/A)
Choukyuu Haou Den'eidan <H> [M] (1900, 1-7, 0, 0, 50, 120, +10, A/A/A/A)
Distant Crusher <H> [P] (2200, 1-4, +10, 0, 0, 0, +20, A/A/A/A)
Juu-ni Ouhouhai Daisharin <H> (2600, 1-3, +10, 0, 20, 0, +10, A/A/A/A)
Deadly Web <H> [P] (2800, 1-2, +10, 0, 30, 0, +20, A/A/A/A)
Darkness Finger <H> [P] (3100, 1, +15, 0, 40, 110, +20, -/A/A/A)
Sekiha Tenkyouken <H> [P] (3500, 1, +30, 0, 80, 130, +20, A/A/A/A) Super Mode
Weapons Cost Modifier: 4, 5, 5, 5, 5, 5, 5, 5, 5

Notes:

This unit is linked to the Master Gundam S.
Upon the destruction of the Master GS (Fu'unsaiki), Master Gundam S will immediately replace it (as though the Bunri command was used).

Mecha Name: Master GS (Fu'unsaiki)
Starting Pilot: Master Asia
Base HP: 9500
Base EN: 350
Type: Air/Land
Size: M
Repair Cost: 5000
Movement: 8
Agility: 140
Armor: 2200
Limit: 400
Air: A Land: A Sea: A Space: A
Special Abilities: Sword, Bunri
Conformal Parts Slots: 1
Upgrade Levels: 7
Separates into: Master Gundam S, Fu'unsaiki

Weapons Systems:

Unicorn Horn <H> [P] (1500, 1-3, +10, 0, 0, 0, +10, A/A/A/A)
Master Cloth <H> [P] (1700, 1-3, +15, 0, 0, 0, 0, -/A/A/A)
Darkness Shot <R> (1800, 1-5, +5, 10, 0, 0, +20, A/A/A/A)
Choukyuu Haou Den'eidan <H> [M] (1900, 1-7, 0, 0, 50, 120, +10, A/A/A/A)
Distant Crusher <H> [P] (2200, 1-4, +10, 0, 0, 0, +20, A/A/A/A)

Juu-ni Ouhouhai Daisharin <H> (2600, 1-3, +10, 0, 20, 0, +10, A/A/A/A)
Deadly Web <H> [P] (2800, 1-2, +10, 0, 30, 0, +20, A/A/A/A)
Darkness Finger <H> [P] (3100, 1, +15, 0, 40, 110, +20, -/A/A/A)
Sekiha Tenkyouken <H> [P] (3500, 1, +30, 0, 80, 130, +20, A/A/A/A) Super Mode
Weapons Cost Modifier: 4, 5, 5, 5, 5, 5, 5, 5, 5

Notes:

This unit is linked to the Master Gundam S.
Upon the destruction of the Master GS (Fu'unsaiki), Master Gundam S will immediately replace it (as though the Bunri command was used).

Mecha Name: Fu'unsaiki
Starting Pilot: Fu'unsaiki
Base HP: 4200
Base EN: 160
Type: Air/Land
Size: M
Repair Cost: 5000
Movement: 8
Agility: 110
Armor: 1300
Limit: 300
Air: A Land: A Sea: C Space: A
Special Abilities: None
Conformal Parts Slots: 1
Upgrade Levels: 10

Weapons Systems:

Unicorn Horn <H> [P] (1500, 1-3, +10, 0, 0, 0, +10, A/A/A/A)
Back Kick <H> [P] (2000, 1, +10, 0, 0, 0, +20, A/A/A/A)
Weapons Cost Modifier: 4, 4

Part B: Zambot 3 and Daitarn 3

Mecha Name: Zambot 3
Starting Pilot: Kami Kappai
Support Pilots: Kamie Uchuuta, Kamikita Keiko
Base HP: 6200
Base EN: 150
Type: Air/Land
Size: L
Repair Cost: 5000
Movement: 5
Agility: 65
Armor: 1400
Limit: 210
Air: A Land: A Sea: B Space: A
Special Abilities: Sword
Conformal Parts Slots: 2
Upgrade Levels:

Weapons Systems:

Buster Missile <R> (1300, 1-5, -5, 8, 0, 0, -10, A/A/A/A)
Arm Punch <H> [P] (1400, 1-3, +5, 0, 0, 0, 0, A/A/A/A)
Zambot Blow <H> [P] (1500, 1-2, +20, 0, 0, 0, +30, A/A/A/A)
Zambot Buster <H> [P] (1700, 4-6, -5, 2, 0, 0, +10, A/A/A/A)
Zambot Cutter <H> [P] (1800, 1, +15, 0, 0, 0, +20, A/A/A/A)
Moon Attack <H> [P] (3000, 1, +20, 0, 60, 120, +30, A/A/B/A)

Weapons Cost Modifier: 4, 4, 4, 4, 4, 5

Mecha Name: Daitarn 3

Starting Pilot: Haran Banjo

Base HP: 7000

Base EN: 160

Base SH: 1000

Type: Air/Land

Size: LL

Repair Cost: 5200

Movement: 5

Agility: 65

Armor: 1600

Limit: 280

Air: A Land: A Sea: B Space: A

Special Abilities: Sword, Shield, Henkei

Conformal Parts Slots: 2

Upgrade Levels: 10

Transforms into: Dai-Tank, Dai-Fighter

Weapons Systems:

Daitarn Missile <R> (1500, 1-5, 0, 10, 0, 0, 0, A/A/A/A)

Daitarn Hammer <H> [P] (1500, 1-3, -10, 0, 0, 0, 0, A/A/B/A)

Sun Laser <R> (1600, 1-3, 0, 0, 10, 0, 0, A/A/-/A)

Daitarn Cannon <R> (1700, 3-6, -10, 10, 0, 0, 0, A/A/B/A)

Daitarn Zanber <H> [P] (1800, 1, +30, 0, 0, 0, +10, A/A/A/A)

Sun Attack Midare Uchi <H> [P] (2000, 2-4, +25, 0, 40, 110, +10, A/A/A/A)

Sun Attack <H> [P] (3000, 1, +20, 0, 60, 120, +10, A/A/A/A)

Weapons Cost Modifier: 4, 4, 4, 4, 4, 5

Mecha Name: Dai-Fighter

Starting Pilot: Haran Banjo

Base HP: 7000

Base EN: 160

Type: Air

Size: LL

Repair Cost: 5200

Movement: 7

Agility: 80

Armor: 1400

Limit: 290

Air: A Land: - Sea: - Space: A

Special Abilities: Henkei

Conformal Parts Slots: 2

Upgrade Levels: 10

Transforms into: Daitarn 3, Dai-Tank

Weapons Systems:

Bakudan <R> [P] (1000, 1, +20, 10, 0, 0, 0, -/A/A/A)

Daitarn Missile <R> (1500, 1-5, 0, 10, 0, 0, 0, A/A/A/A)

Sun Laser <R> (1600, 1-3, 0, 0, 10, 0, 0, A/A/-/A)

Weapons Cost Modifier: 4, 4, 4

Mecha Name: Dai-Tank

Starting Pilot: Haran Banjo

Base HP: 7000

Base EN: 160

Type: Land

Size: LL

Repair Cost: 5200

Movement: 4
Agility: 60
Armor: 2200
Limit: 260
Air: - Land: A Sea: A Space: A
Special Abilities: Henkei
Conformal Parts Slots: 2
Upgrade Levels: 10
Transforms into: Daitarn 3, Dai-Fighter

Weapons Systems:

Daitarn Missile <R> (1500, 1-5, 0, 10, 0, 0, 0, A/A/A/A)
Daitarn Cannon <R> (1700, 3-6, -10, 10, 0, 0, 0, A/A/B/A)
Weapons Cost Modifier: 4, 4

Part C: Mazinger

Mecha Name: Mazinger-Z
Starting Pilot: Kabuto Kouji
Base HP: 4500
Base EN: 150
Type: Air/Land
Size: M
Repair Cost: 3800
Movement: 5
Agility: 60
Armor: 1600
Limit: 190
Air: A Land: A Sea: B Space: A
Special Abilities: None
Conformal Parts Slots: 3
Upgrade Levels: 13

Weapons Systems:

Koushi Ryoku Beam <H> [P] (1200, 1-2, +20, 0, 5, 0, 0, A/A/-/A)
Rocket Punch <H> [P] (1400, 1-4, -5, 0, 5, 0, 0, A/A/B/A)
Sukurandaa Cutter <H> [P] (1500, 1, +30, 0, 0, 0, +10, A/A/A/A)
Iron Cutter <H> [P] (1600, 1-3, -10, 0, 10, 0, +30, A/A/B/A)
Breast Fire <H> [P] (2100, 1, +10, 0, 30, 0, 0, A/A/B/A)
Daisharin Rocket Punch <H> (2600, 2-5, 0, 0, 40, 120, +20, A/A/B/A)
Weapons Cost Modifier: 4, 4, 4, 4, 5, 5

Mecha Name: Diana A
Starting Pilot: Yumi Sayaka
Base HP: 3800
Base EN: 130
Type: Land
Size: M
Repair Cost: 2000
Movement: 5
Agility: 50
Armor: 1200
Limit: 190
Air: - Land: A Sea: B Space: B
Special Abilities: Shuuri
Conformal Parts Slots: 4
Upgrade Levels: 15

Weapons Systems:

Kakutou <H> [P] (1200, 1, +30, 0, 0, 0, 0, -/A/A/A)
Diana Missile <R> (1400, 1-5, 0, 10, 0, 0, 0, A/A/A/A)
Scarlet Beam <H> [P] (1500, 1-2, 10, 0, 10, 0, 0, A/A/-/A)
Weapons Cost Modifier: 4, 4, 4

Mecha Name: Boss Borot

Starting Pilot: Boss

Base HP: 3700

Base EN: 100

Type: Land

Size: M

Repair Cost: 10

Movement: 4

Agility: 50

Armor: 900

Limit: 200

Air: - Land: A Sea: C Space: C

Special Abilities: Hokyyuu

Conformal Parts Slots: 4

Upgrade Levels: 15

Weapons Systems:

Borot Punch <H> [P] (1200, 1, +15, 0, 0, 0, -20, -/A/A/A)
Special Borot Punch <H> [P] (1700, 1, -10, 0, 0, 120, +10, -/A/A/A)
Borot Pressure Punch <H> [P] (2200, 1-3, -10, 0, 10, 0, +20, A/A/B/A)
Special DX Borot Punch <H> [P] (2700, 1, -30, 0, 0, 140, +20, -/A/A/A)
Weapons Cost Modifier: 2, 2, 2

Notes:

I believe you get the Borot Pressure Punch if Boss has a certain number of kills by a certain stage (I remember seeing that somewhere ...) Arguably the best move on this pile of recycled parts. (Seriously. That's what Boss Borot is made of, scrap parts. Why do you think it costs 10 to repair?)

Mecha Name: Minerva X

Starting Pilot: None (AI as an enemy)

Base HP: 4500

Base EN: 150

Type: Land

Size: M

Repair Cost: 3600

Movement: 5

Agility: 65

Armor: 1500

Limit: 200

Air: - Land: A Sea: B Space: A

Special Abilities: None

Conformal Parts Slots: 4

Upgrade Levels: 15

Weapons Systems:

Koushi Ryoku Beam <H> [P] (1200, 1-2, +20, 0, 5, 0, 0, A/A/-/A)
Rocket Punch <H> [P] (1400, 1-5, -5, 0, 5, 0, 0, A/A/B/A)
Rust Hurricane <H> [P] (1500, 1, +30, 0, 10, 0, -10, A/A/-/-)
Breast Fire <H> [P] (2100, 1-3, +10, 0, 30, 0, 0, A/A/B/A)
Weapons Cost Modifier: 4, 4, 4, 5

Mecha Name: Great Mazinger

Starting Pilot: Tsurugi Tetsuya

Base HP: 4900
Base EN: 160
Type: Air/Land
Size: M
Repair Cost: 4200
Movement: 6
Agility: 65
Armor: 1700
Limit: 200
Air: A Land: A Sea: B Space: A
Special Abilities: Sword
Conformal Parts Slots: 2
Upgrade Levels: 10

Weapons Systems:

Mazinger Blade <H> [P] (1400, 1, +20, 0, 0, 0, +20, A/A/A/A)
Atomic Punch <H> [P] (1600, 1-5, -5, 0, 5, 0, 0, A/A/B/A)
Drill Pressure Punch <H> [P] (1800, 1-3, -10, 0, 10, 0, +10, A/A/B/A)
Breast Burn <H> [P] (2300, 1, +10, 0, 40, 0, 0, A/A/B/A)
Thunder Break <H> (2600, 1-5, 0, 50, 120, +10, A/A/-/A)
Great Booster <H> (3600, 2-7, +20, 1, 0, 100, +50, A/A/B/A)
Weapons Cost Modifier: 4, 4, 4, 5, 5, 5

Mecha Name: Venus A
Starting Pilot: Homura Jun
Base HP: 4300
Base EN: 150
Type: Air/Land
Size: M
Repair Cost: 2200
Movement: 5
Agility: 55
Armor: 1300
Limit: 190
Air: A Land: A Sea: B Space: B
Special Abilities: Shuuri
Conformal Parts Slots: 3
Upgrade Levels: 13

Weapons Systems:

Finger Missile <R> [P] (1200, 1-3, +15, 10, 0, 0, 0, A/A/A/A)
Kakutou <H> [P] (1400, 1, +30, 0, 0, 0, 0, A/A/A/A)
Koushi Ryoku Beam <H> [P] (1500, 1-2, +20, 0, 5, 0, 0, A/A/-/A)
Koushi Ryoku Missile <R> (1600, 1-5, 0, 10, 0, 0, 0, A/A/A/A)
Weapons Cost Modifier: 4, 4, 4, 4

Mecha Name: Mass Produced Type Great Mazinger (Ryosan Kata Great)
Starting Pilot: None
Base HP: 4600
Base EN: 140
Type: Land
Size: M
Repair Cost: 4000
Movement: 5
Agility: 60
Armor: 1600
Limit: 200
Air: - Land: A Sea: B Space: A
Special Abilities: Sword
Conformal Parts Slots: 2

Upgrade Levels: 13

Weapons Systems:

Mazinger Blade <H> [P] (1400, 1, +20, 0, 0, 0, +20, A/A/A/A)
Atomic Punch <H> [P] (1500, 1-5, -5, 0, 5, 0, 0, A/A/B/A)
Drill Pressure Punch <H> [P] (1600, 1-3, -10, 0, 10, 0, +10, A/A/B/A)
Breast Burn <H> [P] (2200, 1, +10, 0, 40, 0, 0, A/A/B/A)
Thunder Break <H> (2500, 1-5, 0, 50, 120, +10, A/A/-/A)
Weapons Cost Modifier: 4, 4, 4, 5, 5

Part D: Grandizer and Spazer

Mecha Name: Grandizer

Starting Pilot: Duke Freid

Base HP: 5300

Base EN: 170

Type: Air/Land

Size: L

Repair Cost: 4600

Movement: 6

Agility: 70

Armor: 1700

Limit: 210

Air: A Land: A Sea: B Space: A

Special Abilities: Sword, Henkei

Conformal Parts Slots: 2

Upgrade Levels: 10

Transforms into: Spazer

Weapons Systems:

Shoulder Boomerang <H> [P] (1400, 1-3, +10, 8, 0, 0, +10, A/A/B/A)
Screw Crasher Punch <H> [P] (1800, 1-4, -5, 0, 10, 0, +20, A/A/B/A)
Hanjuuryoku Storm <H> [P] (2000, 1-2, +10, 0, 40, 0, -10, A/A/A/A)
Space Thunder <H> (2500, 2-5, +20, 0, 50, 110, +10, A/A/-/A)
Double Hacken <H> [P] (2800, 1, +20, 0, 20, 120, +20, A/A/A/A)
Weapons Cost Modifier: 4, 4, 4, 5, 5

Mecha Name: Spazer

Starting Pilot: Duke Freid

Base HP: 5300

Base EN: 170

Type: Air

Size: L

Repair Cost: 4600

Movement: 8

Agility: 75

Armor: 1600

Limit: 220

Air: A Land: - Sea: - Space: A

Special Abilities: Henkei

Conformal Parts Slots: 2

Upgrade Levels: 10

Transforms into: Grandizer

Weapons Systems:

Shoulder Boomerang <H> [P] (1400, 1-3, +10, 8, 0, 0, +10, A/A/B/A)
Spin Soosaa <R> (1600, 3-6, +20, 6, 0, 0, +10, A/A/B/A)
Screw Crasher Punch <H> [P] (1800, 1-4, -5, 0, 10, 0, +20, A/A/B/A)

Space Thunder <H> (2500, 2-5, +20, 0, 50, 110, +10, A/A/-/A)
Weapons Cost Modifier: 4, 4, 4, 5

Mecha Name: Double Spazer
Starting Pilot: Rubina
Base HP: 4200
Base EN: 180
Type: Air
Size: M
Repair Cost: 3400
Movement: 8
Agility: 120
Armor: 1200
Limit: 280
Air: A Land: - Sea: - Space: A
Special Abilities: None
Conformal Parts Slots: 2
Upgrade Levels: 13

Weapons Systems:

Double Missile <R> (1200, 1-5, +10, 4, 0, 0, 0, A/A/A/A)
Cyclone Beam <R> (1500, 1-5, 0, 0, 15, 0, 0, A/A/-/A)
Double Cutter <R> (2000, 3-7, -5, 2, 0, 0, +20, A/A/B/A)
Weapons Cost Modifier: 4, 4, 4

Mecha Name: Marine Spazer
Starting Pilot: Makiba Hikaru
Base HP: 4200
Base EN: 180
Type: Air/Water
Size: M
Repair Cost: 3400
Movement: 8
Agility: 115
Armor: 1200
Limit: 270
Air: B Land: - Sea: A Space: B
Special Abilities: None
Conformal Parts Slots: 2
Upgrade Levels: 13

Weapons Systems:

Marine Missile <R> (1200, 1-5, +10, 4, 0, 0, 0, A/A/A/A)
Marine Beam <R> (1500, 1-5, 0, 0, 15, 0, 0, A/A/A/A)
Marine Cutter <R> (2000, 3-7, -5, 2, 0, 0, +20, A/A/A/A)
Weapons Cost Modifier: 4, 4, 4

Mecha Name: Drill Spazer
Starting Pilot: Grace Maria Freid
Base HP: 4200
Base EN: 180
Type: Air/Underground
Size: M
Repair Cost: 3400
Movement: 8
Agility: 115
Armor: 1200
Limit: 260
Air: A Land: - Sea: - Space: A
Special Abilities: None

Conformal Parts Slots: 2

Upgrade Levels: 13

Weapons Systems:

Drill Missile <R> (1200, 1-5, +10, 4, 0, 0, 0, A/A/A/A)

Spark Bomber <R> (1500, 1-5, 0, 0, 15, 0, 0, A/A/-/A)

Drill Attack <H> [P] (2000, 1-3, +10, 0, 0, 0, +20, A/A/A/A)

Weapons Cost Modifier: 4, 4, 4

Mecha Name: Grandizer (WS)

Starting Pilot: Duke Freid

Support Pilot: Rubina

Base HP: 5700

Base EN: 220

Type: Air/Land

Size: L

Repair Cost: 3400

Movement: 9

Agility: 80

Armor: 2000

Limit: 230

Air: A Land: B Sea: C Space: A

Special Abilities: Sword, Bunri

Conformal Parts Slots: 2

Upgrade Levels: 10

Separates into: Grandizer, Double Spazer

Weapons Systems:

Double Missile <R> (1200, 1-5, +10, 4, 0, 0, 0, A/A/A/A)

Shoulder Boomerang <H> [P] (1400, 1-3, +10, 8, 0, 0, +10, A/A/B/A)

Cyclone Beam <R> (1500, 1-5, 0, 0, 15, 0, 0, A/A/-/A)

Screw Crasher Punch <H> [P] (1800, 1-4, -5, 0, 10, 0, +20, A/A/B/A)

Double Cutter <R> (2000, 3-7, -5, 2, 0, 0, +20, A/A/B/A)

Hanjuuryoku Storm <H> [P] (2000, 1-2, +10, 0, 40, 0, -10, A/A/A/A)

Space Thunder <H> (2500, 2-5, +20, 0, 50, 110, +10, A/A/-/A)

Double Hacken <H> [P] (2800, 1, +20, 0, 20, 120, +20, A/A/A/A)

Weapons Cost Modifier: 4, 4, 4, 4, 4, 4, 5, 5

Notes:

This unit is linked to Grandizer.

Upon the destruction of the Grandizer (WS), Grandizer will immediately replace it (as though the Bunri command was used).

Mecha Name: Grandizer (MS)

Starting Pilot: Duke Freid

Support Pilot: Makiba Hikaru

Base HP: 5700

Base EN: 220

Type: Air/Land/Water

Size: L

Repair Cost: 3400

Movement: 9

Agility: 80

Armor: 2000

Limit: 230

Air: A Land: C Sea: A Space: A

Special Abilities: Sword, Bunri

Conformal Parts Slots: 2

Upgrade Levels: 10

Separates into: Grandizer, Marine Spazer

Weapons Systems:

Marine Missile <R> (1200, 1-5, +10, 4, 0, 0, 0, 0, A/A/A/A)
Shoulder Boomerang <H> [P] (1400, 1-3, +10, 8, 0, 0, +10, A/A/B/A)
Marine Beam <R> (1500, 1-5, 0, 0, 15, 0, 0, A/A/A/A)
Screw Crasher Punch <H> [P] (1800, 1-4, -5, 0, 10, 0, +20, A/A/B/A)
Marine Cutter <R> (2000, 3-7, -5, 2, 0, 0, +20, A/A/A/A)
Hanjuuryoku Storm <H> [P] (2000, 1-2, +10, 0, 40, 0, -10, A/A/A/A)
Space Thunder <H> (2500, 2-5, +20, 0, 50, 110, +10, A/A/-/A)
Double Hacken <H> [P] (2800, 1, +20, 0, 20, 120, +20, A/A/A/A)
Weapons Cost Modifier: 4, 4, 4, 4, 4, 4, 5, 5

Notes:

This unit is linked to Grandizer.
Upon the destruction of the Grandizer (MS), Grandizer will immediately replace it (as though the Bunri command was used).

Mecha Name: Grandizer (DS)
Starting Pilot: Duke Freid
Support Pilot: Grace Maria Freid
Base HP: 5700
Base EN: 220
Type: Air/Land/Underground
Size: L
Repair Cost: 3400
Movement: 9
Agility: 80
Armor: 2000
Limit: 230
Air: A Land: A Sea: C Space: A
Special Abilities: Bunri
Conformal Parts Slots: 2
Upgrade Levels: 10
Separates into: Grandizer, Drill Spazer

Weapons Systems:

Drill Missile <R> (1200, 1-5, +10, 4, 0, 0, 0, 0, A/A/A/A)
Spark Bomber <R> (1500, 1-5, 0, 0, 15, 0, 0, A/A/-/A)
Drill Attack <H> [P] (2000, 1-3, +10, 0, 0, 0, +20, A/A/A/A)
Hanjuuryoku Storm <H> [P] (2000, 1-2, +10, 0, 40, 0, -10, A/A/A/A)
Space Thunder <H> (2500, 2-5, +20, 0, 50, 110, +10, A/A/-/A)
Weapons Cost Modifier:

Notes:

This unit is linked to Grandizer.
Upon the destruction of the Grandizer (DS), Grandizer will immediately replace it (as though the Bunri command was used).

Part E: Getta Robo

Mecha Name: Getta-1
Starting Pilot: Nagare Ryuuma
Base HP: 4000
Base EN: 130
Type: Air/Land
Size: M
Repair Cost: 4000
Movement: 6

Agility: 65
Armor: 1300
Limit: 230
Air: A Land: B Sea: D Space: A
Special Abilities: Henkei, Open Gate
Conformal Parts Slots: 1
Upgrade Levels: 13
Transforms into: Getta-2, Getta-3

Weapons Systems:

Tomahawk Boomerang <H> [P] (1500, 1-3, -5, 0, 0, 0, 0, A/A/C/A)
Getta Tomahawk <H> [P] (1600, 1, +15, 0, 0, 0, +10, A/A/A/A)
Getta Beam <H> [P] (2200, 1, 0, 0, 30, 0, 0, A/A/C/A)
Weapons Cost Modifier: 4, 4, 5

Mecha Name: Getta-2

Starting Pilot: Jin Hayato

Base HP: 4000

Base EN: 130

Type: Land/Underground

Size: M

Repair Cost: 4000

Movement: 8

Agility: 85

Armor: 1200

Limit: 240

Air: - Land: A Sea: D Space: A

Special Abilities: Henkei, Open Gate, Getta Vision

Conformal Parts Slots: 1

Upgrade Levels: 13

Transforms into: Getta-1, Getta-3

Weapons Systems:

Drill Storm <H> [P] (1400, 1-3, 0, 0, 5, 0, -10, A/A/-/-)
Getta Drill <H> [P] (1500, 1-2, +10, 0, 0, 0, +20, -/A/A/A)
Drill Punch <R> (1700, 2-6, -10, 4, 0, 0, +20, A/A/B/A)
Weapons Cost Modifier: 4, 4, 4

Mecha Name: Getta-3

Starting Pilot: Tomoe Musashi

Base HP: 4000

Base EN: 130

Type: Land/Water

Size: M

Repair Cost: 4000

Movement: 5

Agility: 60

Armor: 1400

Limit: 220

Air: - Land: A Sea: B Space: A

Special Abilities: Henkei, Open Gate

Conformal Parts Slots: 1

Upgrade Levels: 13

Transforms into: Getta-1, Getta-2

Weapons Systems:

Kakutou <H> [P] (1400, 1-2, +30, 0, 0, 0, 0, -/A/A/A)
Getta Missile <R> (1500, 1-5, 0, 4, 0, 0, 0, A/A/A/A)
Daisetsuzan Oroshi (2100, 1, +20, 0, 10, 110, +20, -/A/A/-)
Weapons Cost Modifier: 4, 4, 5

Mecha Name: Texas Mack
Starting Pilot: Jack King
Support Pilot: Mary King
Base HP: 4300
Base EN: 130
Base SH: 1500
Type: Air/Land
Size: M
Repair Cost: 3600
Movement: 6
Agility: 70
Armor: 1300
Limit: 240
Air: A Land: A Sea: A Space: A
Special Abilities: Beam Coat
Conformal Parts Slots: 3
Upgrade Levels: 13

Weapons Systems:

Mack Revolver <R> [P] (1300, 1-3, +10, 6, 0, 0, +10, A/A/B/A)
Mack Lariat <R> (1400, 1-4, +20, 4, 0, 0, -10, A/A/B/A)
Texas Sword <H> [P] (1600, 1, +15, 0, 0, 0, 0, A/A/A/A)
Mack Rifle <R> (1600, 2-6, 0, 6, 0, 0, +10, A/A/B/A)
Texas Hammer <H> [P] (1800, 1-3, -10, 0, 0, 110, +20, A/A/A/A)
Weapons Cost Modifier: 4, 4, 4, 4, 5

Mecha Name: Getta-Q

Starting Pilot: Saotome Michiru (Saotome Miyuki as an enemy)
Base HP: 4000
Base EN: 130
Type: Land
Size: M
Repair Cost: 4000
Movement: 7
Agility: 70
Armor: 1300
Limit: 250
Air: - Land: A Sea: B Space: A
Special Abilities: Shuuri
Conformal Parts Slots: 4
Upgrade Levels: 13

Weapons Systems:

Tomahawk Boomerang <H> [P] (1400, 1-3, -5, 0, 0, 0, 0, A/A/C/A)
Getta Tomahawk <H> [P] (1500, 1, +15, 0, 0, 0, +10, -/A/A/A)
Getta Beam <H> [P] (2100, 1, 0, 0, 30, 0, 0, A/A/C/A)
Weapons Cost Modifier: 4, 4, 5

Mecha Name: Getta Dragon

Starting Pilot: Nagare Ryuuma
Base HP: 5000
Base EN: 160
Type: Air/Land
Size: M
Repair Cost: 4600
Movement: 6
Agility: 70
Armor: 1500
Limit: 260

Air: A Land: B Sea: D Space: A
Special Abilities: Henkei, Open Gate
Conformal Parts Slots: 1
Upgrade Levels: 10
Transforms into: Getta Liger, Getta Poseidon

Weapons Systems:

Double Tomahawk Boomerang <H> [P] (1600, 1-3, -5, 0, 0, 0, 0, A/A/C/A)
Double Tomahawk <H> [P] (1700, 1, +15, 0, 0, 0, +10, A/A/A/A)
Getta Beam <H> [P] (2500, 1, 0, 0, 40, 0, 0, A/A/C/A)
Shine Spark <H> [P] (3200, 1, +5, 0, 90, 130, +10, A/A/C/A)
Weapons Cost Modifier: 4, 4, 5, 5

Mecha Name: Getta Liger
Starting Pilot: Jin Hayato
Base HP: 5000
Base EN: 160
Type: Land/Underground
Size: M
Repair Cost: 4600
Movement: 9
Agility: 95
Armor: 1400
Limit: 280
Air: - Land: A Sea: D Space: A
Special Abilities: Henkei, Open Gate, Mach Special
Conformal Parts Slots: 1
Upgrade Levels: 10
Transforms into: Getta Dragon, Getta Poseidon

Weapons Systems:

Liger Missile <R> (1500, 2-6, 0, 4, 0, 0, 0, A/A/A/A)
Chin Attack <H> [P] (1700, 1-3, +10, 0, 0, 0, +10, -/A/B/A)
Drill Arm <H> [P] (1900, 1-2, +30, 0, 0, 0, +20, -/A/A/A)
Weapons Cost Modifier: 4, 4, 4

Mecha Name: Getta Poseidon
Starting Pilot: Kura Benkei
Base HP: 5000
Base EN: 160
Type: Land/Water
Size: M
Repair Cost: 4600
Movement: 5
Agility: 65
Armor: 1600
Limit: 250
Air: - Land: A Sea: A Space: A
Special Abilities: Henkei, Open Gate
Conformal Parts Slots: 1
Upgrade Levels: 10
Transforms into: Getta Dragon, Getta Liger

Weapons Systems:

Kakutou <H> [P] (1600, 1-2, +30, 0, 0, 0, 0, -/A/A/A)
Getta Cyclone <H> [P] (1800, 1-3, 0, 0, 20, 0, -10, A/A/A/-)
Strong Missile <R> (2000, 1-5, 0, 4, 0, 0, 0, A/A/A/A)
Daisetsuzan Oroshi <H> [P] (2500, 1, +15, 0, 10, 110, +20, -/A/A/-)
Weapons Cost Modifier: 4, 4, 4, 5

Mecha Name: Mecha Iron Armor Demon (Mecha Tetsukan Oni)

Starting Pilot: Tetsukan Oni

Base HP: 5000

Base EN: 1600

Type: Air/Land

Size: M

Repair Cost: 5000

Movement: 6

Agility: 90

Armor: 1500

Limit: 250

Air: A Land: A Sea: A Space: A

Special Abilities: None

Conformal Parts Slots: 4

Upgrade Levels: 13

Weapons Systems:

Missile <R> (1300, 1-5, 0, 4, 0, 0, 0, 0, A/A/A/A)

Tomahawk Boomerang <H> [P] (1400, 1-4, -5, 0, 0, 0, 0, 0, A/A/C/A)

Tomahawk <H> [P] (1500, 1, +15, 0, 0, 0, 0, +10, A/A/A/A)

Beam <H> (1800, 1-5, 0, 0, 50, 0, 0, 0, A/A/C/A)

Weapons Cost Modifier: 4, 4, 4, 5

Mecha Name: Mecha Butterfly Demon (Mecha Kochou Oni)

Starting Pilot: Kochou Oni

Base HP: 4800

Base EN: 180

Type: Air/Land

Size: M

Repair Cost: 4800

Movement: 6

Agility: 95

Armor: 1400

Limit: 240

Air: A Land: B Sea: D Space: A

Special Abilities: None

Conformal Parts Slots: 4

Upgrade Levels: 13

Weapons Systems:

Boomerang <H> [P] (1300, 1-3, +10, 0, 0, 0, 0, +10, A/A/B/A)

Scissors <H> [P] (1400, 1, +20, 0, 0, 0, 0, 0, A/A/A/A)

Chou no Mai <H> (1600, 3-6, +20, 0, 30, 0, 0, 0, A/A/-/A)

Weapons Cost Modifier: 4, 4, 5

Mecha Name: Shin Getta-1

Starting Pilot: Nagare Ryuuma

Base HP: 6500

Base EN: 200

Type: Air/Land

Size: M

Repair Cost: 9000

Movement: 8

Agility: 120

Armor: 1700

Limit: 260

Air: A Land: B Sea: D Space: A

Special Abilities: Henkei, HP Kaifuku, Open Gate

Conformal Parts Slots: 1

Upgrade Levels: 7

Transforms into: Shin Getta-2, Shin Getta-3

Weapons Systems:

Tomahawk Boomerang <H> [P] (1800, 1-4, +5, 0, 0, 0, 0, A/A/C/A)
Getta Tomahawk <H> [P] (1900, 1, +15, 0, 0, 0, 0, A/A/A/A)
Getta Blast Cannon <R> (2100, 2-6, 0, 4, 0, 0, +10, A/A/C/A)
Getta Beam <H> [P] (2700, 1, 0, 0, 50, 0, 0, A/A/C/A)
Stoner Sun Shine <H> [P] (3700, 1, +10, 0, 100, 130, +20, A/A/A/A)
Weapons Cost Modifier: 4, 4, 5, 5, 5

Mecha Name: Shin Getta-2

Starting Pilot: Jin Hayato

Base HP: 6500

Base EN: 200

Type: Land/Underground

Size: M

Repair Cost: 9000

Movement: 10

Agility: 140

Armor: 1700

Limit: 280

Air: - Land: A Sea: D Space: A

Special Abilities: Henkei, HP Kaifuku, Open Gate, Shin Mach Special

Conformal Parts Slots: 1

Upgrade Levels: 7

Transforms into: Shin Getta-1, Shin Getta-3

Weapons Systems:

Getta Missile <R> (1700, 2-6, -10, 10, 0, 0, 0, A/A/A/A)
Getta Drill <H> [P] (2000, 1, +15, 0, 0, 0, 0, -/A/A/A)
Mirage Drill <H> [P] (2300, 3-7, +15, 0, 20, 0, +10, A/A/A/A)
Drill Tempest <H> [P] (2800, 1-2, +20, 0, 50, 120, 0, A/A/-/A)
Weapons Cost Modifier: 4, 4, 4, 5

Mecha Name: Shin Getta-3

Starting Pilot: Kura Benkei

Base HP: 6500

Base EN: 200

Type: Land/Water

Size: M

Repair Cost: 9000

Movement: 6

Agility: 100

Armor: 1900

Limit: 270

Air: - Land: A Sea: A Space: A

Special Abilities: Henkei, HP Kaifuku, Open Gate

Conformal Parts Slots: 1

Upgrade Levels: 7

Transforms into: Shin Getta-1, Shin Getta-2

Weapons Systems:

Getta Missile <R> (1800, 2-6, -10, 10, 0, 0, 0, A/A/A/A)
Hammer Punch <H> [P] (2300, 1, +20, 0, 0, 0, +10, -/A/A/A)
Daisetsuzan Oroshi Nidan Kaeshi <H> [P] (3500, 1, +10, 0, 50, 120, +20, -
/A/A/B)
Weapons Cost Modifier: 4, 4, 5

Mecha Name: Getta Dragon (non-transforming)

Starting Pilot: ?

Base HP: 5000
Base EN: 160
Type: Air/Land
Size: M
Repair Cost: 4600
Movement: 6
Agility: 70
Armor: 1500
Limit: 260
Air: A Land: A Sea: B Space: A
Special Abilities: None
Conformal Parts Slots: 3
Upgrade Levels: 10

Weapons Systems:

Double Tomahawk Boomerang <H> [P] (1600, 1-3, -5, 0, 0, 0, 0, A/A/C/A)
Double Tomahawk <H> [P] (1700, 1, +15, 0, 0, 0, +10, A/A/A/A)
Getta Laser Cannon <R> (2000, 1-5, 0, 8, 0, 0, +10, A/A/C/A)
Getta Beam <H> [P] (2500, 1, 0, 0, 40, 0, 0, A/A/C/A)
Weapons Cost Modifier: 4, 4, 5, 5

Mecha Name: Getta-1 (non-transforming)

Starting Pilot: ?
Base HP: 4000
Base EN: 130
Type: Air/Land
Size: M
Repair Cost: 4000
Movement: 6
Agility: 65
Armor: 1300
Limit: 230
Air: A Land: A Sea: B Space: A
Special Abilities: None
Conformal Parts Slots: 3
Upgrade Levels: 13

Weapons Systems:

Tomahawk Boomerang <H> [P] (1500, 1-3, -5, 0, 0, 0, 0, A/A/C/A)
Getta Tomahawk <H> [P] (1600, 1, +15, 0, 0, 0, +10, A/A/A/A)
Missile Machinegun <R> (2000, 1-4, 0, 10, 0, 0, 0, A/A/C/A)
Getta Beam <H> [P] (2200, 1, 0, 0, 30, 0, 0, A/A/C/A)
Weapons Cost Modifier: 4, 4, 5, 5

Part F: Combattler V and Voltes V

Mecha Name: Voltes V
Starting Pilot: Gou Kenichi
Support Pilots: Gou Daijiro, Gou Hiroshi, Mine Ippei, Oka Megumi
Base HP: 6500
Base EN: 170
Type: Air/Land
Size: L
Repair Cost: 4800
Movement: 5
Agility: 65
Armor: 1400
Limit: 260

Air: A Land: A Sea: B Space: A

Special Abilities: Sword

Conformal Parts Slots: 2

Upgrade Levels: 7

Weapons Systems:

Gatling Missile <R> (1300, 2-5, +15, 10, 0, 0, +10, A/A/A/A)

Voltes Bazooka <R> (1700, 3-6, 0, 10, 0, 0, +10, A/A/B/A)

Choudenji Goma <H> [P] (1900, 1-3, +15, 0, 5, 0, +20, A/A/A/A)

Tenkuuken <H> [P] (2100, 1, +15, 0, 10, 110, 0, A/A/A/A)

Tenkuuken V no Jigiri <H> [P] (3000, 1, +20, 0, 60, 120, +10, A/A/A/A)

Tenkuuken Ball V no Jigiri <H> [P] (3500, 1, +40, 0, 100, 130, +30, A/A/A/A)

Weapons Cost Modifier: 4, 4, 4, 4, 5

Notes:

If I'm not mistaken, you receive the Tenkuuken Ball V no Jigiri by choosing to go to Big Falcon at the appropriate split.

Mecha Name: Combattler V

Starting Pilot: Aoi Hyouma

Support Pilots: Naniwa Jyuuzou, Nishikawa Daisuke, Nanbara Chizuru, Matsuki Kosuke

Base HP: 6400

Base EN: 170

Type: Air/Land

Size: L

Repair Cost: 4800

Movement: 5

Agility: 60

Armor: 1500

Limit: 250

Air: A Land: A Sea: B Space: A

Special Abilities: Sword

Conformal Parts Slots: 2

Upgrade Levels: 7

Weapons Systems:

Rock Fighter <R> (1300, 2-5, +15, 10, 0, 0, +10, A/A/A/A)

Twin Lancer <H> [P] (1700, 1, +20, 0, 0, 0, +10, A/A/A/A)

Choudenji Yoyo <H> [P] (1900, 1-3, +15, 0, 10, 0, +20, A/A/A/A)

V Laser <H> (2100, 2-5, +10, 0, 20, 110, 0, A/A/-/A)

Big Blast <R> (2500, 1-6, -20, 3, 0, 0, 0, A/A/A/A)

Grandasher <H> [P] (2800, 1-5, +30, 0, 60, 120, 0, A/A/A/A)

Choudenji Spin <H> [P] (3500, 1, +30, 0, 90, 130, +20, A/A/A/A)

Weapons Cost Modifier: 4, 4, 4, 4, 4, 5

Notes:

If I'm not mistaken, you receive Grandasher by choosing to go to the Nanbara Connection at the appropriate split.

Mecha Name: Kerot

Starting Pilot: Ichinoki Kinta

Support Pilot: Ichinoki Kazuyoshi

Base HP: 3400

Base EN: 80

Type: Land

Size: S

Repair Cost: 10

Movement: 6

Agility: 100

Armor: 800
Limit: 200
Air: - Land: A Sea: A Space: B
Special Abilities: Shuuri, Hokyyu
Conformal Parts Slots: 4
Upgrade Levels: 15

Weapons Systems:

Balloon Hou <R> [P] (1000, 2-3, +30, 10, 0, 0, -20, A/A/-/A)
Taiatari <H> [P] (1200, 1, +20, 0, 0, 0, 0, A/A/A/A)
Sky Fork <R> (1400, 4-6, +5, 8, 0, 0, +10, A/A/A/A)
Bidenji Spark <H> [P] (1600, 1-3, 0, 0, 10, 0, +20, A/A/A/A)
Weapons Cost Modifier: 2, 2, 2, 2

Notes:

If I'm not mistaken, you receive Kerot by choosing to go to the Nanbara Connection at the appropriate split.

Mecha Name: Kerot (Kon V)
Starting Pilot: Ichinoki Kinta
Support Pilot: Ichinoki Kazuyoshi
Base HP: 5400
Base EN: 100
Type: Land
Size: L
Repair Cost: 0
Movement: 4
Agility: 80
Armor: 500
Limit: 200
Air: - Land: A Sea: B Space: B
Special Abilities: Shuuri, Hokyyu
Conformal Parts Slots: 4
Upgrade Levels: 15

Weapons Systems:

Balloon Hou <R> [P] (1000, 2-3, +30, 10, 0, 0, -20, A/A/-/A)
Taiatari <H> [P] (1200, 1, +20, 0, 0, 0, 0, A/A/A/A)
Sky Fork <R> (1400, 4-6, +5, 8, 0, 0, +10, A/A/A/A)
Bidenji Yoyo <H> (1500, 5-7, +15, 0, 5, 0, +20, A/A/A/A)
Bidenji Spark <H> [P] (1600, 1-3, 0, 0, 10, 0, +20, A/A/A/A)
Weapons Cost Modifier: 2, 2, 2, 2, 2

Notes:

This unit counts as the Armored Carrier for Kerot. (I think ...)
The Bidenji Yoyo is exclusive to the Armored Carrier.

Part G: Fighting King Daimos

Mecha Name: Daimos
Starting Pilot: Ryuzuzaki Kazuya
Base HP: 6200
Base EN: 170
Type: Air/Land
Size: L
Repair Cost: 4600
Movement: 6
Agility: 70

Armor: 1300
Limit: 280
Air: A Land: A Sea: B Space: A
Special Abilities: None
Conformal Parts Slots: 3
Upgrade Levels: 10

Weapons Systems:

Missile <R> (1000, 2-6, +20, 8, 0, 0, 0, A/A/A/A)
Daimo Gun <R> (1200, 1-5, +15, 10, 0, 0, 0, A/A/B/A)
Five Shutter <H> [P] (1400, 1-3, +10, 6, 0, 0, 0, A/A/B/A)
Soutatsu Ken <H> [P] (1500, 1-2, +5, 0, 0, 0, +20, A/A/A/A)
Santatsukon <H> [P] (1600, 1, 0, 0, 105, +20, A/A/A/A)
Hissatsu Reppu Daimo-Kick <H> [P] (2000, 1-3, +15, 0, 30, 120, +30, A/A/A/A)
Hissatsu Reppu Sekkenzuki <H> [P] (2800, 1, +20, 0, 60, 130, +30, A/A/A/A)
Hissatsu Reppu Sekkenzuki Kai <H> [P] (3200, 1, +30, 0, 80, 140, +30,
A/A/A/A)
Weapons Cost Modifier: 4, 4, 4, 4, 4, 5, 5

Notes:

If I'm not mistaken, you receive the Hissatsu Reppu Sekkenzuki Kai by choosing to go to the Guinea Highlands at the appropriate split.

Mecha Name: Galba FX-II
Starting Pilot: Yuuzuki Kyoshirou
Support Pilot: Izumi Nana
Base HP: 3400
Base EN: 120
Type: Air
Size: S
Repair Cost: 2000
Movement: 7
Agility: 120
Armor: 800
Limit: 260
Air: A Land: - Sea: - Space: A
Special Abilities: Hokyyu, EWAC
Conformal Parts Slots: 4
Upgrade Levels: 15

Weapons Systems:

20mm Vulcan <R> [P] (1000, 1-2, +30, 20, 0, 0, -20, A/A/B/A)
Missile <R> (1600, 2-6, 0, 10, 0, 0, 0, A/A/A/A)
Weapons Cost Modifier: 2, 4

Section 7: Enemy Mecha

During the game, enemy mecha will upgrade. Whenever an enemy mecha type upgrades (e.g., the Zaku II is level 1 in Scenario 3, but level 3 in Scenario 6), it is equivalent to receiving upgrades to ALL items - HP, EN, Agility, Armor, Limit, all weapons systems, and their shield (if they possess one). The enemy do not actually 'have' upgrade levels, per se, but they act as though they have one (since they will receive bonuses that follow the same pattern as friendly mecha).

Mecha Name: Gelf
Starting Pilot: Dan Kruger, Karl Guyner, Welner Fritz
Base HP: 3800
Base EN: 160
Type: Air/Land
Size: M
Repair Cost: 2000
Movement: 6
Agility: 100
Armor: 1300
Limit: 310
Air: A Land: A Sea: C Space: A
Special Abilities: Sword

Weapons Systems:

5 Ren Missile Pod <R> (1300, 2-6, +5, 5, 0, 0, 0, A/A/A/A)
Laser Sword <H> [P] (1400, 1, +15, 0, 0, 0, 0, A/A/A/A)
75mm Hand Rail Gun <R> (1400, 1-6, 0, 10, 0, 0, +10, A/A/B/A)

Mecha Name: Reb Gelf
Starting Pilot: Karl Guyner
Base HP: 3600
Base EN: 150
Type: Air/Land
Size: M
Repair Cost: 2000
Movement: 6
Agility: 95
Armor: 1200
Limit: 300
Air: A Land: A Sea: C Space: A
Special Abilities: Sword, EWAC, Jammer

Weapons Systems:

5 Ren Missile Pod <R> (1300, 2-6, +5, 5, 0, 0, 0, A/A/A/A)
Laser Sword <H> [P] (1400, 1, +15, 0, 0, 0, 0, A/A/A/A)
75mm Hand Rail Gun <R> (1400, 1-6, 0, 10, 0, 0, +10, A/A/B/A)

Mecha Name: Jagd Gelf
Starting Pilot: Welner Fritz
Base HP: 4100
Base EN: 190
Type: Air/Land
Size: M
Repair Cost: 2000
Movement: 6
Agility: 90
Armor: 1400
Limit: 290
Air: A Land: A Sea: C Space: A
Special Abilities: Sword

Weapons Systems:

5 Rensou Missile Pod <R> (1300, 2-6, +5, 5, 0, 0, 0, A/A/A/A)
Machine Gun <R> (1400, 1-6, 0, 10, 0, 0, +10, A/A/B/A)
Laser Sword <H> [P] (1400, 1, +15, 0, 0, 0, 0, A/A/A/A)
Bazooka <R> (1600, 3-5, -20, 4, 0, 0, -10, A/A/A/A)
220mm Rail Cannon <R> (1800, 3-6, -10, 6, 0, 0, 0, A/A/B/A)

Mecha Name: Falgen
See Entry in Section 5.A

Mecha Name: Drau
Starting Pilot: Giganos Soldier
Base HP: 3800
Base EN: 120
Type: Land
Size: M
Repair Cost: 500
Movement: 5
Agility: 85
Armor: 800
Limit: 250
Air: - Land: A Sea: C Space: A
Special Abilities: None

Weapons Systems:
30mm Kikanhou <R> [P] (1000, 1-2, +30, 20, 0, 0, -20, A/A/B/A)
Hand Grenade <H> [P] (1200, 1-3, +5, 4, 0, 0, 0, A/A/A/A)
50mm Hand Rail Gun <R> (1400, 1-5, 0, 10, 0, 0, +10, A/A/B/A)

Mecha Name: Gebaye
Starting Pilot: Giganos Soldier
Base HP: 4200
Base EN: 130
Type: Air/Land
Size: M
Repair Cost: 800
Movement: 5
Agility: 90
Armor: 1000
Limit: 280
Air: A Land: A Sea: C Space: A
Special Abilities: None

Weapons Systems:
30mm Kikanhou <R> [P] (1000, 1-2, +30, 20, 0, 0, -20, A/A/B/A)
Hand Grenade <H> [P] (1200, 1-3, +5, 4, 0, 0, 0, A/A/A/A)
50mm Hand Rail Gun <R> (1400, 1-5, 0, 10, 0, 0, +10, A/A/B/A)

Mecha Name: Zwei
Starting Pilot: Giganos Soldier
Base HP: 4500
Base EN: 200
Type: Land/Water
Size: M
Repair Cost: 1300
Movement: 5
Agility: 80
Armor: 1300
Limit: 280
Air: - Land: A Sea: A Space: -
Special Abilities: None

Weapons Systems:
4 Ren Dual Missile Pod <R> (1300, 2-6, +5, 5, 0, 0, 0, A/A/A/A)
Claw <H> [P] (1500, 1, +20, 0, 0, 0, 0, -/A/A/A)
50mm Hand Rail Gun <R> (1500, 1-5, 0, 10, 0, 0, +10, A/A/A/A)

Mecha Name: Dyne
Starting Pilot: Giganos Soldier
Base HP: 4600
Base EN: 140
Type: Air/Land
Size: M
Repair Cost: 1000
Movement: 6
Agility: 95
Armor: 1200
Limit: 300
Air: A Land: A Sea: C Space: A
Special Abilities: None

Weapons Systems:

2 Ren 20mm Kikanhou <R> [P] (1000, 1-2, +30, 20, 0, 0, -20, A/A/B/A)
Hand Grenade <H> [P] (1300, 1-3, +5, 4, 0, 0, 0, A/A/A/A)
50mm Hand Rail Gun <R> (1500, 1-5, 0, 10, 0, 0, +10, A/A/B/A)

Part B: Duchy of Zeon Military

Mecha Name: Apsaras
See Entry in Section 5.B

Mecha Name: Apsaras (special variant for Ghinias Sahalin, Scenario 7)

Starting Pilot: Ghinias Sahalin
Base HP: 10000
Base EN: 240
Type: Air
Size: L
Repair Cost: 3000
Movement: 6
Agility: 100
Armor: 2000
Limit: 280
Air: A Land: - Sea: - Space: A
Special Abilities: None

Weapons Systems:

Oogata Mega Ryuushi Hou (2000, 1-6, 0, 0, 30, 0, 0, A/A/-/A)
Oogata Mega Ryuushi Hou [M] (2200, 1-6, -10, 0, 40, 0, +10, A/A/-/A)

Notes:

This unit is based around a completely different set of Apsaras data.

Mecha Name: Zaku II [MS-06F Zaku II]

Starting Pilot: Zeon Soldier
Base HP: 3600
Base EN: 110
Base SH: 1000
Type: Land
Size: M
Repair Cost: 600
Movement: 5
Agility: 80
Armor: 800
Limit: 240
Air: - Land: A Sea: C Space: A

Special Abilities: Sword, Shield

Weapons Systems:

120mm Machine Gun <R> (1200, 1-4, 0, 10, 0, 0, +10, A/A/B/A)

Heat Hawk <H> [P] (1200, 1, +15, 0, 0, 0, -/A/A/A)

240mm Bazooka <R> (1300, 3-5, -10, 4, 0, 0, -10, A/A/A/A)

Mecha Name: Zaku II (with Head Fin) [MS-06F2 Zaku II]

Starting Pilot: Neuen Bitter, Zeon Soldier

Base HP: 4000

Base EN: 120

Base SH: 2000

Type: Land

Size: M

Repair Cost: 1000

Movement: 6

Agility: 85

Armor: 1100

Limit: 260

Air: - Land: A Sea: B Space: A

Special Abilities: Sword, Shield

Weapons Systems:

120mm Machine Gun <R> (1400, 1-4, 0, 10, 0, 0, +10, A/A/B/A)

Heat Hawk <H> [P] (1400, 1, 0, 0, 0, 0, -/A/A/A)

240mm Bazooka <R> (1600, 3-5, -10, 4, 0, 0, -10, A/A/A/A)

Mecha Name: Dom II

Starting Pilot: Gaia, Ortega, Mash, Zeon Soldier

Base HP: 4600

Base EN: 140

Type: Land

Size: M

Repair Cost: 1300

Movement: 6

Agility: 95

Armor: 1300

Limit: 280

Air: - Land: A Sea: C Space: A

Special Abilities: Sword

Weapons Systems:

Kakusan Beam Hou <R> [PB] (1000, 1, +30, 0, 10, 0, -20, A/A/-/A)

Sturm Faust <R> [P] (1200, 1-3, +5, 5, 0, 0, 0, A/A/A/A)

120mm Machine Gun <R> (1300, 1-4, 0, 10, 0, 0, +10, A/A/B/A)

Heat Saber <H> [P] (1400, 1, +15, 0, 0, 0, 0, -/A/C/A)

Giant Bazooka <R> (1500, 1-5, -10, 4, 0, 0, -10, A/A/A/A)

Mecha Name: Gouf Custom

See Entry in Section 5.B

Mecha Name: Char's Personal Use Gelgoog

See Entry in Section 5.B

Mecha Name: Gundam Test Model Number 2 Machine (Gundam Shisaku 2-Gou Ki)

Starting Pilot: Anavel Gato

Base HP: 8000

Base EN: 120

Base SH: 3000

Type: Land

Size: M
Repair Cost: 4000
Movement: 6
Agility: 130
Armor: 1500
Limit: 330
Air: - Land: A Sea: C Space: A
Special Abilities: Sword, Shield

Weapons Systems:

60mm Vulcan <R> [P] (1000, 1-2, +30, 20, 0, 0, -20, A/A/B/A)
Beam Rifle <R> [B] (1500, 1-5, 0, 10, 0, 0, +10, A/A/-/A)
Hyper Beam Saber <H> [P] (1700, 1-3, +15, 0, 0, 0, 0, -/A/A/A)
Atomic Bazooka <R> [M] (4000, 1-6, 0, 1, 0, 120, -20, A/A/B/A)

Notes:

This unit is commonly referred to as the GP-02a Physalis.

Mecha Name: Gelgoog Marine (Gelgoog M)

Starting Pilot: Zeon Soldier

Base HP: 5000

Base EN: 150

Base SH: 1500

Type: Land

Size: M

Repair Cost: 1400

Movement: 6

Agility: 100

Armor: 1300

Limit: 300

Air: - Land: A Sea: C Space: A

Special Abilities: Sword, Shield

Weapons Systems:

110mm Sokushahou <R> [P] (1300, 1-3, +10, 6, 0, 0, 0, A/A/B/A)
Knuckle Shield <H> [P] (1400, 1-2, +15, 0, 0, 0, 0, -/A/A/A)
90mm Machinegun <R> (1500, 1-5, 0, 10, 0, 0, +10, A/A/B/A)
Beam Saber <H> [P] (1500, 1, +15, 0, 0, 0, 0, -/A/A/A)

Mecha Name: Gwaden

Starting Pilot: Aguille Delaz

Base HP: 13000

Base EN: 300

Type: Air

Size: LL

Repair Cost: 10000

Movement: 6

Agility: 60

Armor: 1400

Limit: 280

Air: A Land: - Sea: - Space: A

Special Abilities: EWAC

Weapons Systems:

115mm Rensou Kikanhou <R> [P] (1400, 1-2, +30, 20, 0, 0, -20, A/A/-/A)
2 Rensou Mega Ryuushi Fukuhou <R> [B] (1700, 2-6, 0, 0, 10, 0, +10, A/A/-/A)
2 Rensou Mega Ryuushi Shuuhou <R> [B] (2000, 3-7, -10, 0, 50, 0, +10, A/A/-/A)

Mecha Name: Gelgoog Marine Commander's Version (Gelgoog M)

Starting Pilot: Cima Garahau
Base HP: 5500
Base EN: 160
Base SH: 2000
Type: Land
Size: M
Repair Cost: 2000
Movement: 6
Agility: 105
Armor: 1400
Limit: 310
Air: - Land: A Sea: C Space: A
Special Abilities: Sword, Shield

Weapons Systems:

40mm Vulcan <R> [P] (1000, 1-2, +30, 20, 0, 0, -20, A/A/B/A)
110mm Sokushahou <R> [P] (1400, 1-3, +10, 6, 0, 0, 0, A/A/B/A)
Beam Saber <H> [P] (1600, 1, +15, 0, 0, 0, 0, -/A/A/A)
Beam Rifle <R> [B] (1600, 1-5, 0, 10, 0, 0, +10, A/A/-/A)

Mecha Name: Zeong

Starting Pilot: Char Aznable
Base HP: 10000
Base EN: 180
Type: Space
Size: M
Repair Cost: 5000
Movement: 6
Agility: 120
Armor: 1600
Limit: 330
Air: - Land: - Sea: - Space: A
Special Abilities: None

Weapons Systems:

Kakusan Mega Ryuushi Hou <R> [B] (1300, 1-5, +10, 0, 10, 0, 0, A/A/-/A)
Mega Ryuushi Hou <R> [B] (1700, 2-6, 0, 0, 15, 0, 0, A/A/-/A)
Yuusenshiki Mega Ryuushi Hou <H> [P] (1900, 3-5, +15, 0, 20, 0, 0, A/A/-/A)

Mecha Name: Elmeth

See Entry in Section 5.B

Mecha Name: Val Varo

Starting Pilot: Kelly Layzner
Base HP: 10000
Base EN: 180
Type: Space
Size: L
Repair Cost: 5000
Movement: 7
Agility: 110
Armor: 1500
Limit: 320
Air: - Land: - Sea: - Space: A
Special Abilities: None

Weapons Systems:

Missile Pod <R> (1500, 2-5, +5, 5, 0, 0, 0, A/A/A/A)
Plasma Leader <R> [M] (1700, 1-5, -5, 3, 0, 105, +10, A/A/-/A)
Taiatari <H> [P] (1900, 1, +20, 0, 0, 0, 0, A/A/A/A)

Oogata Mega Ryuushi Hou <R> [B] (1900, 2-6, 0, 0, 30, 0, +10, A/A/-/A)

Mecha Name: Gerbera Tetra
Starting Pilot: Cima Garahau
Base HP: 7500
Base EN: 190
Type: Land
Size: M
Repair Cost: 4500
Movement: 7
Agility: 130
Armor: 1500
Limit: 340
Air: - Land: A Sea: C Space: A
Special Abilities: Sword

Weapons Systems:

110mm Kikanhou <R> [P] (1300, 1-2, +10, 6, 0, 0, 0, A/A/B/A)
Beam Saber <H> [P] (1700, 1, +15, 0, 0, 0, 0, -/A/A/A)
Beam Machine Gun <R> [B] (1700, 1-6, 0, 10, 0, 0, +10, A/A/-/A)

Part C: Devil Gundam Corps

Mecha Name: Devil Gundam
Starting Pilot: Kyouji Kasshu
Base HP: 20000
Base EN: 200
Type: Land
Size: L
Repair Cost: 5000
Movement: 4
Agility: 70
Armor: 1500
Limit: 280
Air: - Land: A Sea: A Space: A
Special Abilities: HP Kaifuku

Weapons Systems:

Vulcan <R> [P] (1500, 1, +35, 20, 0, 0, -20, A/A/B/A)
Mega Beam Cannon <R> [B] (1900, 2-6, +10, 0, 20, 0, +20, A/A/-/A)
Devil Fang <H> [P] (1900, 1, +30, 0, 0, 0, 0, -/A/A/A)
Kakusan Ryuushi Dan <R> [PB] (2000, 1-3, +30, 20, 0, 0, +20, A/A/-/A)

Mecha Name: Death Army
Starting Pilot: Zombie Solider
Base HP: 4000
Base EN: 150
Type: Land
Size: M
Repair Cost: 500
Movement: 5
Agility: 100
Armor: 1300
Limit: 230
Air: - Land: A Sea: A Space: -
Special Abilities: Sword, HP Kaifuku

Weapons Systems:

Kinbou <H> [P] (1600, 1, +15, 0, 0, 0, 0, 0, -/A/A/A)

Kinboukata Beam Rifle <R> [B] (1600, 1-5, -10, 10, 0, 0, +10, A/A/-/A)

Part D: Jovian Union Military

Mecha Name: Batta

Starting Pilot: AI

Base HP: 3000

Base EN: 150

Type: Air

Size: S

Repair Cost: 500

Movement: 8

Agility: 120

A armor: 1200

Limit: 300

Air: A Land: - Sea: - Space: A

Special Abilities: Distortion Field

Weapons Systems:

Vulcan <R> [P] (1300, 1-2, +30, 20, 0, 0, -20, A/A/B/A)

Distortion Tackle <H> [P] (1500, 1-4, +20, 0, 10, 0, 0, A/A/A/A)

Kogata Missile <R> (1600, 2-5, +5, 8, 0, 0, 0, A/A/A/A)

Oogata Missile <R> (1700, 3-6, 0, 2, 0, 0, 0, A/A/A/A)

Mecha Name: Batta

Starting Pilot: AI

Base HP: 3000

Base EN: 150

Type: Land

Size: S

Repair Cost: 500

Movement: 8

Agility: 115

A armor: 1200

Limit: 300

Air: - Land: A Sea: - Space: A

Special Abilities: Distortion Field

Weapons Systems:

Vulcan <R> [P] (1400, 1-2, +30, 20, 0, 0, -20, A/A/B/A)

Kogata Missile <R> (1700, 2-5, +5, 8, 0, 0, 0, A/A/A/A)

Oogata Missile <R> (1800, 3-6, 0, 2, 0, 0, 0, A/A/A/A)

Mecha Name: Devil Aestivalis

Starting Pilot: AI

Base HP: 4000

Base EN: 280

Type: Air/Land

Size: S

Repair Cost: 1000

Movement: 8

Agility: 100

A armor: 1400

Limit: 300

Air: A Land: A Sea: - Space: A

Special Abilities: Distortion Field, Sword

Weapons Systems:

Vulcan <R> [P] (1400, 1-2, +30, 20, 0, 0, -20, A/A/B/A)
Kogata Missile <R> (1700, 2-4, +5, 8, 0, 0, 0, A/A/A/A)
Wired Fist <H> [P] (1800, 1-3, +10, 0, 10, 0, +10, A/A/B/A)
Rapid Rifle <R> (1800, 1-5, 0, 0, 10, 0, 0, A/A/B/A)

Part E: Shadow Mirror

Mecha Name: Geshpenst Mk. II
Starting Pilot: Mystery Person
Base HP: 5000
Base EN: 220
Type: Land
Size: M
Repair Cost: 1000
Movement: 7
Agility: 100
Armor: 1500
Limit: 340
Air: - Land: A Sea: B Space: A
Special Abilities: Sword
Conformal Parts Slots: 2

Weapons Systems:

Split Missile <R> (1400, 2-6, -10, 4, 0, 0, 0, A/A/A/A)
Neo Plasma Cutter <H> [P] (1800, 1, +20, 0, 0, 0, +10, -/A/A/A)
Mega Beam Rifle <R> [B] (1800, 1-5, 0, 12, 0, 0, +10, A/A/-/A)
Slash Ripper <R> [P] (2000, 1-3, +10, 6, 0, 0, +20, A/A/A/A)

Mecha Name: Ash Saber

Starting Pilot: Opposite Character (Axel if you chose Lamia, Lamia if you chose Axel)
Base HP: 14000
Base EN: 300
Base SH: 1500
Type: Land
Size: M
Repair Cost: 5000
Movement: 7
Agility: 140
Armor: 1600
Limit: 450
Air: - Land: A Sea: A Space: A
Special Abilities: Sword, Beam Coat, Jammer

Weapons Systems:

Laser Blade <H> [P] (1400, 1, +20, 0, 0, 0, +20, -/A/A/A)
Fire Dagger <R> [P] (1500, 2-4, +10, 5, 0, 0, 0, A/A/A/A)
Gun Rapier <R> (1700, 1-5, +10, 10, 0, 0, +10, A/A/B/A)
Halberd Launcher <R> (2000, 2-6, 0, 0, 30, 0, 0, A/A/B/A)
Sword Breaker <R> [P] (2700, 3-6, +20, 6, 0, 120, +20, A/A/A/A)

Part F: Ankoku Dai-Shogun Troops

Mecha Name: Sentou Kemono Dokaigaa
Starting Pilot: AI

Base HP: 5000
Base EN: 190
Type: Land
Size: M
Repair Cost: 900
Movement: 5
Agility: 50
Armor: 1200
Limit: 250
Air: - Land: A Sea: B Space: -
Special Abilities: None

Weapons Systems:

Drill <H> [P] (1200, 1, +20, 0, 0, 0, +10, -/A/A/-)
Missile Vulcan <R> (1300, 2-6, +5, 8, 0, 0, 0, A/A/A/-)
Hakai Kousen <R> (1500, 1-5, +10, 0, 20, 0, 0, A/A/A/-)

Mecha Name: Yousai Demonika
Starting Pilot: Ankoku Dai-Shogun
Base HP: 14000
Base EN: 230
Type: Air/Water
Size: LL
Repair Cost: 6000
Movement: 6
Agility: 60
Armor: 1300
Limit: 300
Air: A Land: - Sea: A Space: -
Special Abilities: EWAC

Weapons Systems:

Kogata Missile <R> [P] (1300, 1-4, +10, 20, 0, 0, 0, A/A/A/-)
Oogata Missile <R> (1500, 2-6, 0, 20, 0, 0, +10, A/A/A/-)
Taiatari <H> [P] (1500, 1, +20, 0, 0, 0, +20, A/A/A/-)

Part G: Getta Enemies

Mecha Name: Mecha Yousai Oni
Starting Pilot: Hidoraa Gensui
Base HP: 12000
Base EN: 150
Type: Air
Size: LL
Repair Cost: 5000
Movement: 6
Agility: 70
Armor: 1300
Limit: 230
Air: A Land: - Sea: - Space: -
Special Abilities: EWAC

Weapons Systems:

Missile <R> (1400, 3-6, 0, 20, 0, 0, 0, A/A/A/A)
Bakudan <R> [P] (1500, 1-2, 0, 20, 0, 0, +10, -/A/A/-)
Taiatari <H> [P] (1500, 1-2, 0, 0, 0, 0, 0, A/-/-/A)

Mecha Name: Mecha Hakkotsu Oni

Starting Pilot: Hakkotsu Oni
Base HP: 6200
Base EN: 120
Type: Land
Size: M
Repair Cost: 1100
Movement: 7
Agility: 70
Armor: 1200
Limit: 280
Air: - Land: A Sea: C Space: -
Special Abilities: None

Weapons Systems:

Arm Machinegun <R> [P] (1400, 1-5, +15, 8, 0, 0, 0, A/A/B/A)
Hakai Kousen <R> (1500, 1-5, +10, 0, 30, 0, +10, A/A/A/A)

Mecha Name: Mecha Kakumen Oni

Starting Pilot: AI
Base HP: 5600
Base EN: 130
Type: Air/Land
Size: M
Repair Cost: 1000
Movement: 6
Agility: 65
Armor: 900
Limit: 260
Air: A Land: A Sea: C Space: -
Special Abilities: Bunshin

Weapons Systems:

Kaen <H> [P] (1000, 1-3, +10, 0, 10, 0, 0, A/A/-/-)
Lancer Shot <H> [P] (1200, 2-3, +5, 4, 0, 0, 0, A/A/A/A)
Kakutou <H> [P] (1300, 1, +20, 0, 0, 0, +10, A/A/A/A)
Gatling Missile <R> (1400, 2-5, 0, 8, 0, 0, 0, A/A/A/A)

Part H: Combattler V Enemies

Mecha Name: Magma Kemono Dakuron
Starting Pilot: Soutou Warukimesesu
Base HP: 14000
Base EN: 240
Type: Air/Land
Size: L
Repair Cost: 6000
Movement: 5
Agility: 80
Armor: 1400
Limit: 280
Air: A Land: A Sea: B Space: A
Special Abilities: None

Weapons Systems:

Tsume Missile <R> (1500, 2-5, +5, 10, 0, 0, 0, A/A/A/A)
Taiatari <H> [P] (1600, 1-3, +20, 0, 0, 0, +10, A/A/A/A)
Dakuron Drill <H> [P] (1900, 1-2, +10, 0, 10, 0, +10, A/A/A/A)

Section 8: Combination Attacks

Combination Attacks are extremely powerful attacks that can be executed under certain careful conditions. First, the units must be relatively close to one another (2 squares, I believe). There is a primary, initiating unit, and then at least one if not more supporting units. All supporting units may have moved or attacked this turn; they need not be active to execute a combination attack.

The final attack power of a Combination Attack is solely dependent on two factors: the Attack Multiplier of the Combination Attack, and the Attack Power of the Weapons System of the Primary Unit. To repeat, the Attack Power of the Weapons Systems of all support units are NOT involved in the final damage calculation. For example, Ken Wakaba in Dragonar Type-1 initiates a D Formation Attack. If his 75mm Hand Rail Gun has an attack power of 1500, and Dragonar Type-2's 88mm Hand Rail Gun has an attack power of 2650, and Dragonar Type-3's 50mm Hand Rail Gun has an attack power of 2650, the final damage will be: $(1500) \times (1.6)$ or 2400. (That's right, 2400.) Since the Combination Attack only uses up Ken's turn, it's fair - he gets to execute a stronger, more accurate attack whose power is based on his own mecha's statistics.

All participants in a Combination Attack, however, must be able to meet the requirements of the given attack, and will pay all associated EN costs.

Strongest - this refers to the best base damage (no Conformal Parts, Morale, Terrain, or Statistics modifiers) based on a certain mecha leading the attack and 15 levels of upgrades (the maximum during a second play game) being applied to the weapons system in question. For Mobile Fighter G Gundam Combinations, I assumed the Ultimate Attacks could not be upgraded. (Which may not be true ...) The exception is Master Gundam - I assume all its attacks can be upgraded, right?

Variable Unit Combination Attacks - This is true for the Getta and Mazinger/Great Mazinger/Grandizer combinations, but a lot of these are basically the same combination with different people involved (e.g. Twin Tomahawk could be Getta-1, Getta Q, or Getta Dragon). The letter or number after the attack name signals the other mecha involved. (e.g., if Mazinger-Z and Minerva X are performing the Double Burning F attack, Mazinger-Z will display this attack as Double Burning F X, while Minerva X will think of it as Double Burning F Z.)

While this section is complete for friendly combination attacks, I have a sneaking suspicion there are several enemy combinations that are missing. (Mecha Guide research leads to this conclusion.)

For reference, the top damage dealers are:

Stoner Sun Shine Spark (10115)
Choudenji Spin V no Jigiri (9200)
F Dynamic Special (8910)
Kyuukyoku Sekiha Tenkyouken (8625)
S Combination Attack (8400)
Triple Getta Beam (8075)
Bakunetsu! Kyuukyokuken (8025)
Kyofu no Triple Attack (7830)
D Lightning Buster (7760)
Mazinger Tornado (7735)

Double Getta Beam (7600)
Double Burning F (7280)
Shuffle Doumeiken (7200)

Attack Name: D Formation Attack

Participating Mecha: Dragonar Type-1, Dragonar Type-2, Dragonar Type-3 OR
Dragonar Type-1 (L), Dragonar Type-2 (L), Dragonar Type-3 (L) OR
Dragonar Type-1 Custom, Dragonar Type-2 Custom, Dragonar Type-3 Custom

Weapons System: 75mm Hand Rail Gun, 88mm Hand Rail Gun, 50mm Hand Rail Gun
OR 75mm Hand Rail Gun, 88mm Hand Rail Gun, 50mm Hand Rail Gun OR
Koushi Bazooka Hou, Koushi Bazooka Hou, Koushi Bazooka Hou

Attack Modifier: 1.6

Attack Type: Ranged, P

Range: 1-3

Accuracy: +30

Ammunition: 0

Energy: 20

Minimum Kiryoku: 0

Effectiveness: A/A/B/A

Critical Adjustment: +20%

Requirements: Level 10

(Strongest: Any, 6960 at Full Upgrade)

Notes: You may replace Dragonar Type-1 with Cavalier Type-0 (during the first two chapters of the Real Robot Start Path. Though you will most likely not have the levels necessary to execute this attack.)

Attack Name: Kyofu no Triple Attack

Participating Mecha: Dragonar Type-1, Dragonar Type-2, Dragonar Type-3 OR
Dragonar Type-1 (L), Dragonar Type-2 (L), Dragonar Type-3 (L) OR
Dragonar Type-1 Custom, Dragonar Type-2 Custom, Dragonar Type-3 Custom

Weapons System: Laser Sword, 280mm Rail Cannon, 50mm Hand Rail Gun OR
Laser Sword, 280mm Rail Cannon, 50mm Hand Rail Gun OR
Laser Sword, 640mm Rail Cannon, Koushi Bazooka Hou

Attack Modifier: 1.8

Attack Type: Hand-to-Hand, P

Range: 1

Accuracy: +30

Ammunition: 0

Energy: 30

Minimum Kiryoku: 110

Effectiveness: A/A/A/A

Critical Adjustment: +20%

Requirements: Level 15

(Strongest: Dragonar Type-3 Custom, 7830 at Full Upgrade)

Notes: You may replace Dragonar Type-1 with Cavalier Type-0 (during the first two chapters of the Real Robot Start Path. Though you will most likely not have the levels necessary to execute this attack.)

Attack Name: Twin Laser Sword

Participating Mecha: Dragonar Type-1 Custom and Falgen

Weapons System: Laser Sword and Laser Sword

Attack Modifier: 1.6

Attack Type: Hand-to-Hand, P

Range: 1

Accuracy: +30

Ammunition: 0

Energy: 10

Minimum Kiryoku: None

Effectiveness: A/A/A/A

Critical Adjustment: +20%

Requirements: None

(Strongest: Dragonar Type-1 Custom, 6480 at Full Upgrade)

Attack Name: Twin Tomahawk 1/Q/D

Participating Mecha: Any two of Getta-1, Getta Q and Getta Dragon

Weapons System: Getta Tomahawk, Getta Tomahawk, Double Tomahawk

Attack Modifier: 1.6

Attack Type: Hand-to-Hand, P

Range: 1

Accuracy: +30

Ammunition: 0

Energy: 10

Minimum Kiryoku: 0

Effectiveness: A/A/A/A

Critical Adjustment: +20%

Requirements: Level 10

(Strongest: Getta-1 or Getta Dragon, 6160 at Full Upgrade)

Attack Name: Double Getta Beam 1/Q/D

Participating Mecha: Any two of Getta-1, Getta Q and Getta Dragon

Weapons System: Getta Beam, Getta Beam, Getta Beam

Attack Modifier: 1.6

Attack Type: Hand-to-Hand, P

Range: 1

Accuracy: +30

Ammunition: 0

Energy: 40

Minimum Kiryoku: 0

Effectiveness: A/A/A/A

Critical Adjustment: +20%

Requirements: Level 15

(Strongest: Getta Dragon, 7600 at Full Upgrade)

Attack Name: Triple Getta Beam

Participating Mecha: Getta-1, Getta Q, Getta Dragon

Weapons System: Getta Beam (all three)

Attack Modifier: 1.7

Attack Type: Hand-to-Hand, P

Range: 1

Accuracy: +30

Ammunition: 0

Energy: 50

Minimum Kiryoku: 0

Effectiveness: A/A/A/A

Critical Adjustment: +20%

Requirements: Level 20

(Strongest: Getta Dragon, 8075 at Full Upgrade)

Attack Name: Stoner Sun Shine Spark

Participating Mecha: Shin Getta-1, Getta Dragon

Weapons System: Stoner Sun Shine, Getta Beam

Attack Modifier: 1.7

Attack Type: Hand-to-Hand, P

Range: 1

Accuracy: +30

Ammunition: 0

Energy: 120

Minimum Kiryoku: 130

Effectiveness: A/A/A/A

Critical Adjustment: +20%

Requirements: Level 25

(Strongest: Shin Getta-1, 10115 at Full Upgrade)

Attack Name: Formation Attack (a.k.a. Buttercup Formation Attack)

Participating Mecha: Aestivalis (Aerial) Izumi, Hikaru, and Ryoko OR

Aestivalis (OG) Izumi, Hikaru, and Ryoko

Weapons System: Rapid Rifle (all three)

Attack Modifier: 1.5

Attack Type: Ranged, P

Range: 1-3

Accuracy: +30

Ammunition: 0

Energy: 60

Minimum Kiryoku: 110

Effectiveness: A/A/A/A

Critical Adjustment: +20%

Requirements: Level 10

(Strongest: Aestivalis (OG or Aerial) Izumi, 5775 at Full Upgrade)

Attack Name: Double Gekigan Flare

Participating Mecha: Aestivalis (Aerial) Akito and Gai OR Aestivalis (OG)

Akito and Gai

Weapons System: Gekigan Flare and Gai Super Upper

Attack Modifier: 1.5

Attack Type: Hand-to-Hand, P

Range: 1

Accuracy: +30

Ammunition: 0

Energy: 50

Minimum Kiryoku: 120

Effectiveness: A/A/A/A

Critical Adjustment: +20%

Requirements: Level 20

(Strongest: Aestivalis (OG or Aerial) Gai, 6675 at Full Upgrade)

Attack Name: Sekiha Love Love Tenkyouken

Participating Mecha: God Gundam H and Rising Gundam

Weapons System: Sekiha Tenkyouken and Rising Arrow

Attack Modifier: 1.5

Attack Type: Hand-to-Hand, P

Range: 1

Accuracy: +30

Ammunition: 0

Energy: 130

Minimum Kiryoku: 140

Effectiveness: A/A/A/A

Critical Adjustment: +20%

Requirements: None

(Strongest: Rising Gundam, 6825 at Full Upgrade)

Attack Name: Double God Finger

Participating Mecha: God Gundam H and Nobel Gundam

Weapons System: Bakunetsu God Finger and Beam Ribbon

Attack Modifier: 1.5

Attack Type: Hand-to-Hand, P

Range: 1

Accuracy: +25

Ammunition: 0

Energy: 70

Minimum Kiryoku: 130

Effectiveness: -/A/A/A
Critical Adjustment: +20%
Requirements: None
(Strongest: Nobel Gundam, 6825 at Full Upgrade)

Attack Name: Choukyuu Haou Den'eidan
Participating Mecha: God Gundam H and Master Gundam S
Weapons System: Choukyuu Haou Den'eidan and Choukyuu Haou Den'eidan
Attack Modifier: 1.5
Attack Type: Hand-to-Hand, P
Range: 1-3
Accuracy: +30
Ammunition: 0
Energy: 60
Minimum Kiryoku: 130
Effectiveness: A/A/A/A
Critical Adjustment: +20%
Requirements: None
(Strongest: Master Gundam S, 6375 at Base Level)

Attack Name: Bakunetsu! Kyuukyokuken
Participating Mecha: God Gundam H and Master Gundam S
Weapons System: Bakunetsu God Finger and Darkness Finger
Attack Modifier: 1.5
Attack Type: Hand-to-Hand, P
Range: 1
Accuracy: +25
Ammunition: 0
Energy: 70
Minimum Kiryoku: 130
Effectiveness: A/A/A/A
Critical Adjustment: +20%
Requirements: None
(Strongest: Master Gundam S, 8025 at Full Upgrade)

Attack Name: Kyuukyoku Sekiha Tenkyouken
Participating Mecha: God Gundam H and Master Gundam S
Weapons System: Sekiha Tenkyouken and Sekiha Tenkyouken
Attack Modifier: 1.5
Attack Type: Hand-to-Hand, P
Range: 1
Accuracy: +30
Ammunition: 0
Energy: 150
Minimum Kiryoku: 140
Effectiveness: A/A/A/A
Critical Adjustment: +20%
Requirements: None
(Strongest: Master Gundam S, 8625 at Base Level)

Attack Name: Shuffle Doumeiken
Participating Mecha: God Gundam H, Bolt Gundam S, Gundam Maxter S, Gundam Rose S, Dragon Gundam S
Weapons System: Sekiha Tenkyouken, Gaia Crasher, Gounetsu Machine Gun Punch, Roses Hurricane, Shin Ryuusei Kochouken
Attack Modifier: 2.0
Attack Type: Hand-to-Hand, P
Range: 1
Accuracy: +30
Ammunition: 0

Energy: 140
Minimum Kiryoku: 130
Effectiveness: A/A/A/A
Critical Adjustment: +20%
Requirements: None
(Strongest: God Gundam H, 7200 at Base Level)

Attack Name: Combination Blade
Participating Mecha: Daitarn 3 and Zambot 3
Weapons System: Daitarn Zanber and Zambot Cutter
Attack Modifier: 1.5
Attack Type: Hand-to-Hand, P
Range: 1
Accuracy: +30
Ammunition: 0
Energy: 10
Minimum Kiryoku: None
Effectiveness: A/A/A/A
Critical Adjustment: +20%
Requirements: Level 10
(Strongest: Any, 6075 at Full Upgrade)

Attack Name: S Combination Attack
Participating Mecha: Daitarn 3 and Zambot 3
Weapons System: Sun Attack and Moon Attack
Attack Modifier: 1.6
Attack Type: Hand-to-Hand, P
Range: 1
Accuracy: +30
Ammunition: 0
Energy: 70
Minimum Kiryoku: 120
Effectiveness: A/A/A/A
Critical Adjustment: +20%
Requirements: Level 15
(Strongest: Any, 8400 at Full Upgrade)

Attack Name: Choudenji Spin V no Jigiri
Participating Mecha: Voltex V and Combattler V
Weapons System: Tenkuuken V no Jigiri and Choudenji Spin
Attack Modifier: 1.6
Attack Type: Hand-to-Hand, P
Range: 1
Accuracy: +30
Ammunition: 0
Energy: 110
Minimum Kiryoku: 130
Effectiveness: A/A/A/A
Critical Adjustment: +20%
Requirements: Level 20
(Strongest: Combattler V, 9200 at Full Upgrade)

Attack Name: Dual Missile
Participating Mecha: Venus A and Diana A
Weapons System: Koushi Ryoku Missile and Diana Missile
Attack Modifier: 1.6
Attack Type: Ranged, P
Range: 1-5
Accuracy: +30
Ammunition: 0

Energy: 20
Minimum Kiryoku: None
Effectiveness: A/A/A/A
Critical Adjustment: +20%
Requirements: Level 10
(Strongest: Venus A, 6160 at Full Upgrade)

Attack Name: Double Burning F X/Gu/Ryo/Z (Double Burning Fire)
Participating Mecha: Any 2 of Mazinger-Z, Minerva X, Great Mazinger, or Ryosan Kata Great
Weapons System: Breast Fire (Mazinger-Z), Breast Fire (Minerva X), Breast Burn (Great Mazinger), Breast Fire (Ryosan Kata Great)
Attack Modifier: 1.6
Attack Type: Hand-to-Hand, P
Range: 1
Accuracy: +30
Ammunition: 0
Energy: 40
Minimum Kiryoku: None
Effectiveness: A/A/B/A
Critical Adjustment: +20%
Requirements: Level 15
(Strongest: Great Mazinger, 7280 at Full Upgrade)

Attack Name: D Mazinger Punch X/Gu/Ryo/Da/Z (Double Mazinger Punch)
Participating Mecha: Any 2 of Mazinger-Z, Minerva X, Great Mazinger, Grandizer, or Ryosan Kata Great
Weapons System: Iron Cutter (Mazinger-Z), Rocket Punch (Minerva X), Drill Pressure Punch (Great Mazinger), Screw Crasher Punch (Grandizer), Drill Pressure Punch (Ryosan Kata Great)
Attack Modifier: 1.6
Attack Type: Hand-to-Hand, P
Range: 1-3
Accuracy: +30
Ammunition: 0
Energy: 20
Minimum Kiryoku: None
Effectiveness: A/A/B/A
Critical Adjustment: +20%
Requirements: Level 10
(Strongest: Great Mazinger or Grandizer, 6480 at Full Upgrade)

Attack Name: D Mazinger Blade Z/Gu/Ryo (Double Mazinger Blade)
Participating Mecha: Any 2 of Mazinger-Z, Great Mazinger, or Ryosan Kata Great
Weapons System: Iron Cutter (Mazinger-Z), Mazinger Blade (Great Mazinger), Mazinger Blade (Ryosan Kata Great)
Attack Modifier: 1.6
Attack Type: Hand-to-Hand, P
Range: 1
Accuracy: +30
Ammunition: 0
Energy: 10
Minimum Kiryoku: None
Effectiveness: A/A/A/A
Critical Adjustment: +20%
Requirements: Level 10
(Strongest: Mazinger-Z, 6160 at Full Upgrade)

Attack Name: D Lightning Buster Gu/Da/Ryo (Double Lightning Buster)

Participating Mecha: Any 2 of Great Mazinger, Grandizer, Ryosan Kata Great
Weapons System: Thunder Break (Great Mazinger), Space Thunder (Grandizer),
Thunder Break (Ryosan Kata Great)

Attack Modifier: 1.6

Attack Type: Hand-to-Hand, P

Range: 1-3

Accuracy: +30

Ammunition: 0

Energy: 60

Minimum Kiryoku: 120

Effectiveness: A/A/-/A

Critical Adjustment: +20%

Requirements: Level 20

(Strongest: Great Mazinger, 7760 at Full Upgrade)

Attack Name: Triple Mazinger Punch

Participating Mecha: Mazinger-Z, Great Mazinger, Grandizer

Weapons System: Iron Cutter, Drill Pressure Punch, Screw Crasher Punch

Attack Modifier: 1.7

Attack Type: Hand-to-Hand, P

Range: 1-3

Accuracy: +30

Ammunition: 0

Energy: 30

Minimum Kiryoku: None

Effectiveness: A/A/B/A

Critical Adjustment: +20%

Requirements: Level 20

(Strongest: Great Mazinger or Grandizer, 6885 at Full Upgrade)

Attack Name: Mazinger Tornado

Participating Mecha: Mazinger-Z, Great Mazinger, Grandizer

Weapons System: Breast Fire, Breast Burn, Hanjuuryoku Storm

Attack Modifier: 1.7

Attack Type: Hand-to-Hand, P

Range: 1

Accuracy: +30

Ammunition: 0

Energy: 50

Minimum Kiryoku: None

Effectiveness: A/A/B/A

Critical Adjustment: +20%

Requirements: Level 25

(Strongest: Great Mazinger, 7735 at Full Upgrade)

Attack Name: F Dynamic Special (Final Dynamic Special)

Participating Mecha: Mazinger-Z, Great Mazinger, Shin Getta-1, Grandizer

Weapons System: Breast Fire, Breast Burn, Getta Beam, Hanjuuryoku Storm

Attack Modifier: 1.8

Attack Type: Hand-to-Hand, P

Range: 1

Accuracy: +30

Ammunition: 0

Energy: 80

Minimum Kiryoku: None

Effectiveness: A/A/A/A

Critical Adjustment: +20%

Requirements: Level 30

(Strongest: Shin Getta-1, 8910 at Full Upgrade)

Attack Name: Jet Stream Attack
Participating Mecha: Dom II x3 (piloted by Gaia, Ortega, Mash) OR
Dreissen x 3 (piloted by Gaia, Ortega, Mash)
Weapons System: Giant Bazooka (all three) OR Beam Tomahawk (all three)
Attack Modifier: 1.5
Attack Type: Hand-to-Hand, P
Range: 1-3
Accuracy: +30
Ammunition: 0
Energy: 30
Minimum Kiryoku: None
Effectiveness: -/A/A/A
Critical Adjustment: +10%
Requirements: None
(Strongest: Any, 5625 at Full Upgrade [Dom II] or Any, 6375 at Full Upgrade
[Dreissen])

Section 9: Definitions / Abilities

Tremendous thanks to Dragoon T for supplying detailed information on many different Special Abilities!

This section lists the terms used in notes and the special abilities of various mecha.

Definitions:

Combine - Some units are able to combine to form new, composite units (e.g., the G Fighter and the Gundam). To perform this operation, move one of the units to the same square as the other unit. The Combine command will appear as the only option on the pop-up command menu.

G Fighter/Gundam and God Gundam (or Master Gundam)/Fu'unsaiiki Combination Rules - These pairs of units work similarly. If the combination unit sustains enough damage to destroy the unit, the 'assistant' unit (G Fighter or Fu'unsaiiki) will be destroyed, but the other unit will survive with no damage. If the units separate, however, the percent damage sustained seems to be distributed between both units (e.g., if the G Bull sustains 10% damage, the Gundam and G Fighter will have 10% damage if they separate).

These rules also apply to Grandizer and its combinations with the three Spazer units (Double Spazer, Marine Spazer, and Drill Spazer).

Armored Carrier Unit Rules - Certain units (Cavalier Type-0, Full Armor Gundam, Gundam Shisaku 3-Gou Ki, Super Gundam/G Flyer, Full Armor ZZ Gundam, Re-GZ (BWS), possibly the Kerot (Kon V)) count as Armored Carriers. Armored Carriers are armored shells or carriers for regular units (Dragonar Type-1, Gundam, Gundam Stamen, Gundam Mk. II, ZZ Gundam/G Fortress, Re-GZ, Kerot). If an Armored Carrier unit is destroyed, the unit it is carrying will emerge completely unharmed, no matter how much damage the Carrier sustains. Armored Carriers have their statistics linked to the units they carry. They often have their weapons systems linked; some, however, do not. (Re-GZ (BWS), for example.)

Linked - Units that are linked to each other share their upgrades. For example, the Gundam and the G Bull are linked. If you purchase 2 HP upgrades for the Gundam, the G Bull will receive +400 HP. Weapons that are linked share upgrades and ammunition status where applicable. For example, if the

Taurus' Beam Cannon was fired twice, then the Taurus (MA)'s Beam Cannon would only have 18 shots remaining.

As a note, units that can transform automatically have their statistics linked. Their weapons are usually linked if they share the same name. (And such linkage is not noted but assumed.)

Upgrade - Units that upgrade into other units replace the original unit (it will no longer appear on the status screens), but inherit all the upgrades of their predecessor. For example, if you purchased 4 EN upgrades for the Argama, when it is upgraded into the Near Argama, the Near Argama will have 4 EN upgrades and receive the +40 EN bonus. Also, the Near Argama will only be able to purchase an additional 9 upgrades.

Special Abilities:

Beam Coat - Beam Coating will absorb 1000 points of beam damage (from weapons with a [B] attribute) from every beam attack. If the damage is less than 1000, no damage will be inflicted. If it is more than 1000, only the amount over 1000 will be inflicted. Successful use of the Beam Coat requires 5 EN.

Bunri (Separate) - This can mean one of two things. Either this unit is formed by combining two or more units, and can separate into its component parts, or this unit can drop an armored shell/carrier. In the latter case, this separation will be listed as non-reversible. If a unit inside an armored shell or carrier is destroyed, the unit will emerge undamaged. Units that emerge from an armored shell or carrier are completely undamaged.

Bunshin (Split Body) - Familiar to ninja fans and other martial artist followers, Bunshin gives the unit a flat 50% chance to evade (regardless of other factors, such as the enemies' accuracy, or special skills) any incoming attack once the Kiryoku of the pilot reaches 130. Note that Bunshin cannot bypass the 'Hicchuu' Seishin effect.

Distortion Field - Distortion Fields have a number of incredibly useful effects. First, all non-beam, non-gravity weapons damage is reduced by 1/2 to 3/4 of the normal damage. Beam damage under 3000 strength will be completely repelled. However, if the Beam damage exceeds 3000, the Distortion Field will be penetrated and have NO effect on the beam weapon (you will be hit for full damage). Gravity-based damage up to 5000 strength will be repelled, otherwise it too will breach the Distortion Field (and hit for full damage). Every successful use of the Distortion Field costs the unit 20 EN. (Big thanks to Dragoon T for carefully explaining the Distortion Field's nuances to me!)

EWAC - This ability, which can also be bestowed by an EWAC unit, increases the accuracy and evasion of the eight units that are adjacent to this unit (including those at the diagonal vertices).

Getta Vision - This system (only available on the Getta-2) gives Hayato a SECOND 50% chance to evade any incoming attack if his Kiryoku is 130 or more. (It is basically the same as Bunshin, and has the same animation.) That is, if he fails to use the Open Gate, he gets another chance to evade using the Getta Vision. This is non-cumulative. Note that Getta Vision cannot bypass the 'Hicchuu' Seishin effect.

God Shadow - This system (available only on the God Gundam H) works exactly like Bunshin (in fact, it has the same animation) - when Domon has 130 Kiryoku or more, he has a 50% chance to evade any incoming attack. Note that this only applies when he is in Hyper Mode. Note that God Shadow cannot

bypass the 'Hicchuu' Seishin effect.

Henkei (Transform) - This unit is capable of transforming into another form. Transformations cost no EN and do not use the unit's turn. The other forms into which this unit can transform will be listed. You cannot, however, transform a unit that has already moved or attacked.

Hokuyuu (Supply) - This unit can resupply EN and ammunition to friendly units in the field. A Supply unit may not move before using this command, but the intended target may move towards the supply unit on the same turn as this command is used. Using the Supply command will result in a loss of 10 Kiryoku to the target pilot. The Supply unit will gain experience for performing this operation.

HP Kaifuku (HP Restore) - This ability will restore a flat 10% of the unit's maximum HP per turn.

Hyper Jammer - This system (available only on the Deathscythe Hell Custom) works exactly like a regular Jammer, as far as I can tell.

I Field - An I Field will absorb 2000 points of beam damage (from weapons with a [B] attribute) from every beam attack. If the damage is less than 2000, no damage will be inflicted. If it is more than 2000, only the amount over 2000 will be inflicted.

Jammer - This unit has a localized jammer that overrides the guidance of guided missiles targeting this unit. Any missiles that are not evaded will automatically be jammed. This does not work on 'dumb' or direct fire missiles, such as Bazooka rounds, Linear Missile Launchers, Phalanx Missiles, etc. This will work even if the attacking unit is under the effect of the 'Hicchuu' Seishin.

Maha Special (Mach Special) - This system (only available on the Getta Liger) gives Hayato a SECOND 50% chance to evade any incoming attack if his Kiryoku is 130 or more. (It is basically the same as Bunshin, and has the same animation.) That is, if he fails to use the Open Gate, he gets another chance to evade using the Mach Special. This is non-cumulative. Note that the Mach Special cannot bypass the 'Hicchuu' Seishin effect.

Open Gate - This system (available on Getta-1/2/3, Getta Dragon/Liger/Poseidon, and Shin Getta-1/2/3) gives these units a 50% chance to evade any incoming attack (by temporarily separating into those three component planes) if the current pilot (e.g., Musashi if you're in Getta-3) has 120 Kiryoku or more. Note that the Open Gate cannot bypass the 'Hicchuu' Seishin effect.

Shield - This unit possesses a physical armor shield. The shield always takes damage before the unit; however, if the pilot is able to successfully use his or her Kiri Barai skill, the damage is significantly reduced.

Shin Maha Special (New Mach Special) - This system (only available on Shin Getta 2) gives Hayato a SECOND 50% chance to evade any incoming attack if his Kiryoku is 130 or more. (It is basically the same as Bunshin, and has the same animation.) That is, if he fails to use the Open Gate, he gets another chance to evade using the New Mach Special. This is non-cumulative. Note that the New Mach Special cannot bypass the 'Hicchuu' Seishin effect.

Shuuri (Repair) - This unit can repair damage to other units in the field at no cost. Repairing takes the entire turn of the repairer. Units can move before repairing. There is no morale penalty for using this command. The

amount of damage repaired depends on the level of the repairer, and the amount of experience will depend on the levels of the repairer and the target. At equal levels, the experience gained will be equal to: (Damage Repaired) / 10. (This is quite useful for gaining experience ...)

Sword - This unit has a sword, double sword, staff, or other melee weapon. In practical terms, this means that if the pilot also has the Kiri Barai Special Ability, they can use this sword to ward off certain attacks. (Especially other beam sabers, heat hawks, and even some missiles!)

Zero System - The Zero System will give Hihiro a +10 to ALL statistics when he has 130 Kiryoku or more.

Section 10: Conformal Parts

There are a total of 27 different Conformal Parts available in the game. While most are 'always on', several are consumed when used. If you are able to use a part, the Part command will appear on your pop-up menu when you select a mecha.

As stated earlier, all friendly mecha have at least 1 and at most 4 Conformal Parts slots. You may assign multiple instances of a part; it will be noted where the effect is non-cumulative. You can add Parts to mecha during an intermission.

Items that effect Weapons Range only affect those whose range is not 1 (that is, non-melee) and those that are not MAP weapons.

Legend:

Part Name (Memory Address):
Effects, Notes

Booster (20000ae):
Movement +1

Mega Booster (20000af):
Movement +2

Haro (20000b0):
Agility +30, Weapons Range +2

Psycho Frame (20000b1):
Agility +20, Limit +10

Bio Sensor (20000b2):
Agility +10, Limit +20

Magnet Coating (20000b3):
Agility +5, Limit +30

Apogee Motor (20000b4):
Agility +5, Movement +1

Shuffle Monshou (20000b5):
At the beginning of battles, Kiryoku will be 105.

Minovski Craft (20000b6):
This unit will now be able to fly (and land). This unit's Air ability is now

A.

Kouseinou Radar (20000b7):

Weapons Range +1

Kouseinou Shoujunki (20000b8):

All weapons' accuracy is +30%

Jammer (20000b9):

This unit gains the Jammer ability.

V-Up Unit (W) (20000ba):

All weapons power is increased.

V-Up Unit (U) (20000bb):

All statistics are increased.

Chobham Armor (20000bc):

HP +500, Armor +150

Hybrid Armor (20000bd):

HP +800, Armor +200

Chougoukin Z (20000be):

HP +1000, Armor +300

Chougoukin Nu Z (20000bf):

HP +1500, Armor +400

Beam Coating (20000c0):

This unit gains the Beam Coating ability.

I Field Barrier (20000c1):

This unit gains the I Field ability.

Propellant Tank S (20000c2):

100% of this unit's energy is restored.

This consumes the Propellant Tank S.

Repair Kit (20000c3):

100% of this unit's HP is restored.

This consumes the Repair Kit.

Cartridge (20000c4):

100% of this unit's ammunition is restored.

This consumes the Repair Kit.

Hijoushoko (20000c5):

All pilots in this unit recover 50 Seishin Points.

This consumes the Hijoushoko.

Oogata Magazine (20000c6):

The ammunition capacity for all weapons in this unit doubles.

Multiple units are not cumulative.

EWAC Equipment (20000c7):

This unit gains the EWAC ability.

Multiple units are not cumulative.

W-Up Unit (20000c8):

All weapons strength and statistics increase.

Section 11: Translations

Disclaimer: These translations are done by myself, and therefore could be wildly inaccurate. I don't speak Japanese, so ...

0 Kyouri Mega Beam Hou - 0 Range Mega Beam Cannon
10 Ren Dual Missile Pods - 10 Shot Dual Missile Pod (see miscellaneous)
110mm Kikanhou - 110mm Machine Cannon [might be 'Chain Gun']
115mm Rensou Kikanhou - 115mm Built-In Machine Cannon
2 Ren 20mm Kikanhou - 2 Barrel 20mm Machine Cannon
2 Ren 25mm Kikanhou - 2 Barrel 25mm Machine Cannon
2 Rensou Beam Cannon - 2 Barrel Beam Cannon
2 Rensou Shiki Rail Gun - 2 Built-In Form Rail Gun [Twin Rail Gun]
3 Rensou Gatling Hou - 3 Barrel Built-In Gatling Cannon
2 Rensou Mega Ryuushi Fukuhou - Twin Built-In Mega Particle Secondary Cannon
2 Rensou Mega Ryuushi Shuhou - Twin Built-In Mega Particle Main Cannon
30mm 2 Rensou Vulcan - 30mm Twin Built-In Vulcan
30mm Kikanhou - 30mm Machine Cannon
4 Ren Dual Missile Pod - 4 Shot Dual Missile Pod
5 Ren Dual Missile Pod - 5 Shot Dual Missile Pod
5 Ren Missile Pod - 5 Shot Missile Pod
5 Rensou Missile Pod - 5 Shot Built-In Missile Pod
6 Ren Dual Missile Pod - 6 Shot Dual Missile Pod
Bakudan - Bomb
Bakunetsu God Finger - Exploding Hot God Finger
Bakunetsu God Slasher - Exploding Hot God Slasher
Bakunetsu! Kyuukyokuken - Exploding Hot! Ultimate Fist
Balloon Hou - Balloon Cannon
Bidenji Spark - Tiny Electromagnetic Spark
Bidenji Yoyo - Tiny Electromagnetic Yo-yo
Byakko Kami - Byakko Bite (White Tiger, one of the 4 Holy Beasts)
Chizan Shikkuu Ha - Earth Slash Rapid Vacuum Blade
Chou no Mai - Dance of the Butterfly
Choudenji Goma - Super Electromagnetic Goma
Choudenji Spin - Super Electromagnetic Spin
Choudenji Spin V no Jigiri - Super Electromagnetic Spin V Slash
Choudenji Yoyo - Super Electromagnetic Yo-yo
Chougoukin Z - Hyper-Alloy Z (also the name of a toy ...)
Chougoukin Nu Z - Hyper-Alloy Nu Z
Choukyuu Haou Den'eidan - Super Class Supreme Electric Shadow Bullet
Daisetsuzan Oroshi - Great Snowy Mountain Drop
Daisetsuzan Oroshi Nidan Kaeshi - Great Snowy Mount Drop Second Level Return
Daisharin Rocket Punch - Big Swing Rocket Punch
Genbu Goudan - Genbu Strong Bullet (Black Tortoise, one of the 4 Holy Beasts)
F Solid Cannon - Folding Solid Cannon (not really a translation, but ...)
Fujinsen - Wind Blade Flash
Fu'unsai - Raising Both Wind and Clouds
Gounetsu Machine Gun Punch - Super Burning Machine Gun Punch
Hakai Kousen - Destruction Light Ray
Hanjuuryoku Storm - Anti-Gravity Storm
Hijoushoko - Emergency Food
Hissatsu Reppu Daimo-Kick - Sure Kill Violent Winds Daimo Kick
Hissatsu Reppu Sekkenzuki - Sure Kill Violent Winds Righteous Fist Pierce
Hyper Mega Ryuushi Hou - Hyper Mega Particle Cannon
Juu-ni Ouhouhai Daisharin - 12 Royal Direction Signs Great Swing
Kakusan Bazooka - Scattering Bazooka

Kakusan Beam Hou - Scattering Beam Cannon
Kakusan Mega Ryuushi Hou - Scattering Mega Particle Cannon
Kakusan Ryuushi Dan - Scattering Particle Bullet
Kakutou - Hand-to-Hand [Grapple]
Kirin - Kirin (Kirin, a mythical beast from Chinese mythology)
Kinbou - Metal Rod
Kinboukata Beam Rifle - Metal Rod Form Beam Rifle (i.e., the rifle is in the rod)
Kogata Missile - Compact Missile
Kouseinou Radar - High Power Radar
Kouseinou Shoujunki - High Power Alignment Equipment
Koushi Bazooka Hou - Photon Bazooka Cannon
Koushi Ryoku Beam - Photon Power Beam
Koushi Ryoku Missile - Photon Power Missile
Kyoufu no Triple Attack - Triple Attack of Terror
Kyuukyoku Sekiha Tenkyouken - Ultimate Stone Ripping Heaven Amazing Fist
Mai Suzaku - Dance of the Suzaku (Red Phoenix, one of the 4 Holy Beasts)
Magma Kemono Dakuron - Magma Beast Dakuron
Mecha Kakumen Oni - Mecha Mask Demon
Mecha Hakkotsu Oni - Mecha White Skeleton Demon
Mecha Yousai Oni - Mecha Fortress Demon
Mega Ryuushi Hou - Mega Particle Cannon
Mega Ryuushi Shuuhou - Mega Particle Main Cannon
Meikyoushisui - Clear and Serene (lit. Clear Mirror, Still Water)
Messergranz - Razor (something)
Oogata Beam Saber - Jumbo Beam Saber
Oogata Laser - Jumbo Laser
Oogata Magazine - Jumbo Magazine
Oogata Mega Ryuushi Hou - Jumbo Mega Particle Cannon
Oogata Mega Ryuushi Hou - Jumbo Mega Particle Cannon
Oogata Missile - Jumbo Missile
Ougi Koujinsen - Ultimate Secret Technique: Light Blade Flash
Rekka Jin - Violent Fire Blade
Rensou Missile Launcher - Built-In Missile Launcher
Santatsu Kon - Three Dragon Staff (like a San-ren-kon)
Seiryuu Rin - Seiryuu Scales (Blue Dragon, one of the 4 Holy Beasts)
Sekiha Love Love Tenkyouken - Stone Ripping Love Love Heaven Amazing Fist
Sekiha Tenkyouken - Stone Ripping Heaven Amazing Fist
Senkai Shiki Vulcan - Rotating Type Vulcan
Sentou Kemono Dokaigaa - Battle Beast Dokaigar
Shin Ryuusei Kochouken - New Shooting Star Butterfly Sword
Shuffle Doumeiken - Shuffle Alliance Fist
Shuffle Monshou - Shuffle Crest
Sokushahou - Rapid Fire Cannon
Sokusha Laser - Rapid Fire Laser
Soutatsu Ken - Twin Dragon Blade
Souteni Hou - Transposition Gun
Spiegel - Mirror
Sturm und Drang - approximately Storm and Fury
Suiryuu Souga - Flowing Water Claws and Fangs
Sun Attack Midare Uchi - Sun Attack Wild Strike
Tai-kan Missile - Anti-Ship Missile
Taiatari - Body Slam
Taikuu Laser Hou - Anti-Air Laser Cannons
Tai-Laser Missile - Anti-Laser Missile
Tenkuuken - Vacuum Blade
Tenkuuken Ball V no Jigiri - Vacuum Blade Ball V Slash
Tenkuuken V no Jigiri - Vacuum Blade V Slash
Yousai Demonika - Fortress Demonika
Yuusenshiki Mega Ryuushi Hou - Wire Guided Type Mega Particle Cannon

Section 12: Credits

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

Dragoon T (dragoont@yahoo.com), for his immense help - a variety of corrections, Special Ability information, etc.;

Edda Robo E, for providing the names of the Grandizer pilots;

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;

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

Section 13: Copyright / Authorization

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Section 14: Miscellaneous

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 ...

Ren / Rensou:

Technically, the term 'ren' translates to connected. I've chosen to interpret 'rensou' as 'Built-In' (connected to the armor) and 'ren' as 'Shot' or 'Barrel' (usually, you see something like 6 Ren Missile, so that's 6 Missiles linked to fire together ...)

Gundam Maxter:

There is a dummy Gundam Maxter at 200af8d. It lacks a Shield, has less armor but a higher limit - more importantly, it completely lacks any attacks. Therefore, I don't think that it is a valid mecha, but it was counted towards the 151 mecha types. According to Dragoon T, this could very possibly be the Gundam Maxter Boxing variant.

2 Master GS (Fu'unsaiiki) and 2 God Gundam H (Fu'unsaiiki)'s?:

Yes - either they are a secret variant (possible in Master GS Fu'unsaiiki's case, since it has a repair cost; not likely in God Gundam H's case, since it does not have a repair cost and it should), or they are a cinematic/dummy set. As soon as I get these units, I will check against the stats (unless someone wants to check for me ...)

Getta-1 and Getta Dragon:

There are separate, non-transforming variants that are received once the Getta unit is upgraded. These units are piloted by a single pilot (although, supposedly, you can save Tomoe Musashi as the Support Pilot of Getta-1), and have important combinations with other Getta units.

Geshpenst Mk. II:

Yes, it has conformal parts slots. I'm not 100% sure why, though. It is possible that since the Geshpenst was added to this game at such a late date (see the Mecha Hacking Guide for the rationale behind that conclusion), they may have forgotten to blank out its conformal slots.