

# Super Robot Taisen: Original Generation Codebreaker Codes

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SUPER ROBOT TAISEN - ORIGINAL GENERATION CHEATS GUIDE  
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I . DISCLAIMER:  
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II . SUPER ROBOT TAISEN - ORIGINAL GENERATION CODEBREAKER CODES  
-----

A . ENABLE CODE  
-----

This are the Enable Code for the cheats

10001380 0007

0000C3D1 000A

-----  
B . ITEM CODE  
-----

This code will give 99 amount of each item

420038E06363  
0000002B0004

-----  
C . MAX SEISHIN/SPELL POINTS CODE  
-----

This Code will change the max seishin points status.

42018B240190  
0000001F0034

-----  
D . MELEE ATTACK CODE  
-----

This Code will change the Melee Attack damage status.

42018B260190  
0000001F0034

-----  
E . RANGE ATTACK CODE  
-----

This Code will change the Range Attack damage status.

42018B280190  
0000001F0034

-----  
F . EVASION CODE  
-----

This Code will change the Evasion status.

42018B2A0190  
0000001F0034

-----  
G . ACCURACY CODE  
-----

This Code will change the Accuracy status.

42018B2C0190  
0000001F0034

-----  
H . DEFENSE CODE  
-----

This Code will change the Defense status.

42018B2E0190  
0000001F0034

-----  
I . MANEUVER CODE  
-----

This Code will change the Skill status.

42018B300190  
0000001F0034

-----  
J . # OF KILLS CODE  
-----

This Code will change the # of kills Statistic.

42018B3200xx  
0000001F0034

Note : xx is hexadecimal numbers, where 50 decimal = 32 in hexadecimal.

-----  
K . INFINITE PILOT POINTS CODE  
-----

This Code will give your pilot 999 pilot points.

42018B3403E7  
0000001F0034

Note : the points will decrease as you use it but it will back to 999 points again as long as the code is on.

-----  
L . CURRENT SEISHIN/SPELL POINTS CODE  
-----

This Code will change your current seishin points to 400.

42018B480190  
0000001F0034

-----  
M. MAX KIRYOKU/MORALE CODE  
-----

This code will increase every character kiryoku to 150

42018B4A0096  
0000001F0034

-----  
N . INFINITE MONEY CODE  
-----

Well, the title says it all.

82019BB4E0FF  
82019BB605F5

Note : this will give you 99,999,999 money. Yes, its's 99,999,999 of money and can be use infinitely as long as the code is on.

-----  
O . ONE HIT LEVEL 99 CODE  
-----

This Code will give each of your character 65535 EXP points per hit.

820019C8FFFF  
820019D8FFFF

-----  
P . SKILL CODES  
-----

Each character skill are allocated in their own unique memory slot address. And, in order to alter your character skill, you have to enter the corresponded codes for each character.

(Ryusei - Kyosuke)

32018B3800xx  
32018B3900xx  
32018B3A00xx  
32018B3B00xx  
32018B3C00xx  
32018B3D00xx

(Rai - Excellen)

32018B6C00xx  
32018B6D00xx  
32018B6E00xx  
32018B6F00xx  
32018B7000xx  
32018B7100xx

(Aya - Bullet)

32018BA000xx  
32018BA100xx  
32018BA200xx  
32018BA300xx  
32018BA400xx  
32018BA500xx

(Giado - Zengar)

32018BD400xx  
32018BD500xx  
32018BD600xx  
32018BD700xx  
32018BD800xx  
32018BD900xx

(Garnet - Lefina)

32018C0800xx  
32018C0900xx  
32018C0A00xx

32018C0B00xx  
32018C0C00xx  
32018C0D00xx

(Latooni - Sean)

32018C3C00xx  
32018C3D00xx  
32018C3E00xx  
32018C3F00xx  
32018C4000xx  
32018C4100xx

(Ingram - Katina)

32018C7000xx  
32018C7100xx  
32018C7200xx  
32018C7300xx  
32018C7400xx  
32018C7500xx

(Irmguld - Russel)

32018CA400xx  
32018CA500xx  
32018CA600xx  
32018CA700xx  
32018CA800xx  
32018CA900xx

(Masaki - Gilliam)

32018CD800xx  
32018CD900xx  
32018CDA00xx  
32018CDB00xx  
32018CDC00xx  
32018CDD00xx

(Daitetsu - Masaki)

32018D0C00xx  
32018D0D00xx  
32018D0E00xx  
32018D0F00xx  
32018D1000xx  
32018D1100xx

(Tetsuya - Radha)

32018D4000xx  
32018D4100xx  
32018D4200xx  
32018D4300xx  
32018D4400xx  
32018D4500xx

(Rio - Tasuku)

32018D7400xx  
32018D7500xx  
32018D7600xx  
32018D7700xx  
32018D7800xx  
32018D7900xx

(Ryoto - Viletta)

32018DA800xx  
32018DA900xx  
32018DAA00xx  
32018DAB00xx  
32018DAC00xx  
32018DAD00xx

(Kusuha - Daitetsu)

32018DDC00xx  
32018DDD00xx  
32018DDE00xx  
32018DDF00xx  
32018DE000xx  
32018DE100xx

(K Yosuke - Tetsuya)

32018E1000xx  
32018E1100xx  
32018E1200xx  
32018E1300xx  
32018E1400xx  
32018E1500xx

(Excellen - Ryusei)

32018E4400xx  
32018E4500xx  
32018E4600xx  
32018E4700xx  
32018E4800xx  
32018E4900xx

(Bullet - Rai)

32018E7800xx  
32018E7900xx  
32018E7A00xx  
32018E7B00xx  
32018E7C00xx  
32018E7D00xx

(Lefina - Aya)

32018EAC00xx  
32018EAD00xx  
32018EAE00xx  
32018EAF00xx  
32018EB000xx  
32018EB100xx

(Sean - Giado)

32018EE000xx  
32018EE100xx  
32018EE200xx  
32018EE300xx  
32018EE400xx  
32018EE500xx

(Katina - Latooni)

32018F1400xx  
32018F1500xx  
32018F1600xx

32018F1700xx  
32018F1800xx  
32018F1900xx

(Russel - Garnet)

32018F4800xx  
32018F4900xx  
32018F4A00xx  
32018F4B00xx  
32018F4C00xx  
32018F4D00xx

(Radha - Ingram)

32018F7C00xx  
32018F7D00xx  
32018F7E00xx  
32018F7F00xx  
32018F8000xx  
32018F8100xx

(Tasuku - Irmguld)

32018FB000xx  
32018FB100xx  
32018FB200xx  
32018FB300xx  
32018FB400xx  
32018FB500xx

(Lune - Ryoto)

32018FE400xx  
32018FE500xx  
32018FE600xx  
32018FE700xx  
32018FE800xx  
32018FE900xx

(Leona - Kusuha)

3201901800xx  
3201901900xx  
3201901A00xx  
3201901B00xx  
3201901C00xx  
3201901D00xx

(Zengar - Rio)

3201904C00xx  
3201904D00xx  
3201904E00xx  
3201904F00xx  
3201905000xx  
3201905100xx

(Elzam - Lune)

3201908000xx  
3201908100xx  
3201908200xx  
3201908300xx  
3201908400xx  
3201908500xx

(Gilliam - Leona)

320190B400xx  
320190B500xx  
320190B600xx  
320190B700xx  
320190B800xx  
320190B900xx

(Viletta - Elzam)

320190E800xx  
320190E900xx  
320190EA00xx  
320190EB00xx  
320190EC00xx  
320190ED00xx

(Kai - exclusive for Kyosuke's route only)

3201915000xx  
3201915100xx  
3201915200xx  
3201915300xx  
3201915400xx  
3201915500xx

To change a skill, just take the codes that corresponding to the character slot and replace the 'xx' with the number on the following table.

-----  
SKILL DIGITS  
-----

NATURAL SKILL  
-----

xx | SKILL NAME  
-----

00 | Empty  
01 | Prevail Ln  
02 | Support Ln  
03 | Counter Ln  
04 | In-Fight Ln  
05 | Gunfight Ln  
06 | SP-Up Ln  
07 | Command Ln  
08 | SP Regenerate  
09 | Mental  
0A | Hit&Away  
0B | Attacker  
0C | Expert  
0D | Revenge  
0E | Lucky Ln  
0F | Telekinesis Ln  
10 | Genius  
11 | Fortune  
12 | Prophecy  
-----

NON-NATURAL SKILL  
-----

xx | SKILL NAME  
-----

21 | Prevail +n  
22 | Support +n



23 | Counter +n  
 24 | In-Fight +n  
 25 | Gunfight +n  
 26 | SP-Up +n  
 27 | Command +n  
 28 | SP Regenerate  
 29 | Mental  
 2A | Hit&Away  
 2B | Attacker  
 2C | Expert  
 2D | Revenge  
 2E | Lucky +n  
 2F | Telekinesis +n  
 30 | Genius  
 31 | Fortune  
 32 | Prophecy

-----  
 Q . MECH CODES  
 -----

Like character skill, each mech are allocated in their own unique memory slot address. In order to alter your mech you have to enter the corresponding code for the mech.

Slot | Address  
 -----

01 | 320175E000xx  
 02 | 3201762400xx  
 03 | 3201766800xx  
 04 | 320176AC00xx  
 05 | 320176F000xx  
 06 | 3201773400xx  
 07 | 3201777800xx  
 08 | 320177BC00xx  
 09 | 3201780000xx  
 10 | 3201784400xx  
 11 | 3201788800xx  
 12 | 320178CC00xx  
 13 | 3201791000xx  
 14 | 3201795400xx  
 15 | 3201799800xx  
 16 | 320179DC00xx  
 17 | 32017A2000xx  
 18 | 32017A6400xx  
 19 | 32017AA800xx  
 20 | 32017AEC00xx  
 21 | 32017B3000xx  
 22 | 32017B7400xx  
 23 | 32017BB800xx  
 24 | 32017BFC00xx  
 25 | 32017C4000xx  
 26 | 32017C8400xx  
 27 | 32017CC800xx  
 28 | 32017D0C00xx  
 29 | 32017D5000xx  
 30 | 32017D9400xx  
 31 | 32017DD800xx  
 32 | 32017E1C00xx  
 33 | 32017E6000xx

34 | 32017EA400xx  
 35 | 32017EE800xx  
 36 | 32017F2C00xx  
 37 | 32017F7000xx  
 38 | 32017FB400xx  
 39 | 32017FF800xx  
 40 | 3201803C00xx  
 41 | 3201808000xx  
 42 | 320180C400xx  
 43 | 3201810800xx  
 44 | 3201814C00xx  
 45 | 3201819000xx  
 46 | 320181D400xx  
 47 | 3201821800xx  
 48 | 3201825C00xx  
 49 | 320182A000xx  
 50 | 320182E400xx

To change a mech, just take the codes corresponding to the mech and replace the 'xx' with the number on the following table.

-----

MECH DIGITS

-----

xx	Unit Name
00	Gespenst.R
01	Gespenst.S
02	Gespenst MkII.R
03	Gespenst MkII.S
04	Gespenst MkII.M (Kai)
05	Gespenst MkII.M (Irmguld)
06	Gespenst MkII.M (Green)
07	Gespenst MkII.M (Katina)
08	Gespenst MkII.M (Green)
09	Gespenst MkII.M (Blue)
0A	Gespenst MkII.M (Blue)
0B	Gespenst MkII.M (Blue)
0C	Gespenst MkII.M (Blue HP 10000+)
0D	Gespenst MkII.TT (Ryusei)
0E	Gespenst MkII.TT (Aya)
0F	Gespenst MkII.TT (Bullet)
10	Schutzwald (Rai)
11	Gespenst MkII.M (Blue)
12	Wildschwein (Ingram)
13	Wildschwein
14	Wildraubtier
15	Wildraubtier FM
16	Gespenst MkII.M (Blue)
17	Schutzwald (Radha)
18	Gespenst MkII.R (Green)
19	Huckebein 008L
1A	Huckebein 009
1B	Huckebein MkII
1C	Huckebein MkII (HP10000+)
1D	Huckebein Trombe
1E	R-1
1F	R-Wing
20	R-1 (combinable to SRX)
21	R-Wing

22 | R-1 (HP 10000+)  
23 | Weissritter  
24 | R-2  
25 | R-2 (HP 10000+)  
26 | R-2 Powered (combinable to SRX)  
27 | R-2 Powered (uncombinable)  
28 | R-3  
29 | R-3  
2A | R-3 Powered (combinable to SRX)  
2B | R-3 Powered (uncombinable)  
2C | SRX (Combinable)  
2D | (glitch) (SRX)  
2E | (glitch) (SRX)  
2F | Vayyikra Ben  
30 | R-Gun  
31 | R-Gun (HP 40000+)  
32 | R-Gun Rivale  
33 | Grungust Type O  
34 | Grungust  
35 | Wing Gust  
36 | Gust Lander  
37 | Grungust  
38 | Wing Gust  
39 | Gust Lander  
3A | Grungust Type 2  
3B | G-Hawk  
3C | Grungust Type 2 (HP 10000+)  
3D | Gespenst MkII.M  
3E | Grungust Type 2 (HP 10000+)  
3F | Cybuster (HP 10000+)  
40 | Giganscudo  
41 | SRX (HP 10000+)  
42 | Giganscudo (HP 10000+)  
43 | Cybuster  
44 | Cybird  
45 | Valsione  
46 | Alteisen (2 weapon locked)  
47 | Alteisen (all weapon enabled)  
48 | Alteisen (HP 10000+)  
49 | Weissritter (2 weapon locked)  
4A | Weissritter (all weapon enabled)  
4B | Weissritter (HP 10000+)  
4C | Shirogane  
4D | Hagane (1 weapon locked)  
4E | Hagane (all weapon enabled)  
4F | Kurogane (1 weapon locked)  
50 | Kurogane (HP 50000+)  
51 | Kurogane (all weapon enabled)  
52 | Tausendfussler  
53 | Tausendfussler  
54 | Valsione (HP 10000+)  
55 | Hiryu Custom (Hiryu Kai)  
56 | Grungust  
57 | F-28 Messer (white)  
58 | F-28 Messer (Giado)  
59 | F-28 Messer (Latooni)  
5A | F-28 Messer (Garnet)  
5B | F-28 Messer (Blue)  
5C | Type 71 Waldung Tank  
5D | Type 71 Waldung Tank

5E | Type 71 Waldung Tank  
5F | PT Carrier  
60 | PT Carrier  
61 | Gespenst MkII.R  
62 | Granzon (HP 30000+)  
63 | Granzon (HP 50000+)  
64 | Valsion (HP 60000+)  
65 | Valsion Custom (HP 40000+)  
66 | Valsion Custom  
67 | Lion  
68 | Lion F  
69 | Lion F  
6A | Lion V  
6B | Lion Test Type  
6C | Barrelion  
6D | Barrelion X  
6E | Barrelion V  
6F | Barrelion V  
70 | Guarlion (HP 9000+)  
71 | Guarlion (HP 5000+)  
72 | Guarlion Trombe (HP 20000+)  
73 | Guarlion Trombe (HP 6000+)  
74 | Guarlion Custom (Green)  
75 | Guarlion Custom (Yellow)  
76 | Guarlion LB  
77 | Rhinoceros  
78 | Rhinoceros (HP 40000+)  
79 | Rhinoceros (HP 40000+) (alt. color)  
7A | Killer Whale  
7B | Killer Whale DS  
7C | Killer Whale (HP 30000+)  
7D | F-32 Schwert  
7E | F-32 Schwert X  
7F | F -32 Schwert X  
80 | Mobile Turret  
81 | SF-29 Rangzen (Blue)  
82 | F-28 Messer  
83 | F-28 Messer  
84 | SF-29 Rangzen (Green)  
85 | SF-29 Rangzen X  
86 | Albatross  
87 | Great Ark  
88 | Macht  
89 | Peregrine (HP 30000+)  
8A | Peregrine (HP 40000+)  
8B | Peregrine (HP 50000+)  
8C | Megillot  
8D | Megillot Ach  
8E | Yirmeyah  
8F | Yirmeyah Ach  
90 | Mishlei  
91 | Mishlei Ach  
92 | Huleh (HP 60000+)  
93 | Huleh (HP 80000+)  
94 | Vayyikira  
95 | Zechariah  
96 | Zechariah  
97 | Habakkuk  
98 | Ezekiel (HP 10000+)  
99 | Ezekiel (HP 40000+)

9A | Ezekiel Adom (HP 50000+)  
 9B | Ezekiel Adom (HP 8000+)  
 9C | Ezekiel Sagol  
 9D | Ezekiel Lavan  
 9E | Septuagint (Secret Final Boss) (Easy Mode)\*1  
 9F | Septuagint (Secret Final Boss) (Hard Mode)\*3  
 A0 | Septuagint (Secret Final Boss) (Normal Mode)\*2  
 A1 | Judecca (Final Boss) (Easy Mode)\*1  
 A2 | Judecca (Final Boss) (Hard Mode)\*3  
 A3 | Judecca (Final Boss) (Normal Mode)\*2  
 A4 | Missile  
 A5 | Missile  
 A6 | Nuclear Missile

\*1 = Less Armor, Normal Ability

\*2 = More Armor, Normal Ability

\*3 = Even more armor, Nasty ability and immunity

-----  
 R . WEAPON CODES  
 -----

Like mech, each weapons are allocated in their own memory slot. In order to alter your equipped weapons, you have to enter the corresponded code for the slot.

Slot | Address  
 -----

001 | 8200BC40xxxx  
 002 | 8200BC44xxxx  
 003 | 8200BC48xxxx  
 004 | 8200BC4Cxxxx  
 005 | 8200BC50xxxx  
 006 | 8200BC54xxxx  
 007 | 8200BC58xxxx  
 008 | 8200BC5Cxxxx  
 009 | 8200BC60xxxx  
 010 | 8200BC64xxxx  
 011 | 8200BC68xxxx  
 012 | 8200BC6Cxxxx  
 013 | 8200BC70xxxx  
 014 | 8200BC74xxxx  
 015 | 8200BC78xxxx  
 016 | 8200BC7Cxxxx  
 017 | 8200BC80xxxx  
 018 | 8200BC84xxxx  
 019 | 8200BC88xxxx  
 020 | 8200BC8Cxxxx  
 021 | 8200BC90xxxx  
 022 | 8200BC94xxxx  
 023 | 8200BC98xxxx  
 024 | 8200BC9Cxxxx  
 025 | 8200BCA0xxxx  
 026 | 8200BCA4xxxx  
 027 | 8200BCA8xxxx  
 028 | 8200BCACxxxx  
 029 | 8200BCB0xxxx  
 030 | 8200BCB4xxxx  
 031 | 8200BCB8xxxx  
 032 | 8200BCBCxxxx

033 | 8200BCC0xxxx  
034 | 8200BCC4xxxx  
035 | 8200BCC8xxxx  
036 | 8200BCCCxxxx  
037 | 8200BCD0xxxx  
038 | 8200BCD4xxxx  
039 | 8200BCD8xxxx  
040 | 8200BCDCxxxx  
041 | 8200BCE0xxxx  
042 | 8200BCE4xxxx  
043 | 8200BCE8xxxx  
044 | 8200BCECxxxx  
045 | 8200BCF0xxxx  
046 | 8200BCF4xxxx  
047 | 8200BCF8xxxx  
048 | 8200BCFCxxxx  
049 | 8200BD00xxxx  
050 | 8200BD04xxxx  
051 | 8200BD08xxxx  
052 | 8200BD0Cxxxx  
053 | 8200BD10xxxx  
054 | 8200BD14xxxx  
055 | 8200BD18xxxx  
056 | 8200BD1Cxxxx  
057 | 8200BD20xxxx  
058 | 8200BD24xxxx  
059 | 8200BD28xxxx  
060 | 8200BD2Cxxxx  
061 | 8200BD30xxxx  
062 | 8200BD34xxxx  
063 | 8200BD38xxxx  
064 | 8200BD3Cxxxx  
065 | 8200BD40xxxx  
066 | 8200BD44xxxx  
067 | 8200BD48xxxx  
068 | 8200BD4Cxxxx  
069 | 8200BD50xxxx  
070 | 8200BD54xxxx  
071 | 8200BD58xxxx  
072 | 8200BD5Cxxxx  
073 | 8200BD60xxxx  
074 | 8200BD64xxxx  
075 | 8200BD68xxxx  
076 | 8200BD6Cxxxx  
077 | 8200BD70xxxx  
078 | 8200BD74xxxx  
079 | 8200BD78xxxx  
080 | 8200BD7Cxxxx  
081 | 8200BD80xxxx  
082 | 8200BD84xxxx  
083 | 8200BD88xxxx  
084 | 8200BD8Cxxxx  
085 | 8200BD90xxxx  
086 | 8200BD94xxxx  
087 | 8200BD98xxxx  
088 | 8200BD9Cxxxx  
089 | 8200BDA0xxxx  
090 | 8200BDA4xxxx  
091 | 8200BDA8xxxx  
092 | 8200BDACxxxx

093 | 8200BDB0xxxx  
094 | 8200BDB4xxxx  
095 | 8200BDB8xxxx  
096 | 8200BDBCxxxx  
097 | 8200BDC0xxxx  
098 | 8200BDC4xxxx  
099 | 8200BDC8xxxx  
100 | 8200BDCCxxxx

To change a weapon, just take the codes corresponding to the slot and replace the 'xxxx' with the number on the following table.

Notes: there are 1023 address slot for weapon. I will not write down all of the weapon codes. To create your own codes for the address that is not listed in the above just plus 4 hexadecimal to the last digits before x. For example = 8200BC40xxxx the last digit before the x is 0 then the next codes is 8200BC44xxxx.

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#### WEAPONS DIGITS

---

#### Non-Equippable Weapons:

---

0000 | Attack (4400)  
0001 | Neutron Beam (5300)  
0002 | Attack (4700)  
0003 | BlasterCannon (5000)  
0004 | Attack (4400)  
0005 | Attack (4600)  
0006 | Mega Blaster (5600)  
0007 | Attack (4200)  
0008 | Jet Magnum (5700)  
0009 | Attack (4000)  
000A | Jet Magnum (5200)  
000B | Attack (4000)  
000C | Jet Magnum (5200)  
000D | Attack (4000)  
000E | Jet Magnum (5200)  
000F | Attack (4000)  
0010 | Jet Magnum (5200)  
0011 | Attack (4000)  
0012 | Jet Magnum (5200)  
0013 | Attack (4000)  
0014 | Jet Magnum (5200)  
0015 | Attack (4000)  
0016 | Jet Magnum (5200)  
0017 | Attack (4000)  
0018 | Jet Magnum (5100)  
0019 | Attack (4000)  
001A | T-Link Ripper (5100)  
001B | Attack (4000)  
001C | T-Link Ripper (5100)  
001D | Attack (4000)  
001E | T-Link Ripper (5100)  
001F | Gatling Gun (3500)  
0020 | Autocannon (4900)  
0021 | TwinBeam Cannon (5300)  
0022 | Attack (4000)  
0023 | Jet Magnum (5200)

0024 | Attack (4000)  
0025 | Disk Slicer (5600)  
0026 | Disk Slicer (5000)  
0027 | Attack (3800)  
0028 | AA Missile (3900)  
0029 | AG Missile (3900)  
002A | Aerial Bomb (4600)  
002B | Beam Cannon (5200)  
002C | Jet Magnum (5000)  
002D | Gatling Gun (3500)  
002E | Autocannon (4900)  
002F | Cosmo Nova (5000)  
0030 | Zephyr Sword (4300)  
0031 | Attack (4400)  
0032 | Gatling Gun (3500)  
0033 | Black Hole Gun (6900)  
0034 | Attack (4100)  
0035 | Gatling Gun (3500)  
0036 | Attack (3700)  
0037 | Gatling Gun (3500)  
0038 | G-Impact Cannon (6100)  
0039 | Attack (3700)  
003A | Gatling Gun (3500)  
003B | G-Impact Cannon (6100)  
003C | Attack (3900)  
003D | Gatling Gun (3600)  
003E | G-Impact Cannon (6200)  
003F | Gatling Gun (3500)  
0040 | T-Link Knuckle (5400)  
0041 | AA Missile (4100)  
0042 | AG Missile (4100)  
0043 | Aerial Bomb (4300)  
0044 | Twin G-Cannon (4900)  
0045 | Gatling Gun (3500)  
0046 | T-Link Knuckle (5400)  
0047 | T-Link Sword (5700)  
0048 | AA Missile (4100)  
0049 | AG Missile (4100)  
004A | Aerial Bomb (4300)  
004B | Twin G-Cannon (5100)  
004C | Gatling Gun (3500)  
004D | T-Link Knuckle (5400)  
004E | TwinBeam Cannon (5300)  
004F | Beam Cannon (4400)  
0050 | Oxtongue RifleB (4800)  
0051 | Oxtongue RifleE (4500)  
0052 | Oxtongue RifleD (5400)  
0053 | Gatling Gun (3500)  
0054 | Beam Chakram (5300)  
0055 | Gatling Gun (3500)  
0056 | Beam Chakram (5300)  
0057 | Gatling Gun (3500)  
0058 | Beam Chakram (5300)  
0059 | Hi-Zol Launcher (5800)  
005A | Gatling Gun (3500)  
005B | Beam Chakram (5300)  
005C | Hi-Zol Launcher (5800)  
005D | Gatling Gun (3500)  
005E | TK Laser Cannon (4900)  
005F | Strike Shield (5400)



0060 | Gatling Gun (3500)  
0061 | TK Laser Cannon (4900)  
0062 | Strike Shield (5400)  
0063 | Gatling Gun (3500)  
0064 | Tk Laser Cannon (4900)  
0065 | Strike Shield (5400)  
0066 | TK Missile Map (2800)  
0067 | Gatling Gun (3500)  
0068 | TK Laser Cannon (4900)  
0069 | Strikr Shield (5300)  
006A | TK Missile Map (2800)  
006B | Gatling Gun (3500)  
006C | Metal Destroyer (6000)  
006D | Gatling Gun (3500)  
006E | Metal Destroyer (4900)  
006F | Roche Blade (4900)  
0070 | Gun Slave (5100)  
0071 | Axion Buster (5700)  
0072 | GaunDestroyer (3700)  
0073 | Finger Launcher (5100)  
0074 | Blade Kick (5300)  
0075 | Dominion Ball (6100)  
0076 | Supreme Sword (7100)  
0077 | TK BurstSlash (8100)  
0078 | GaunDestroyer (3700)  
0079 | Finger Launcher (4900)  
007A | Blade Kick (5200)  
007B | Dominion Ball (6100)  
007C | Supreme Sword (7100)  
007D | TK BurstSlash (8100)  
007E | GaunDestroyer (3700)  
007F | Finger Launcher (4900)  
0080 | Blade Kick (5200)  
0081 | Dominion Ball (6100)  
0082 | Supreme Sword (7100)  
0083 | TK BurstSlash (8100)  
0084 | Optical Cannon (4400)  
0085 | Energy Drain (0)  
0086 | Spirit Taker (0)  
0087 | Kanaf Slasher (4300)  
0088 | Kanaf Slave (4500)  
0089 | TK BurstSlash (8100)  
008A | Burst Rush-O (4700)  
008B | Armor Breaker (0)  
008C | Boost Knuckle (4800)  
008D | Hyper Blaster (5400)  
008E | ColossalBlade (6900)  
008F | Burst Rush-I (4500)  
0090 | Boost Knuckle (4900)  
0091 | Final Beam (5600)  
0092 | CalamitySword (5200)  
0093 | DarknessSlash (6900)  
0094 | Missile (4300)  
0095 | DblOmegaLaser (4700)  
0096 | Spiral Attack (5300)  
0097 | Missile (4300)  
0098 | Omega Cannon (4700)  
0099 | Drill Attack (5100)  
009A | Burst Rush-I (4700)  
009B | Boost Knuckle (4900)

009C | Final Beam (5600)  
009D | CalamitySword (5200)  
009E | DarknessSlash (6900)  
009F | Missile (4300)  
00A0 | DblOmegaLaser (4100)  
00A1 | Spiral Attack (5300)  
00A2 | Missile (4300)  
00A3 | Omega Cannon (4700)  
00A4 | Drill Attack (5100)  
00A5 | Eye Laser (4700)  
00A6 | Burst Rust-II (4200)  
00A7 | Boost Knuckle (4800)  
00A8 | MaxiBlaster (5200)  
00A9 | DoomBlade (6700)  
00AA | Eye Laser (4700)  
00AB | Split Missile (4300)  
00AC | Aerial Bomb (4800)  
00AD | Spiral Attack 5200)  
00AE | Eye Laser (4700)  
00AF | Burst Rush-II (4500)  
00B0 | Boost Knuckle (4700)  
00B1 | MaxiBlaster (5000)  
00B2 | DoomBlade (6700)  
00B3 | Attack (4000)  
00B4 | Jet Magnum (5100)  
00B5 | "Trump Card" (5800)  
00B6 | Attack (4400)  
00B7 | Eye Laser (4700)  
00B8 | Burst Rush-II (4500)  
00B9 | Boost Knuckle (4400)  
00BA | MaxiBlaster (5000)  
00BB | DoomBlade (6100)  
00BC | Caloric Missile (4200)  
00BD | High Familiar (4500)  
00BE | Cy-Flash Map (3000)  
00BF | AkashicBuster (5300)  
00C0 | Giga Knuckle (4900)  
00C1 | SheathThunder (5000)  
00C2 | Giga Burst Map (3100)  
00C3 | Giga Blaster (5300)  
00C4 | Giga Uragano (6100)  
00C5 | GaunDestroyer (3500)  
00C6 | Finger Launcher (4100)  
00C7 | Blade Kick (4200)  
00C8 | Dominion Ball (4600)  
00C9 | Supreme Sword (5200)  
00CA | Giga Knuckle (4400)  
00CB | SheathThunder (4700)  
00CC | Giga Burst Map (3000)  
00CD | Giga Blaster (4800)  
00CE | Giga Uragano (5100)  
00CF | Caloric Missile (3900)  
00D0 | High Familiar (4700)  
00D1 | Cy-Flash Map (3300)  
00D2 | AkashicBuster (5600)  
00D3 | Cosmo Nova (7100)  
00D4 | Caloric Missile (3900)  
00D5 | High Familiar (4700)  
00D6 | Cy-Flash Map (3300)  
00D7 | Psy-Blaster Map (3200)

00D8 | Cross Smasher (5500)  
00D9 | Heat Horn (4100)  
00DA | Autocannon (4300)  
00DB | RevolverStake (5100)  
00DC | Heavy Claymore (5800)  
00DD | Heat Horn (4100)  
00DE | Autocannon (4300)  
00DF | Heavy Claymore (5800)  
00E0 | RevolverStake (5100)  
00E1 | Heat Horn (4100)  
00E2 | Autocannon (4300)  
00E3 | Heavy Claymore (5800)  
00E4 | RevolverStake (5100)  
00E5 | Beam Cannon (4600)  
00E6 | Oxtongue RiffleB (5400)  
00E7 | Oxtongue RiffleE (5300)  
00E8 | Oxtongue RiffleD (5500)  
00E9 | Beam Cannon (4600)  
00EA | Oxtongue RiffleB (5400)  
00EB | Oxtongue RiffleE (5300)  
00EC | Oxtongue RiffleD (5800)  
00ED | Beam Cannon (4000)  
00EE | Oxtongue RiffleB (5400)  
00EF | Oxtongue RiffleE (5300)  
00F0 | Oxtongue RiffleD (5800)  
00F1 | AA Autocannon (4200)  
00F2 | Homing Missile (4300)  
00F3 | Torpedo (5000)  
00F4 | Sub Gun (4800)  
00F5 | Impact Cannon (5400)  
00F6 | AA Autocannon (4200)  
00F7 | Homing Missile (4300)  
00F8 | Torpedo (5000)  
00F9 | Chaff Grenade (0)  
00FA | Sub Gun (4900)  
00FB | Impact Cannon (5600)  
00FC | Tronium Cannon (5800)  
00FD | AA Autocannon (4200)  
00FE | Homing Missile (4300)  
00FF | Torpedo (5000)  
0100 | Chaff Grenade (0)  
0101 | Sub Gun (4900)  
0102 | Impact Cannon (5600)  
0103 | Tronium Cannon (7000)  
0104 | AA Autocannon (4200)  
0105 | Homing Missile (4300)  
0106 | Torpedo (5000)  
0107 | Chaff Grenade (0)  
0108 | Sub Gun (4900)  
0109 | Impact Canoon (5600)  
010A | Titanic Drill (7000)  
010B | AA Autocanoon (4200)  
010C | Homing Missile (4300)  
010D | Torpedo (5000)  
010E | Chaff Grenade (0)  
010F | Sub Gun (4600)  
0110 | Impact Cannon (4900)  
0111 | Titanic Drill (5300)  
0112 | AA Autocannon (4200)  
0113 | Homing Missile (4300)

0114 | Torpedo (5000)  
0115 | Chaff Grenade (0)  
0116 | Sub Gun (4900)  
0117 | Impact Cannon (5600)  
0118 | Titanic Drill (7000)  
0119 | AA Autocannon (3800)  
011A | Homing Missile (4000)  
011B | AA Autocannon (3800)  
011C | Homing Missile (4000)  
011D | Psy-Blaster Map (2900)  
011E | Cross Smasher (5500)  
011F | AA Autocannon (4200)  
0120 | Homing Missile (4500)  
0121 | Chaff Grenade (0)  
0122 | DualBeam Cannon (5200)  
0123 | LongRng Missile (4700)  
0124 | Gravity Cannon (6200)  
0125 | Burst Rush-I (4700)  
0126 | Boost Knuckle (4400)  
0127 | Final Beam (4700)  
0128 | CalamitySword (5500)  
0129 | Optical Riffle (4500)  
012A | Reserve 102 (6900)  
012B | Gatling Gun (3300)  
012C | Homing Missile (3800)  
012D | Gatling Gun (3300)  
012E | Homing Missile (3800)  
012F | Gatling Gun (3300)  
0130 | Homing Missile (3800)  
0131 | Gatling Gun (3300)  
0132 | Homing Missile (3800)  
0133 | Gatling Gun (3300)  
0134 | Homing Missile (3500)  
0135 | Autocannon (3000)  
0136 | Main Gun (4500)  
0137 | Autocannon (3000)  
0138 | Main Gun (4500)  
0139 | Autocannon (3000)  
013A | Main Gun (3700)  
013B | Autocannon (3000)  
013C | Missile (3900)  
013D | Autocannon (3000)  
013E | Missile (3900)  
013F | Autocannon (3000)  
0140 | Missile (3900)  
0141 | Gran Sword (4600)  
0142 | GravitonGun Map (3400)  
0143 | Energy Drain (0)  
0144 | Wormhole Attack (6100)  
0145 | BlkHole Cluster (7000)  
0146 | Gran Sword (4000)  
0147 | GravitonGun Map (3000)  
0148 | Energy Drain (0)  
0149 | Wormhole Attack (4600)  
014A | BlkHole Cluster (5100)  
014B | Divine Blade (4000)  
014C | Cross Smasher (4500)  
014D | Graviton Wave (5100)  
014E | Divine Blade (3900)  
014F | Cross Smasher (4400)

0150 | Energy Drain (0)  
0151 | Chaff Grenade (0)  
0152 | Divine Blade (4800)  
0153 | Cross Smasher (5900)  
0154 | Energy Drain (0)  
0155 | Chaff Grenade (0)  
0156 | Gatling Gun (3800)  
0157 | Railgun (4000)  
0158 | Gatling Gun (4100)  
0159 | Railgun (4300)  
015A | Gatling Gun (3500)  
015B | Railgun (4900)  
015C | Gatling Gun (4400)  
015D | Railgun (4600)  
015E | Gatling Gun (3800)  
015F | Railgun (4100)  
0160 | Missile (4200)  
0161 | Beam Cannon (4200)  
0162 | BigHead Railgun (4700)  
0163 | Missile (4600)  
0164 | Beam Cannon (4600)  
0165 | BigHead Railgun (5100)  
0166 | Missile (4500)  
0167 | (Beam Cannon (4800)  
0168 | Spider Net (0)  
0169 | BigHead Railgun (5000)  
016A | Missile (4500)  
016B | Beam Cannon (4800)  
016C | Spider Net (0)  
016D | BigHead Railgun (5000)  
016E | Autocannon (4000)  
016F | Sonic Breaker (4800)  
0170 | Autocannon (4300)  
0171 | Sonic Breaker (5400)  
0172 | Autocannon (4100)  
0173 | Sturmangriff (4900)  
0174 | Autocannon (4500)  
0175 | Sturmangriff (5600)  
0176 | Autocannon (4100)  
0177 | Sonic Breaker (4900)  
0178 | Autocannon (4100)  
0179 | Sonic Breaker (4900)  
017A | Autocannon (4000)  
017B | Sonic Breaker (4800)  
017C | AA Autocannon (4500)  
017D | AA Missile (4900)  
017E | Main Gun (4800)  
017F | AA Autocannon (4700)  
0180 | AA Missile (5100)  
0181 | Main Gun (5000)  
0182 | AA Autocannon (4900)  
0183 | AA Missile (5300)  
0184 | Main Gun (5200)  
0185 | Torpedo (4500)  
0186 | AA Missile (4400)  
0187 | LongRng Missile (4200)  
0188 | Torpedo (4500)  
0189 | AA Missile (4200)  
018A | LongRng Missile (4000)  
018B | Torpedo (4500)

018C | AA Missile (4400)  
018D | LongRng Missile (4000)  
018E | Gatling Gun (3700)  
018F | Homing Missile (3700)  
0190 | Gatling Gun (3900)  
0191 | Homing Missile (3900)  
0192 | Gatling Gun (3900)  
0193 | Homing Missile (3900)  
0194 | AA Missile (4500)  
0195 | Long Rng Cannon (5300)  
0196 | Gatling Gun (3400)  
0197 | Beam Cannon (3800)  
0198 | Gatling Gun (3300)  
0199 | Homing Missile (3800)  
019A | Gatling Gun (3300)  
019B | Homing Missile (3800)  
019C | Gatling Gun (3300)  
019D | Beam Cannon (3800)  
019E | Gatling Gun (3800)  
019F | Beam Cannon (3900)  
01A0 | AA Autocannon (4500)  
01A1 | Homing Missile (4100)  
01A2 | Chaff Grenade (0)  
01A3 | DualBeam Cannon (4500)  
01A4 | LongRng Missile (4300)  
01A5 | AA Autocannon (4700)  
01A6 | Homing Missile (4300)  
01A7 | Chaff Grenade (0)  
01A8 | DualBeam Cannon (4700)  
01A9 | LongRng Missile (4500)  
01AA | AA Autocannon (4900)  
01AB | Homing Missile (4500)  
01AC | Chaff Grenade (0)  
01AD | DualBeam Cannon (4900)  
01AE | LongRng Missile (4700)  
01AF | AA Autocannon (4500)  
01B0 | Homing Missile (4700)  
01B1 | DualBeam Cannon (4600)  
01B2 | AA Autocannon (4600)  
01B3 | Homing Missile (4800)  
01B4 | DualBeam Cannon (4700)  
01B5 | AA Autocannon (4700)  
01B6 | Homing Missile (4900)  
01B7 | DualBeam Cannon (4800)  
01B8 | Ring Laser (3800)  
01B9 | Charge (4300)  
01BA | Ring Laser (4000)  
01BB | Charge (4500)  
01BC | Gatling Photon (4200)  
01BD | Gatling Photon (4200)  
01BE | Optical Cannon (4500)  
01BF | Twin Nails (4400)  
01C0 | Optical Cannon (4500)  
01C1 | Twin Nails (4400)  
01C2 | VulcanPhalanx (4900)  
01C3 | Spider Net (0)  
01C4 | Cluster Missile (4700)  
01C5 | Legion Eraser (4800)  
01C6 | VulcanPhalanx (5000)  
01C7 | Spider Net (0)

01C8 | Cluster Missile (4800)  
01C9 | Legion Eraser (4900)  
01CA | Optical Cannon (4400)  
01CB | Energy Drain (0)  
01CC | Spirit Taker (0)  
01CD | Kanaf Slaher (4300)  
01CE | Kanaf Slave (4500)  
01CF | Laser Blade (4600)  
01D0 | Guist Blow (3900)  
01D1 | Laser Blade (4600)  
01D2 | Guist Blow (3900)  
01D3 | Cluster Missile (4800)  
01D4 | Metarium Cannon (4800)  
01D5 | Laser Blade (4800)  
01D6 | Spark Torpedo (5000)  
01D7 | Oruga Cannon (4800)  
01D8 | Laser Blade (4800)  
01D9 | Spark Torpedo (5000)  
01DA | Oruga Cannon (4800)  
01DB | Laser Blade (4800)  
01DC | Spark Torpedo (5000)  
01DD | Oruga Cannon (4800)  
01DE | Laser Blade (4800)  
01DF | Spark Torpedo (5000)  
01E0 | Oruga Cannon (4800)  
01E1 | Laser Blade (4700)  
01E2 | Spark Torpedo (5000)  
01E3 | Oruga Cannon (4800)  
01E4 | Laser Blade (4700)  
01E5 | Spark Torpedo (5000)  
01E6 | Oruga Cannon (4800)  
01E7 | Energy Drain (0)  
01E8 | Crystal Masmer (4600)  
01E9 | Omega Wave (5400)  
01EA | Energy Drain (0)  
01EB | Crystal Masmer (4800)  
01EC | Omega Wave (5600)  
01ED | Energy Drain (0)  
01EE | Crystal Masmer (5000)  
01EF | Omega Wave (5800)  
01F0 | Energy Drain (0)  
01F1 | Jam Grenade (0)  
01F2 | Caina (4200)  
01F3 | Antenora Map (3500)  
01F4 | Ptolomea (4800)  
01F5 | Judecca (5300)  
01F6 | Energy Drain (0)  
01F7 | Jam Grenade (0)  
01F8 | Caina (4300)  
01F9 | Antenora Map (3600)  
01FA | Ptolomea (4800)  
01FB | Judecca (5400)  
01FC | Energy Drain (0)  
01FD | Jam Grenade (0)  
01FE | Caina (4400)  
01FF | Antenora Map (3700)  
8200 | Ptolomea (4900)  
3201 | Judecca (5500)  
0202 | Missile (5400)  
0203 | Missile (5400)

0204 | Nuclear Missile (11899)  
0205 | "Trump Card" (7000)  
0206 | HTB Cannon (6300)  
0207 | Burst Rush-O (4500)  
0208 | Armor Breaker (0)  
0209 | Boost Knuckle (4100)  
020A | Hyper Blaster (4100)  
020B | ColossalBlade (4400)  
020C | Zephyr Sword (4800)  
020D | Reserve 9 (3500)  
020E | Reserve 10 (3500)  
020F | Reserve 11 (3500)  
0210 | Reserve 12 (3500)

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Equippable Weapons:  
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0211 | Stell Knife (4500)  
0212 | Assault Blade (4700)  
0213 | Zephyr Sword (4900)  
0214 | Divine Blade (4800)  
0215 | Shishioh Blade (5900)  
0216 | Plasma Cutter (4200)  
0217 | Plasma Slicer (4500)  
0218 | Beam Sword (4400)  
0219 | Beam Gladius (4600)  
021A | Roche Sabre (4800)  
021B | Boost Hammer (4800)  
021C | MegaBeamRiffle (4700)  
021D | MagnaBeamRiffle (4800)  
021E | Photon Riffle (4700)  
021F | MegaBeam Cannon (5000)  
0220 | HyperBeam Riffle (4900)  
0221 | Optical Riffle (4900)  
0222 | Oruga Cannon (5000)  
0223 | M95MachineGun (4600)  
0224 | M13 Shotgun (4700)  
0225 | G-Revolver (4800)  
0226 | Burst Railgun (4700)  
0227 | Boosted Riffle (5000)  
0228 | DoubleMagnaRiffle (4900)  
0229 | Napalm Launcher (4500)  
022A | Stealth Wing (4200)  
022B | Slash Ripper (5200)  
022C | Remote Slasher (5600)  
022D | Chakram Caster (4600)  
022E | Split Missile (4400)  
022F | Homing Missile (4300)  
0230 | Spark Torpedo (5000)  
0231 | Volt Smasher (4700)  
0232 | Graviton Cannon (6000)  
0233 | Energy Taker (0)  
0234 | Energy Drain (0)  
0235 | Spirit Taker (0)  
0236 | Spirit Drain (0)  
0237 | Spider Net (0)  
0238 | Armor Breaker (0)  
0239 | Chaff Grenade (0)  
023A | Jam Grenade (0)



023B | Repair Module

023C | Supply Module

The digits above the 023c hexadecimal is the digits for the combinations attack. And it will only work for the mech that intended to do that combination attack, such as Alt Eissen and Weissritter.

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S . PILOT CODES  
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This is the codes for the pilots:

(Ryusei - Kyosuke)

32018B2000xx

(Rai - Excellen)

32018B5400xx

(Aya - Bullet)

32018B8800xx

(Giado - Zengar)

32018BBC00xx

(Garnet - Lefina)

32018BF000xx

(Latooni - Sean)

32018C2400xx

(Ingram - Katina)

32018C5800xx

(Irmguld - Russel)

32018C8C00xx

(Masaki - Gilliam)

32018CC000xx

(Daitetsu - Masaki)

32018CF400xx

(Tetsuya - Radha)

32018D2800xx

(Rio - Tasuku)

32018D5C00xx

(Ryoto - Viletta)

32018D9000xx

(Kusuha - Daitetsu)

32018DC400xx

(Kyosuke - Tetsuya)

32018DF800xx

(Excellen - Ryusei)

32018E2C00xx

(Bullet - Rai)  
32018E6000xx

(Lefina - Aya)  
32018E9400xx

(Sean - Giado)  
32018EC800xx

(Katina - Latooni)  
32018EFC00xx

(Russel - Garnet)  
32018F3000xx

(Radha - Ingram)  
32018F6400xx

(Tasuku - Irmguld)  
32018F9800xx

(Lune - Ryoto)  
32018FCC00xx

(Leona - Kusuha)  
3201900000xx

(Zengar - Rio)  
3201903400xx

(Elzam - Lune)  
3201906800xx

(Gilliam - Leona)  
3201909C00xx

(Viletta - Elzam)  
320190D000xx

(Kai - exclusive for Kyosuke's route only)  
3201910400xx

To change a pilot, just take the codes corresponding to the pilot and replace the 'xx' with the number on the following table.

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PILOT DIGITS

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xx	Unit Name
00	Ryusei Date
01	Ryusei Date
02	Ryusei Date
03	Rai F. Branstein
04	Rai F. Branstein
05	Aya Kobayashi
06	Aya Kobayashi
07	Ingram Priskin
08	Ingram Priskin

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09 | Irmguld Kazahara  
0A | Irmguld Kazahara  
0B | Daitetsu Minase  
0C | Tetsuya Onodera  
0D | Giado Beneldi  
0E | Latooni Suvota  
0F | Latooni Suvota  
10 | Garnet Sunday  
11 | Rio MeiLong  
12 | Eita Nadaka (\*)  
13 | Kusuha Mizuha  
14 | Kusuha Mizuha  
15 | Sakae Takanaka (\*)  
16 | Hans Weber  
17 | Kai Kitamura  
18 | Kenzo Kobayashi (\*)  
19 | Rob H. Ohmiya  
1A | Kirk Hamill  
1B | Kyosuke Nanbu  
1C | Kyosuke Nanbu  
1D | Excellen Browning  
1E | Excellen Browning  
1F | Bullet Luckfield  
20 | Bullet Luckfield  
21 | Lefina Enfield  
22 | Sean Webley  
23 | Eun Hjojing (\*)  
24 | Gilliam Yager  
25 | Gilliam Yager  
26 | Katina Tarask  
27 | Russel Bergman  
28 | Tasuku Shinguji  
29 | Tasuku Shinguji  
2A | Radha Byraban  
2B | Greg Pastral (\*)  
2C | Marion Radom (\*)  
2D | Laker Randolph (\*)  
2E | Master Rishu (\*)  
2F | Jonathan Kazahara (\*)  
30 | Masaki Andoh  
31 | Masaki Andoh  
32 | Kuro (\*)  
33 | Shiro (\*)  
34 | Lune Zoldark  
35 | Lune Zoldark  
36 | Bian Zoldark  
37 | Shu Shirakawa  
38 | ??? (misterius pilot)  
39 | Elzam V. Branstein  
3A | Zengar (Sanger) Zonvolt  
3B | Egrett Feff (\*)  
3C | Adler Koch  
3D | Tempest Hawker  
3E | Tempest Hawker  
3F | Tenzan Nakajima  
40 | Tenzan Nakajima  
41 | Thomas Bratt  
42 | Ryoto Hikawa  
43 | Maier V. Branstein  
44 | Lily Junkers

45 | Julia Heinkel  
46 | Siebel Mistel  
47 | Leona Garstein  
48 | Leona Garstein  
49 | Levi Tolar  
4A | Viletta Vadim  
4B | Atad Shamran  
4C | Gaza Haganer  
4D | Galuin M'Habel  
4E | Nibhal Mubhal (\*)  
4F | Shine Hausen  
50 | Joyce Ledhal (\*)  
51 | Norman Slay  
52 | Albert Grey (\*)  
53 | Karl Schtleseman (\*)  
54 | Brian Midcrid (\*)  
55 | Sophia Nate (\*)  
56 | Yukiko Date (\*)  
57 | Ring Mao/Rin Mao  
58 | Yuan MeiLong (\*)  
59 | Renji Isurugi (\*)  
5A | AI  
5B | AI  
5C | H-AI  
5D | H-AI  
5E | Super AI  
5F | Super AI  
60 | DC Soldier  
61 | DC Soldier  
62 | Soldier (\*)  
63 | Elite Soldier  
64 | Elite Soldier  
65 | LB Soldier  
66 | LB Soldier  
67 | DC Captain  
68 | DC Captain  
69 | UCC Soldier  
6A | UCC Soldier  
6B | Soldier (\*)  
6C | Troye Soldier  
6D | UCC Captain  
6E | UCC Captain  
6F | EFA Soldier  
70 | EFA Soldier  
71 | Soldier (\*)  
72 | EFA Captain  
73 | Operator (\*)  
74 | Puppet  
75 | Puppet  
76 | ? Pilot  
77 | Septuagint  
78 | Terrorist (\*)  
79 | Leader (\*)  
7A | Doctor (\*)  
7B | Nurse (\*)  
7C | Announcer (\*)  
7D | Citizen A (\*)  
7E | Citizen B (\*)  
7F | Tempest Hawker  
80 | Child B (\*)

81 | Senator A (\*)  
82 | Senator B (\*)

\* = The character with (\*) only appear in the story and is not intended for combat therefore they had no seishin set.

-----  
T . SPELL EFFECT MODIFIER CODE  
-----

This section is also written by me but the idea of the Spell Effect Modifier Code was given to me by some guys at [www.srwg.org](http://www.srwg.org) forum. This code contain a two different set of variable for the code, so the code format for the variable will be something like this xxyy instead of one variable like in my other code which is xxxx or 00xx. First the base code address for this Spell Effect Modifier Code is 82018B4Cxyy just add 38 hex to the last two digit of the base address code to get the next address for the code. Example:

82018B4C+34 = 82018B80 the 2nd Code Address

And here are the Spell Effect Variable Value

-----  
SPELL EFFECT 1 DIGIT  
-----

XX | SPELL EFFECT 1 NAME  
-----

- 00 | Empty
- 01 | Strike
- 02 | Guard
- 03 | Strike+Guard
- 04 | Accelerate
- 05 | Strike+Accelerate
- 06 | Guard+Accelerate
- 07 | Strike+Guard+Accelerate
- 08 | Zeal
- 09 | Strike+Zeal
- 0A | Guard+Zeal
- 0B | Strike+Guard+Zeal
- 0C | Accelerate+Zeal
- 0D | Strike+Accelerate+Zeal
- 0E | Guard+Accelerate+Zeal
- 0F | Strike+Guard+Accelerate+Zeal
- 10 | Assail
- 11 | Strike+Assail
- 12 | Guard+Assail
- 13 | Strike+Guard+Assail
- 14 | Accelerate+Assail
- 15 | Strike+Accelerate+Assail
- 16 | Guard+Accelerate+Assail
- 17 | Strike+Guard+Accelerate+Assail
- 18 | Zeal+Assail
- 19 | Strike+Zeal+Assail
- 1A | Guard+Zeal+Assail
- 1B | Strike+Guard+Zeal+Assail
- 1C | Accelerate+Zeal+Assail
- 1D | Strike+Accelerate+Zeal+Assail
- 1E | Guard+Accelerate+Zeal+Assail
- 1F | Strike+Guard+Accelerate+Zeal+Assail

20 | Fury  
21 | Strike+Fury  
22 | Guard+Fury  
23 | Strike+Guard+Fury  
24 | Accelerate+Fury  
25 | Strike+Accelerate+Fury  
26 | Guard+Accelerate+Fury  
27 | Strike+Guard+Accelerate+Fury  
28 | Zeal+Fury  
29 | Strike+Zeal+Fury  
2A | Guard+Zeal+Fury  
2B | Strike+Guard+Zeal+Fury  
2C | Accelerate+Zeal+Fury  
2D | Strike+Accelerate+Zeal+Fury  
2E | Guard+Accelerate+Zeal+Fury  
2F | Strike+Guard+Accelerate+Zeal+Fury  
30 | Assail+Fury  
31 | Strike+Assail+Fury  
32 | Guard+Assail+Fury  
33 | Strike+Guard+Assail+Fury  
34 | Accelerate+Assail+Fury  
35 | Strike+Accelerate+Assail+Fury  
36 | Guard+Accelerate+Assail+Fury  
37 | Strike+Guard+Accelerate+Assail+Fury  
38 | Zeal+Assail+Fury  
39 | Strike+Zeal+Assail+Fury  
3A | Guard+Zeal+Assail+Fury  
3B | Strike+Guard+Zeal+Assail+Fury  
3C | Accelerate+Zeal+Assail+Fury  
3D | Strike+Accelerate+Zeal+Assail+Fury  
3E | Guard+Accelerate+Zeal+Assail+Fury  
3F | Strike+Guard+Accelerate+Zeal+Assail+Fury  
40 | Resolve  
41 | Strike+Resolve  
42 | Guard+Resolve  
43 | Strike+Guard+Resolve  
44 | Accelerate+Resolve  
45 | Strike+Accelerate+Resolve  
46 | Guard+Accelerate+Resolve  
47 | Strike+Guard+Accelerate+Resolve  
48 | Zeal+Resolve  
49 | Strike+Zeal+Resolve  
4A | Guard+Zeal+Resolve  
4B | Strike+Guard+Zeal+Resolve  
4C | Accelerate+Zeal+Resolve  
4D | Strike+Accelerate+Zeal+Resolve  
4E | Guard+Accelerate+Zeal+Resolve  
4F | Strike+Guard+Accelerate+Zeal+Resolve  
50 | Assail+Resolve  
51 | Strike+Assail+Resolve  
52 | Guard+Assail+Resolve  
53 | Strike+Guard+Assail+Resolve  
54 | Accelerate+Assail+Resolve  
55 | Strike+Accelerate+Assail+Resolve  
56 | Guard+Accelerate+Assail+Resolve  
57 | Strike+Guard+Accelerate+Assail+Resolve  
58 | Zeal+Assail+Resolve  
59 | Strike+Zeal+Assail+Resolve  
5A | Guard+Zeal+Assail+Resolve  
5B | Strike+Guard+Zeal+Assail+Resolve

5C | Accelerate+Zeal+Assail+Resolve  
 5D | Strike+Accelerate+Zeal+Assail+Resolve  
 5E | Guard+Accelerate+Zeal+Assail+Resolve  
 5F | Strike+Guard+Accelerate+Zeal+Assail+Resolve  
 60 | Fury+Resolve  
 61 | Strike+Fury+Resolve  
 62 | Guard+Fury+Resolve  
 63 | Strike+Guard+Fury+Resolve  
 64 | Accelerate+Fury+Resolve  
 65 | Strike+Accelerate+Fury+Resolve  
 66 | Guard+Accelerate+Fury+Resolve  
 67 | Strike+Guard+Accelerate+Fury+Resolve  
 68 | Zeal+Fury+Resolve  
 69 | Strike+Zeal+Fury+Resolve  
 6A | Guard+Zeal+Fury+Resolve  
 6B | Strike+Guard+Zeal+Fury+Resolve  
 6C | Accelerate+Zeal+Fury+Resolve  
 6D | Strike+Accelerate+Zeal+Fury+Resolve  
 6E | Guard+Accelerate+Zeal+Fury+Resolve  
 6F | Strike+Guard+Accelerate+Zeal+Fury+Resolve  
 70 | Assail+Fury+Resolve  
 71 | Strike+Assail+Fury+Resolve  
 72 | Guard+Assail+Fury+Resolve  
 73 | Strike+Guard+Assail+Fury+Resolve  
 74 | Accelerate+Assail+Fury+Resolve  
 75 | Strike+Accelerate+Assail+Fury+Resolve  
 76 | Guard+Accelerate+Assail+Fury+Resolve  
 77 | Strike+Guard+Accelerate+Assail+Fury+Resolve  
 78 | Zeal+Assail+Fury+Resolve  
 79 | Strike+Zeal+Assail+Fury+Resolve  
 7A | Guard+Zeal+Assail+Fury+Resolve  
 7B | Strike+Guard+Zeal+Assail+Fury+Resolve  
 7C | Accelerate+Zeal+Assail+Fury+Resolve  
 7D | Strike+Accelerate+Zeal+Assail+Fury+Resolve  
 7E | Guard+Accelerate+Zeal+Assail+Fury+Resolve  
 7F | Strike+Guard+Accelerate+Zeal+Assail+Fury+Resolve

Just replace the xx variable with above digit, for example 82018B4C  
 xxxy just replace the xx with 7F to give Kyosuke Strike,Guard,Acce  
 lerate,Zeal,Assail,Fury,Resolve spell effect.

And here are the second set digits for the Spell Effect

-----  
 SPELL EFFECT 2 DIGIT  
 -----

yy | SPELL EFFECT 2 NAME  
 -----

00 | empty  
 01 | Valor  
 04 | Mercy  
 05 | Valor+Mercy  
 08 | Snipe  
 09 | Valor+Snipe  
 0C | Mercy+Snipe  
 0D | Valor+Mercy+Snipe  
 10 | Alert  
 11 | Valor+Alert  
 14 | Mercy+Alert  
 15 | Valor+Mercy+Alert

18 | Snipe+Alert  
19 | Valor+Snipe+Alert  
1C | Mercy+Snipe+Alert  
1D | Valor+Mercy+Snipe+Alert  
20 | Gain  
21 | Valor+Gain  
24 | Mercy+Gain  
25 | Valor+Mercy+Gain  
28 | Snipe+Gain  
29 | Valor+Snipe+Gain  
2C | Mercy+Snipe+Gain  
2D | Valor+Mercy+Snipe+Gain  
30 | Alert+Gain  
31 | Valor+Alert+Gain  
34 | Mercy+Alert+Gain  
35 | Valor+Mercy+Alert+Gain  
38 | Snipe+Alert+Gain  
39 | Valor+Snipe+Alert+Gain  
3C | Mercy+Snipe+Alert+Gain  
3D | Valor+Mercy+Snipe+Alert+Gain  
40 | Luck  
41 | Valor+Luck  
44 | Mercy+Luck  
45 | Valor+Mercy+Luck  
48 | Snipe+Luck  
49 | Valor+Snipe+Luck  
4C | Mercy+Snipe+Luck  
4D | Valor+Mercy+Snipe+Luck  
50 | Alert+Luck  
51 | Valor+Alert+Luck  
54 | Mercy+Alert+Luck  
55 | Valor+Mercy+Alert+Luck  
58 | Snipe+Alert+Luck  
59 | Valor+Snipe+Alert+Luck  
5C | Mercy+Snipe+Alert+Luck  
5D | Valor+Mercy+Snipe+Alert+Luck  
60 | Gain+Luck  
61 | Valor+Gain+Luck  
64 | Mercy+Gain+Luck  
65 | Valor+Mercy+Gain+Luck  
68 | Snipe+Gain+Luck  
69 | Valor+Snipe+Gain+Luck  
6C | Mercy+Snipe+Gain+Luck  
6D | Valor+Mercy+Snipe+Gain+Luck  
70 | Alert+Gain+Luck  
71 | Valor+Alert+Gain+Luck  
74 | Mercy+Alert+Gain+Luck  
75 | Valor+Mercy+Alert+Gain+Luck  
78 | Snipe+Alert+Gain+Luck  
79 | Valor+Snipe+Alert+Gain+Luck  
7C | Mercy+Snipe+Alert+Gain+Luck  
7D | Valor+Mercy+Snipe+Alert+Gain+Luck  
80 | Focus  
81 | Valor+Focus  
84 | Mercy+Focus  
85 | Valor+Mercy+Focus  
88 | Snipe+Focus  
89 | Valor+Snipe+Focus  
8C | Mercy+Snipe+Focus  
8D | Valor+Mercy+Snipe+Focus



90 | Alert+Focus  
91 | Valor+Alert+Focus  
94 | Mercy+Alert+Focus  
95 | Valor+Mercy+Alert+Focus  
98 | Snipe+Alert+Focus  
99 | Valor+Snipe+Alert+Focus  
9C | Mercy+Snipe+Alert+Focus  
9D | Valor+Mercy+Snipe+Alert+Focus  
A0 | Gain+Focus  
A1 | Valor+Gain+Focus  
A4 | Mercy+Gain+Focus  
A5 | Valor+Mercy+Gain+Focus  
A8 | Snipe+Gain+Focus  
A9 | Valor+Snipe+Gain+Focus  
AC | Mercy+Snipe+Gain+Focus  
AD | Valor+Mercy+Snipe+Gain+Focus  
B0 | Alert+Gain+Focus  
B1 | Valor+Alert+Gain+Focus  
B4 | Mercy+Alert+Gain+Focus  
B5 | Valor+Mercy+Alert+Gain+Focus  
B8 | Snipe+Alert+Gain+Focus  
B9 | Valor+Snipe+Alert+Gain+Focus  
BC | Mercy+Snipe+Alert+Gain+Focus  
BD | Valor+Mercy+Snipe+Alert+Gain+Focus  
C0 | Luck+Focus  
C1 | Valor+Luck+Focus  
C4 | Mercy+Luck+Focus  
C5 | Valor+Mercy+Luck+Focus  
C8 | Snipe+Luck+Focus  
C9 | Valor+Snipe+Luck+Focus  
CC | Mercy+Snipe+Luck+Focus  
CD | Valor+Mercy+Snipe+Luck+Focus  
D0 | Alert+Luck+Focus  
D1 | Valor+Alert+Luck+Focus  
D4 | Mercy+Alert+Luck+Focus  
D5 | Valor+Mercy+Alert+Luck+Focus  
D8 | Snipe+Alert+Luck+Focus  
D9 | Valor+Snipe+Alert+Luck+Focus  
DC | Mercy+Snipe+Alert+Luck+Focus  
DD | Valor+Mercy+Snipe+Alert+Luck+Focus  
E0 | Gain+Luck+Focus  
E1 | Valor+Gain+Luck+Focus  
E4 | Mercy+Gain+Luck+Focus  
E5 | Valor+Mercy+Gain+Luck+Focus  
E8 | Snipe+Gain+Luck+Focus  
E9 | Valor+Snipe+Gain+Luck+Focus  
EC | Mercy+Snipe+Gain+Luck+Focus  
ED | Valor+Mercy+Snipe+Gain+Luck+Focus  
F0 | Alert+Gain+Luck+Focus  
F1 | Valor+Alert+Gain+Luck+Focus  
F4 | Mercy+Alert+Gain+Luck+Focus  
F5 | Valor+Mercy+Alert+Gain+Luck+Focus  
F8 | Snipe+Alert+Gain+Luck+Focus  
F9 | Valor+Snipe+Alert+Gain+Luck+Focus  
FC | Mercy+Snipe+Alert+Gain+Luck+Focus  
FD | Valor+Mercy+Snipe+Alert+Gain+Luck+Focus

Then use these digit value to change the yy variable value. For example 82018B4C7Fyy just replace the yy with F9 to make Kyosuke even more nastier since now he also get the Valor,Snipe,Alert,Gain,Luck,Focus in

addition to the first set of spell effect value.

Since this Code actually can be converted to Codebreaker Advance format which is the 2 liner code that can be applied to all of the pilot that available in your team instead of entering the code individually for each pilot, so here are the Codebreaker Advance Format Code:

```
42018B4C xxyy  
0000001F 0034
```

Notes: Just replace the xx with the xx variable digit and replace the yy with yy variable digit.

-----  
III . CREDITS  
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- \* CJayC for making such a wonderfull sites ([www.gamefaqs.com](http://www.gamefaqs.com))
- \* BANPRESTO - for having created this game.
- \* NINTENDO - for having made the Game Boy Advance.
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- \* Dasi for his Granzon codes which give me the clues on how to create the codes for the mech weapons.

End of file.

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