

Super Robot Wars J (Import) FAQ/Walkthrough

by Nillie

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SUPER ROBOT WARS J FAQ/WALKTHROUGH

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Version 2.2

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* - Incomplete
+ - Not Yet Available
! - Updated

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1. Version History
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Ver. 1.0

Just finished first play through of the game. Started work on this walkthrough. Writing the walkthrough while playing my first replay game. Got finished with up to Section 9 Intermission Menu.

Ver. 1.1

The very next day, the original file got corrupted, causing all my hard work the previous night to disappear completely. Started work on re-writing everything I had written the previous day. Due to my frustration, I decided not yet to include a couple of sections previously available, while I'm still trying to retrieve my lost data. Sorry for the inconvenience.

Ver. 1.2

Corrected a few errors I discovered. Added a couple more missions to the main walkthrough

Ver. 1.3

Walkthrough now up to Mission 15

Ver. 1.4

Added a couple of stuff

Ver. 2

It took a long time, yet I finally managed to update my walkthrough. My computer crashed last year causing me to lose my walkthrough. That, coupled with school work, had resulted in this long delay. Fortunately, I finally had enough time to rewrite this guide and hopefully finish it.

Ver. 2.1

Finally finish the main walkthrough, although there are a couple of parts still missing. I would update it pretty soon.

Ver. 2.2

I had a mess up with the file contribute page. I accidentally used my brother's gamefaq's account to submit my update, resulting in my brother appearing to be plagiarizing my walkthrough. I have already asked gamefaqs to remove my walkthrough posted using my brother's account.

I'm very sorry for the confusion that this may have caused to my readers.

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2. Introduction
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Super Robot Wars J is the 6th in the series created by Banpresto for the Game Boy Advance System. For those of you who haven't yet played this game even once, this game is a turn-based strategy game containing a collection of various robots from various animes, put together in one game.

Every SRW game created by Banpresto is known to have innovations that sets it apart from its predecessors. SRW J is no exception. Improving on what SRW D started, all the unit here in J now all have animations, from launching special finishing blows, to even just simply being hit. Also, the game features a lot of cut-ins taken straight from the various anime's featured here, compared to previous SRW incarnations. Among those cut-ins include the firing of the Genesis in Kidou Senshi Gundam SEED, to the Naze Nani Nadesico show (The Why and How of the Nadesico), from Kidou Senkan Nadesico.

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3. Spell List
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Spell list courtesy of Johnny Godhand's (aka Johnnyman) spell guide posted in GameFAQS.

Spell List as seen in the game, translated in English:

Reconnaissance	Accelerate	Direct Attack	Invincible	Sniping
Assault	Iron Wall	Great Effort	Cheer	Good Luck
Reconnaissance	Guts	Super Guts	Trust	Friendship
Devotion	Supply	Flash	Concentration	Lock-On
Out of Order	Exhaustion	Morale	Encouragement	Fighting Spirit
Hot Blood	Soul	Awaken	Move Again	Love

 SP Cost Spell Name Description

Column 1

5	Reconnaissance	Scan enemy data you haven't fought yet. Reduce target's evasion by 10% for 1 turn
25	Assault	All weapons except for (M) can be used as (P)
40	Blessing	Cast "Good Luck" spell on target
30	Devotion	Give 10 SP to target unit's pilot(s)
50	Out of Order	Lower all enemies' accuracy by half for 1 turn
40	Hot Blood	Next attack deals x2 damage

Column 2

5	Accelerate	Movement+3 on next move
30	Iron Wall	For one turn, damage from enemy is reduced to 1/4
20	Guts	Recover user's unit HP by 30%
70	Supply	Resupply EN and Ammo of targeted unit
40	Exhaustion	Lower target's morale by 10
60	Soul	Next attack deals x2.5 damage. cannot stack with Hot Blood

Column 3

20	Direct Attack	Next battle enemy's defensive abilities are disabled (e.g. Barrier, Support defend, Bunshin)
20	Great Effort	Receive EXP x2 at next battle
40	Super Guts	Recover user's unit HP fully
10	Flash	Dodge next attack completely
40	Morale	Increase your morale by +10
50	Awaken	Get extra turn for user's unit

Column 4

10	Invincible	For one time, damage from enemy is reduced to 10
25	Cheer	Casts "Great Effort" spell on targeted unit
30	Trust	Recover target unit's HP by 2000
15	Concentration	Increase Accuracy and Evasion by 30% for 1 turn
70	Encouragement	Increase units nearby morale by 10
90	Move Again	Target moved unit can move again

Column 5

20	Sniping	Attack range of unit increased by 2 except for range 1, MAP weapon
40	Good luck	Receive Cash x2 at next battle
50	Friendship	Fully restores targeted unit's hp
20	Lock-On	For one turn, unit's accuracy is 100%.

		Disables Bunshin and Warp type defensive skills
25	Fighting spirit	For one turn, always do critical attack (x 1.5 damage)
90	Love	Casts Lock-On, Accelerate, Great Effort, Good Luck, Flash, Hot Blood, Morale on 1 casting.

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4. Item and Skill Part List
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-- Not Yet Complete --

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5. Pilot Ability List
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Your pilot's abilities are skills that help give you an edge over your opponents.

Most of these abilities are morale activated, requirement the pilot to first reach a certain morale level before they can use that particular skill, while others are simply based on that pilot's skill stat on whether that particular ability would activate or not. Most of these abilities also have levels; the higher the level, the more effective the ability is, or the more often they can use that particular ability per phase.

In order to give your pilots additional abilities which they don't inherently have, you can give it to them by equip ting them pilots with pilot skill parts.

All the pilot abilities that all your pilots have can be seen in the pilot ability menu.

You can also see what particular abilities a particular pilot has by looking at his/her status screen.

Sword Cut	Shoot Down	Shield Defense
Counter	Hit & Away	Super Mode
Clear Mirror, Still Water	Coordinator	SEED
Image Feedback System	Blaster Mode	Bestial Mode
Antibody Reaction	Potential	Leadership Aura
Support Attack	Support Defend	Combo

First Row

Sword Cut

All pilots whose default mecha has a sword attachment has this ability. With this ability, a pilot can cut down enemy projectiles and block certain melee attacks.

Shoot Down

All pilots whose default mecha has a gun attachment has this ability. With this ability, a pilot can shoot down incoming enemy projectiles.

Shield Defense

All pilots whose default mecha has a shield attachment has this ability. With this ability, a pilot can use their unit's shield to further reduce the damage they may receive from the enemy's attack.

Second Row

Counter

A pilot with the counter skill has a chance of attacking first. This skill can trigger every time you attack or get attacked.

Hit & Away

A pilot with this skill can move after attacking, as long as it hasn't yet moved before attacking. This is a very useful skill to have for units whose most powerful attacks are not P rated, such as the Eternal.

Super Mode

A bonus of 10 points to each stat would be given once the pilot reaches 120 morale. A pilot must first have the super mode skill before they can access their mecha's super mode.

Third Row

Clear Mirror, Still Water

A bonus of 10 points to each stat would be given once the pilot reaches 120 morale. This skill is required before Domon can access the God Gundam's hyper mode.

Coordinator

A bonus of 1 point to every stat is given for every 5 points of morale above 110.

SEED

A bonus of 10 points to each stat would be given once the pilot reaches 120 morale.

Fourth Row

A bonus of 1 point to every stat is given for every 5 points of morale above 110. Strangely, even though Yurika is clearly shown to also have IFS in the series, she doesn't have one in this game.

Blaster Mode

A bonus of 10 points to each stat would be given once the pilot reaches 120 morale. Blade must first acquire this skill before he can undergo Blaster Mode

Bestial Mode

The unit would receive a 25% increase in damage once it reaches 120 morale.

Fifth Row

Antibody Reaction

The higher the level of this skill, the more bonus a pilot receives in accuracy, evasion, attack power and attack range. Another way to look at it would be to think that the higher its level, the more synchronized is the pilot to its Brain/Grandcher /Baronz, hence the more effective their unit becomes in combat.

Potential

A SRW favorite commonly associated with super robot pilot. Basically, you gain bonuses to accuracy, evasion, defense and critical rate the lower your current HP value becomes. The higher the pilot's potential level and the lower the unit's current HP is, the higher the bonuses become. Also, the higher the potential level is, the earlier the bonuses kick in.

Leadership Aura

All ship captains have this ability, along with a few other pilots. The areas affected by the leadership aura is denoted by the blue squares shown when you hover the cursor over a particular unit. All friendly units with the designated area receive accuracy and evade bonuses. The closer unit is to the unit radiating the aura, the higher the bonuses they receive. As the level of the pilot's leadership aura increases, the larger the aura becomes.

Sixth Row

Support Attack

Requires that the unit is adjacent to another unit and that the supporting unit has at least one attack capable of reaching the enemy. Enables a pilot to support another pilot during an attack, The higher the level of support attack, the more often the pilot can support per phase. Spells that affect the supporting unit are lock-on, concentrate, hot blood, soul, spirit, and snipe.

Support Defend

Requires that the unit is adjacent to another unit. Enables a pilot to take the damage intended for another unit. If allowed by the player, the support defending unit would undergo defend status and go in front of the enemy's intended target. The only spell that can affect a support defending unit is iron wall. The invincible spell would not work for a support defend.

Combo

First appearing in SRW D, a combo attack allows you to attack multiple adjacent enemies either in a row or column. A combo'ed attack can't be support defended by the enemy, although the enemy can retaliate with a support attack.

As long as there is no gap between units, the combo attack can reach all adjacent units allowed by the pilot's combo level. The higher the combo level is, the more units the combo attack can reach. Also, note that a combo can't bypass an enemy unreachable due to the weapon's terrain restriction.

For example, the Sword Strike Gundam using the Anti-ship Beam Sword can only combo units on the ground. It can't combo any flying unit, and considers a flying unit as a gap during a combo.

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6. Robot Abilities List
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- | | |
|------------------|--|
| Bunshin | - gives a 50% chance to completely dodge any attack. |
| God Shadow | - gives a 50% chance to completely dodge any attack. |
| ECS | - gives a 50% chance to completely dodge any attack. |
| Vital Jump | - gives a 50% chance to completely dodge any attack.
Ignores any terrain movement penalties when moving. |
| Chakra Shield | - blocks 800 points of damage. Costs 10 EN per use. |
| Laminate Armor | - blocks 1200 points of damage from a beam attack.
10 EN per use. |
| Beam Coating | - can block a certain amount of damage from a
beam-based attack. Comes in S, M and L variants.
Costs 5 EN per use. |
| Barrier | - can block a certain amount of damage.
Comes in S, M and L variants. |
| Distortion Field | - can block 2500 points of gravity, 1500 points of
beam and 1000 points of normal damage per hit. If the
beam
or gravity based attack is more powerful than what
the distortion field can block, you receive the
full strength of the attack (no damage reduction).
If the attack is non-beam/gravity type, it will
reduce damage taken by 25% instead. Costs 10 EN |

- per use use.
- Lambda Drive - +1 movement, x1.25 damage
 - Bestial Mode - x1.25 damage
 - Mazin Power - x1.25 damage
 - V-Max - +1 movement, +10 mobility, S Beam Coat, Bunshin
 - V-Max Powered - +1 movement, +15 mobility, M Beam Coat, Bunshin
 - V-Maximum - +2 movement, +15 mobility, Bunshin, Beam Coat-L
 - Jigen Renketsu System - M barrier (-1000 damage). costs 10 EN per use.
 - Vital Jump - warp movement and a chance to completely avoid an enemy attack
 - Sword Attachment - enables the pilot skill "Sword Cut"
 - Gun Attachment - enables the pilot skill "Shoot Down"
 - Shield Attachment - enables the pilot skill "Shield Defense"
 - Phase Shift - can negate a certain amount of non-beam based damage per hit. You receive any spill-over damage not absorbed by the phase shift. Beam based weapons are weapons that has the word beam in their name, or those weapons that have the B symbol after their name.
 - Trans-phase Shift activation - similar to Phase Shift. Only has a lower energy cost of 5EN compared to 10 for regular Phase Shift
 - Gravity Wave - can fully recover the energy of any aestivalis within range at the start of every player phase.
 - Gravity Wave Antenna - fully restores a unit's energy the following phase if it is within the range of a gravity field. The unit loses 5 EN per phase it is not within the range of a gravity wave.
 - Mirage Colloid - 50 % chance to completely avoid any attack
 - Flight - units that can fly have no movement penalties on non-space maps as long as they are flying. However, flying units do not receive any defense and evade bonuses on terrain they are standing on, if they are currently flying. They do however, still receive any HP and EN recovery bonuses granted by that square.
 - Hover - units that can hover have no movement penalties when moving on water. They also still benefit from any defense and evade bonuses granted by

the square they are standing on.

Hp Recovery - recover a certain amount of hp during your phase.
Has S, M and L versions.

En Recovery - recover a certain amount of EN during your phase.
Has S, M and L versions.

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9. Terms and Game Systems
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Leadership Aura

All battleship captains, along with certain pilots possess a leadership aura. All units within the blue aura receive accuracy and evade bonuses. The farther you are from the unit emitting the aura, the smaller the bonuses you receive.

Friendship and Romance Bonus

Units belonging to the same or related series can acquire hit and evade bonuses if you place them next to each other. On the other hand, certain characters who are romantically linked to one another in their series, when placed next to one another, receive not only a higher hit and evade bonus, but also a critical rate bonus. Do note however that the bonuses work only one way. For example, although Ryoko is in love with Akito, Akito considers Ryoko only as a friend. As such, when you place them both next to one another, Ryoko will receive the romance bonus, while Akito would only receive the friendship bonus.

Combo System

A refined version of the first combo system which originated from SRWD. Now, your units have 2 versions of their combo capable weapons: a regular, more powerful non-combo version, and a weaker, but combo capable version. The combo-capable version is symbolized by a © next to it. Combo weapons are capable of attacking multiple enemies that are neatly line-up, next to one another.

Status Attacks

Some weapons are capable of inflicting a status effect aside from damage. The status effect is guaranteed, as long as the attack hits the enemy, and lasts for 1 full turn.

Ace System

Every 50 kills nets you one A. This A means that you pilot is now an Ace, and starts out with 5 more morale. Killing another 50 enemies results in a second Ace symbol, for a maximum of 110 starting morale.

Morale System

The more morale you have, the more damage you can deal and the less damage you can receive. Some attacks and skills also require you to first reach a

certain morale before you can use it. You gain morale every time you attack an enemy, kill an enemy, get hit by an enemy's attack or successfully dodged an enemy's attack/counter-attack.

Replay Game

Once you finish the game, you would be asked to save. In the save game, you carry over all the cash you previously had, as well as have an additional 3 choices for your favorite show. Your upgrades carry over as well. You would also have the option to change the difficulty of the game, as well as customize your main character's spell list, even rearrange the order that he would learn the spells.

Change Equipment

Now, you can change a unit's equipment even while in-mission. In order to do that, just place your preferred unit inside a battleship, and select the option to change equipments. Units with this feature are: Strike, Strike Rogue, Sky Grasper 1, Sky Grasper 2, and all the Aestivalis units.

Unit Replacement

A new upgrade option present only in the Archangel and the Nadesico's unit upgrade screen, this allows you to replace a unit you had sent out into battle with a different unit. The more you upgrade this option, the more often you can replace a unit, for a maximum of three times per battleship per mission. Units that have a red name for that mission cannot be replaced by another unit for that mission, although you can still place them inside a battleship.

Combination Attack

Formerly denoted by a W symbol in previous SRW games, it is now denoted by a yellow P beside the attack name. Combination attacks requires that all units that would perform that attack be next to each other, either horizontally, vertically or diagonally. All units performing in the combination attack also must fulfill the attack's morale and EN requirement.

Favorite Show

Units belonging to your favorite shows are marked by a gold star in their status screen. Units belonging to your favorite show will have their upgrade limiter removed, giving them the maximum 15 upgrade slots, as well as giving a boost to their stats and amount of exp received.

Refined MAP attacks

Before, all MAP attacks can hit both the enemy and your own units. In SRW J, the MAP attacks have been refined. Now, there are two versions of MAP attacks, the regular, non-discriminating version wherein all units within range of the MAP attack can be damaged, regardless of whether they are friend or foe, and the friendly, discriminating version, wherein only enemies are damaged by the MAP attack; all friendly units caught within range of the MAP attack are not hit. Units like the Nadesico and Archangel have the regular version, while the Freedom, Freedom w/ METEOR and Justice w/ METEOR are examples of units with the friendly, discriminating version.

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10. Intermission Menu
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The Intermission Menu, accessible in between missions, looks like this:

Pilot Stats	Unit Stats	Save Game
Improve Pilot Stats	Upgrade Unit Stats	Sell Items and Equipment
Equip Pilot Equipment	Upgrade Unit Weapons	Spell List
Change Pilots	Equip Optional Parts	Rename Main Unit's Attacks
	Change Unit Equipment	Tsume Super Robot
	Change Unit's BGM	Next Mission

Here's what those options mean:

Column 1

Pilot Stats

- You can see your pilot's stats here. On the upper-right hand corner of the screen, you can see a box. Sometimes, you can see weird symbols on this box. Here is what those symbols mean:

A - Ace. You start out with 5 more morale
Gold Star - This means that this unit belongs to your favorite show. A unit with a gold star has their upgrade limiter removed
Sword - Unit has the sword attachment
Gun - Unit has the gun attachment
Shield - Unit has the shield attachment.

Improve Pilot Stats

- You can improve your pilot's stats here, by using the PP you earn every level up. The stats you can upgrade, in descending order are:

Melee - determines how strong your melee attacks would be. Melee attacks are shown by a fist next to them.
Range - determines how strong your range attacks would be. Range attacks are shown by a [+] next to them.
Defend - determines how well a pilot can reduce the damage they would receive.

- Skill - determines your pilot's critical rate. It also has an effect on how often your pilot uses his/her defensive skills that have a % to activate.
- Dodge - how well your pilot can dodge.
- Accuracy - how accurate your pilot is.

Equip Pilot Equipment

- You can equip things such as food, melee + 15, and hit & away skill and stat modifiers here.

Change Pilots

- You can transfer your pilots to other mechas here. Note that you can only switch pilots to other units belonging to their same universe. Not all pilots also can be transferred to other units. You can also switch your main character's sub-pilot here. Also, for the first time, you can change who the main pilot would be for certain units with sub-pilots. So far, the only units I have discovered with this feature would be the Archangel, Nadesico and Eternal. I'm not sure about the Tuatha de Danaan.

Column 2

Unit Stats

- You can see your robot's stats here. The stats near the bottom, with letters, tells you how well you unit can perform in various terrain. These are, from left to right, are: Air, Ground, Water, and Space. The meanings of the letters beside them are:

- S - you receive defense and evade bonuses when fighting on this terrain.
- A - you don't receive any bonuses on this terrain. On the other hand, you don't receive any penalties either.
- B - you receive a small penalty on defense and evade when fighting on this terrain.
- C - you receive a severe penalty when fighting on this terrain.
- - you can't fight on this terrain.

If you press left, you will switch over to the Pilot Status Screen. If you press down, you can see which optional parts you unit has equipped, as well as the skills your robot has. If you press right, you can move over the weapons status screen. On this screen, you can see the attacks available to your unit. These are, in order from left to right, are:

- Attack Type - tells whether this attack is melee or range type
- Attack Name - tell what this attack is called
- Special Status - gives additional info on this weapon
- Range - tells your attack's range
- Accuracy Modifier - tell you the accuracy bonus or penalty using this attack gives.

Below this list, you will see another list. These are, according to how they appear in the game:

Morale requirement Critical Modifier

Energy Cost

Ammo Count

Terrain Modifier

The special status refers to the letters that sometimes follows after the attack's name. The meaning of this are:

- P - you can use this attack even after moving
- B - Beam-based attack. Can be reflected by beam coatings and distortion fields. Also, all beam attacks automatically deal 10 damage to units standing in water.
- G - Gravity-based attack. Can be reflected by distortion fields.
- M - MAP attack.
- C - combo capable
- S - has an additional status effect when used.

The terrain modifiers are:

- S - You receive a 13% damage bonus as well as accuracy bonus when attacking units that are standing on this terrain type.
- A - No bonus, no penalty
- B - You receive damage and accuracy penalties when trying to attack units standing on this terrain
- C - You receive severe damage and accuracy penalties when trying to hit enemies standing on this terrain type.
- - You either can't target units standing on this terrain type or your attacks automatically deal 10 damage to units standing on this kind of terrain, regardless of attack strength

Units with a red name means that they would be automatically deployed on the next mission.

Upgrade Unit Stat

- You can improve your robot's stats here. The stats are, in decreasing order, are:

- HP - more HP, the more damage you can take.
- EN - energy. Some attacks require energy to use. Also, moving in space, or while flying, consumes 1 En per square you would move into.
- Mobility - determines your unit's accuracy and evade, in tandem with you pilot's accuracy and dodge stats.
- Armor - determines how much you can reduce the damage you would receive, in tandem with your pilot's defense stat.
- ?? - I'm guessing it determines how many units a battleship can replace in-mission at a time.

In case you have fully upgraded all you unit's stats, you can choose to have an additional upgrade bonus. These are:

HP +20% EN + 30% Movement Range + 2
Mobility +20% Armor + 20% S rank on all terrain

Upgrade Unit Weapons

- You can increase the power of your unit's weapons here. If you manage to fully upgrade your weapon's strength, you can choose from the following bonuses:

Range+1 Accuracy +20 Energy Cost -30%
Ammox2 Critical +20 S rank on all terrain

Note:

The range + 1 bonus do not affect attacks that are already range 1 to begin with.

Equip Optional Parts

You can equip additional parts here, like extra armor

Change Unit Equipment

- Certain units have optional equipment than can enable them to perform better. This units are: Strike Gundam, Strike Rouge, Sky Grasper 1 & 2, all Aestivalis units. I'm not sure about the METEOR unit for the Freedom and Justice.

Change BGM

- If you want, you can change the BGMs to be used on the units of your choice here.

Column 3

Save Game

- Saves your game

Sell Items and Equipment

- You can sell excess items here for some quick cash

Spell List

- You can check here all the spells currently available to you via different pilots.

Rename Main Unit's Weapons

- You can rename your main unit's attacks here.

Tsume Super Robot

- A mini-game wherein you an earn extra cash and rare parts.

Next Mission

- Move on to the next mission.

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10. Tips
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Here are some tips to help you in your game:

1. Super robots are good for tanking early game. Early in the game, when

you still don't have yet enough money to upgrade your real robot's stats, your super robots are great for taking on bosses with high hp and attacks. Later on in the game however, the enemies' attacks will become too powerful, that even with max upgrade on armor and HP, the damage they can do on you units is still deadly, making it better to try to avoid being hit in the first place.

2. Treasure your repair and re-supply units. Your repair units can turn the tide of battle in your favor. Because of this, as much as possible, don't send your repair units into combat, and never use them for support defend unless extremely necessary. Support attacks are okay.
3. Level up your repair and re-supply units. Every time you repair and re-supply a unit, that repair/re-supply unit gains exp. For the case of repair units, the higher their level, the more effective they are at healing. Later on in the game, when the enemies deal so much damage, and keeps sending reinforcements, these units can easily turn the tide of battle towards your favor.
4. Save your sp. Use your spells only when you really need to. Some of the most useful spells available to you are concentrate, lock-on, flash and hot blood.
5. Know when to support defend, counter-attack, defend and evade an attack.
6. Use your leadership, comrade and romance bonuses as much as possible.
7. Use your combo and MAP attacks as much as possible.
8. Unless you're playing a no upgrade game, try to upgrade your stats and weapons as much as possible.
9. Enhance your unit's and pilots stats by equip ting optional parts. Unless you're playing a no optional equipment game, equip the best equipments you have.
10. As much as possible, try to fight on favorable terrain/defensive terrain for your unit.
11. Before killing any major enemy, always cast first the spells Good Luck and Great Effort on the unit that will deal the finishing blow, in order to double the amount of money and exp you would receive.
12. Unless you have chosen the S rank bonus for terrain and weapons for your aestivalis units, it is best if you switch their frames depending on the type of enemies you would be fighting, and where you would be fighting. For example, it would be best to switch into the OG frame for space combat, and into the ground or artillery frame is most of the enemies you would be fighting are ground-based.
13. After choosing the units you want to deploy, you may want to change the arrangement of where your units will deploy. To do this, after selecting you units, choose the rightmost option. You can place any of your unit, aside from your battleships on any highlighted green square.
14. To bypass your enemies' Phase Shift and Trans Phase Shift Armor, use Beam-type attacks against them. Weapons with a Beam in their name, like Mazinger's Kooshiryoku Beam, or weapons with a B after their name, like

the Archangel's Loengren cannon, are beam based weapons.

15.To bypass your enemies' Distortion Field, use the Field Lancer attack of your Aestivalis units, available after mission 35.

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11. Getting Started
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First, choose Start. The game would then tell of the background story of the game. Next, it would ask you to choose between the male and female lead character. After choosing a main pilot, you get to choose your robot. The stats of the robots the first time you play are:

	Bellzelute	Coustwell	Granteed
HP	3600	4800	6500
EN	160	170	180
Movement Range	7	6	5
Mobility	115	110	85
Armor	1000	1300	1500

The Blue robot is a real robot specializing in range. The Violet one is a real robot specializing in close combat. The third one is a super robot. There is a hidden fourth robot available after finishing the game using all 3 robots.

After choosing a robot, you have the option of renaming your main character, your main robot's name, and your main robot's attacks.

If you're playing a replay game, you also have the option of choosing the difficulty of your enemies, with 0 as the easiest AI, and 3 as the hardest. Also, you have the option to customize your main character's spell list. You can rearrange your main character's spell list, so that he can learn certain spells at a much earlier level.

Regardless of whether this is your first game or a replay game; you get to choose your favorite series. Units belonging to your favorite shows have their upgrade limiters removed, giving them the maximum of 15 upgrades per stat. If this is your replay game, you get to choose 3 new shows aside from the first 3 you initially picked. Eventually, if you play this game enough times, you could remove the upgrade limiters on all the units.

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12. Walkthrough
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The game has 2 starting scenarios depending on which character you chose. Since I'm currently writing this while I'm playing my replay game, this section would take a while to be finished. Please bear with me.

I would be writing this walkthrough in this format. Unless stated, it is automatically assumed that the mission objectives would be to defeat all enemies, and a mission failure would result if all units are destroyed, although for some missions, you would get a game over as long as one of your battleships gets destroyed.

Mission Number:
Pre-deployed Units:
Player Reinforcements:
Enemies:
Enemy Reinforcements:
Mission Objectives: - only if there are additional mission
Mission Failure: - objectives / mission conditions
Special Notes:

Alright then, let's start!

Note:

Since most of the missions results in failure if your battleship gets destroyed. Thus, even if I happen to forget to include that requirement, always assume that a game over will result when your battleship blows up to pieces.

Mission 1: Space Route (Female Lead Character)

Pre-deployed Units:

Aestivalis-Akito OG Frame

Player Reinforcements: appears at player phase 4

Combattler V
Blue Earth

Enemies:

Ground Type Batta x 6

Enemy Reinforcements: appears at player phase 4

Ground Type Batta x 8

Mission Objective:

Kill all enemies or survive for 10 turns, whichever comes first.

Special Notes:

After taking care of all the Battas, more would appear.
The Nadesico would then appear and fire a gravity blast at them, ending the mission.

Mission 1: Earth Route (Male Lead Character)

Pre-deployed Units:

Mazinger Z

Player Reinforcements

Aphrodite A

- appears in Player Phase 2
- Main Character (Tenia as sub-pilot)
- appears after killing first batch of enemies

Enemies:

Ground Type Batta x4

Enemy Reinforcements:

- Ground Type Batta x6
- appears after defeating first batch of enemies
- Metal Beast Skull x2
- appears after defeating 2nd batch of enemies
- Metal Beast Twin Head x2
- appears after defeating 2nd batch of enemies

Special Notes:

The mission starts with Battas, attacking the school where Koji and your Main Character studies. Koji then boards the Hover Pilder and shouts "Mazin Go!" And "Pilder On!" activating Mazinger Z. After defeating all the Mazinger enemies, Boss arrives too late for the fight.

Mission 2: Space Route

Player Reinforcements: Appears after defeating all Nadesico enemies

- Main Character (Tenia as sub-pilot)
- Aestivalis Akito OG frame
- Aestivalis Ryoko OG frame
- Aestivalis Hikaru OG frame
- Aestivalis Izumi OG frame

Enemies:

- Batta x12
- Jovian Battleship x2

Enemy Reinforcements:

- Mobius x 12 - Appears after initial enemies are destroyed
- ???? X 6 - Appears after initial enemies are destroyed

Special Notes:

The mission starts first on earth, with a scene from brain powerd. It then moves on to space. After a while, your main character appears and seeks refuge in the Nadesico. After defeating all the enemies, SEED units appear to attack you. Akito and your main character then deploys. Ryoko, Hikaru and Izumi also appear to help you.

Mission 2: Earth Route

Player Reinforcements: Appears after defeating all SEED enemies

- Aestivalis Ryoko OG frame
- Aestivalis Hikaru OG frame

Aestivalis Izumi OG frame

Enemies:

Mobius x 6

???? X 6

Enemy Reinforcements: Appears after initial enemies are destroyed

Batta x12

Jovian Battleship x2

Special Notes:

The mission starts first on earth, with a scene from brain powerd. It then moves on to space. After defeating all the enemies, the Jovian Lizards appear to attack you. Ryoko, Hikaru and Izumi will appear later to help you.

Your initially assigned sub-pilot for this mission would be Katia

Mission 3:

Pre-deployed Units:

Layzner

Dole

Red Layzner robot (dunno the name)

Enemies:

Ground Type Batta x5

Jovian Battleship x2

Layzner Enemy type 1 x6

Layzner Enemy type 2 x4

Gale

Julia

Enemy Reinforcements: Appears after initial enemies are destroyed

Batta x6

Jovian Battleship x2

Layzner Enemy type 1 x6

Layzner Enemy type 2 x2

Layzner boss character

Special Note:

Before the mission starts, switch all your aestivalis units to air frames, since most enemies would be flying types.

You can convince Gale here using Eiji, if you want to get him later on.

Your initially assigned sub-pilot for this mission would be Melua

Mission 4:

Enemies:

Ground Type Batta x8
Jovian Battleship x2
Layzner Enemy type 1 x4
Layzner Enemy type 2 x4
Gale
Julia

Enemy Reinforcements: Appears after initial enemies are destroyed

Batta x6
Jovian Battleship x2
Layzner Enemy type 1 x6
Layzner Enemy type 2 x2
Layzner boss character

Neutral Unit:

Gale - after defeating him

Mission Failure:

Gale dies - after defeating first batch of enemies

Special Note:

Enjoy the Naze Nani Nadesico show by Dr. Inez Freesange,
copied straight from the anime. You can convince and
choose to help Gale here using Eiji, if you want to get
him later on. Also, since you must not let Gale die
after he becomes a neutral character, I recommend that
you defeat him in your own player phase, so that you
would have the initiative against the enemy reinforcements.

Mission 5:

Pre-deployed Units:

Aestivalis Akito

Player Reinforcements:

Aestivalis Akatsuki 0G frame
- after Akito leaves

Enemies:

Radam Juu (Air) x 5
Radam Juu (Ground) x 10

Enemy Reinforcements: - after killing first batch of enemies

Radam Juu (Air) x 7
Radam Juu (Ground) x 12

Neutral Unit

Tekkaman Blade

Mission Failure:

Akito destroyed - until before Akatsuki appears.

Special Note:

Gai will no longer be available, unless you follow the steps to recruit him back. Apparently, he died prior to this mission, similar to the anime. Except that in the anime, Gai really died.

Don't forget to change back your aestivalis units into their OG frames, since you will be fighting back in space again.

When the enemy reinforcements arrive, so will Tekkaman Blade as a neutral friendly unit. However, since he will start out very close to the enemy reinforcements, he won't be able to help out much before the enemy forces him to retreat.

Mission 6:

Pre-deployed Units:
 Strike Gundam

Player Reinforcements:
 After defeating the first 12 GINNS
 - Archangel
 - Mobius Zero
 - Sword Strike Gundam

Enemies:
 GINN x11
 GINN X1 (Miguel)

Enemy Reinforcements: - after killing first batch of enemies
 GINN x14
 GINN Commander (La Kruuze) x1

Mission Objectives:
 Kill/Force La Kruuze to retreat
 - after Archangel deploys

Mission Failure:
 Strike destroyed

Special Note:

This mission is based on the first 3 episodes of Gundam SEED. There's a non-generic pilot here piloting one of the DINNS. His name's Miguel and his the first non-generic pilot Kira manages to kill in the show using the Beam Boomerang on the Sword Strike.

For this mission, Murrue Ramias will be a sub-pilot for the Strike until the Archangel arrives. Once the Archangel arrives, Murrue will transfer to the Archangel and the Strike will be outfitted into the Sword Strike.

Try to keep Kira on the squares that provide defense, evade, HP recovery and EN recovery bonuses while you advance your units to support the Strike.

Mission 7:

Pre-deployed Units:

Mobius Zero
Aile Strike Gundam

Enemies:

GINN x11
GINN x1 (Miguel)
Nazca Class Battleship x1

Enemy Reinforcements:

- after killing enough of the
first batch of enemies /
forcing Miguel to retreat

GINN x9
Nazca Class Battleship x2
Aegis Gundam
Buster Gundam
Duel Gundam
Blitz Gundam

Mission Objectives:

Kill/Force to retreat the Aegis, Buster,
Duel and Blitz Gundams

Special Note:

The reinforcements will appear when you either defeat
enough enemies, or kill/force Miguel to retreat.

Mission 8:

Pre-deployed Units:

Strike Gundam
Mobius Zero

Enemies:

GINN x12
GINN x1 (Miguel)
Nazca Class Battleship x1
Buster Gundam
Duel Gundam

Enemy Reinforcements:

- after killing first batch of enemies

GINN x14
GINN Commander x1 (La Kruuze)
Battleship x1

Mission Objectives:

Kill/reduce to critical hp the battleship or
Kill/reduce to critical hp La Kruuze

Special Note:

In this game, you get to fight Miguel far longer than what really happened in the show.

(Hint: He was the first non-generic pilot to die in the show.)

You now have Toll, Sai and Miralia as sub-pilots for the Archangel.

Enemy reinforcements appear at the top half of the screen. Defeating either the battleship or La Kruuze will end the mission, so kill all the grunts first before finishing either of the two.

Mission 9:

Pre-deployed Units:

- Strike Gundam
- Aestivalis Akito
- Combattler V
- Mazinger Z
- Main Character

Player Reinforcements:

- when only 3 enemies remaining

Tekkaman Blade

Enemies:

- Radam Beast (Sky) x6
- Radam Beast (Ground) x12

Enemy Reinforcements:

- when only 3 enemies remaining

- Radam Beast (Sky) x8
- Radam Beast (Ground) x4
- Tekkaman Dagger

Special Note:

Kira and Athrun approach each other. Kira then returns Lacus Clyne back to Athrun. The ZAFT forces then retreat, and Radam Beasts then appear.

After only 3 Radam Beasts are left, more would appear at the top of the screen, along with Tekkaman Dagger.

Mission 10:

Pre-deployed Units:

- Sky Grasper 1
- Aestivalis Akito
- Aestivalis Ryoko
- Mazinger Z

Main Character

Player Reinforcements:

Dancougar
Nadesico
Strike Gundam
Tekkaman Blade

Shining Gundam

- after Devil Gundam appears

Enemies:

Radam Beast (Sky) x5
Radam Beast (Ground) x10

Enemy Reinforcements:

- after defeating first batch of enemies

Death Army x18

- when only 3 enemies left

Devil Gundam x1

Death Army x4

Mission Objectives:

Force to retreat/kill Devil Gundam
- after Devil Gundam appears

Mission Failure:

Shining Gundam destroyed
- after Domon appears

Special Note:

This mission is on Earth. Since both Akito and Ryoko would be pre-deployed in this mission, it would be best if you were to first change your Aestivalis units into either the Ground, Artillery, or Flyer frames. Also, since most of the enemies here would be ground based, I would recommend you to choose either the Ground or Artillery frames, since the Flyer frame's weapons are not suitable for fighting ground based enemies.

Akito, Koji and your main character's units would be severely damaged at the start of this mission. However, Dancougar will appear and come to the rescue of your units.

When the Nadesico appears, send Sky Grasper 1 inside and have it change equipment to give it more weapons and make it more useful.

When only 3 Death Army mobile fighters are left, the Devil Gundam will appear, chased by Domon. Domon would then enter Super Mode and proceed to kill one of the Devil Gundam's bodyguards

in one blow.

Because the Death Army and Devil Gundam uses mostly beam weapons, and have mostly lousy accuracy, your Aestivalis units would be perfect for this map.

ROUTE SPLIT

After this mission, you would be asked to chose if you would want to go with either the Nadesico or the Archangel.

Here are the units that would go with each path, the most common enemy type you would encounter, as well as any secret units you might get.

Archangel	Nadesico
Main Character	Main Character
SPT Layzner Units	Mazinger Z Units
Tekkaman Blade Units	Shining Gundam
	Dancougar
	Combattler V
Path for IWSP	Path for Great Zeorymer
Mostly Real Robot enemies	Mostly Super Robot enemies

Mission 11: Nadesico Path

Pre-deployed Units:

Shining Gundam
M9 Gernsback (Mao)
M9 Gernsback (Kruze)
M9 Gernsback (Sosuke)

Enemies:

Ground Type Batta x14

Enemy Reinforcements:

- after destroying the railgun
 - Devil Gundam
 - Master Gundam
 - Death Army x12
- after defeating/forcing to retreat either Master Gundam or Devil Gundam
 - Death army x9

Mission Objectives:

Get a unit to one of the designated squares / destroy all enemies

Defeat/force to retreat either
Master Asia or Devil Gundam
- After destroying the rail gun

Mission Failure:

No unit manages to reach any of the
highlighted squares in time.

Special Note:

FLIGHT COMMAND IS DISABLED IN THIS MISSION

(How I wished that the BGM for this mission had been "Aestivalis March" instead. Or even just when you are using the artillery or ground combat frames. The first part of this mission is very obviously based upon the Nadesico episode wherein the Nadesico got shot down by a giant anti-air rail gun.)

(For those of you Nadesico fanboys out there playing this mission, I would recommend that you deploy both Akito and Akatsuki in Artillery frames, while Ryoko, Hikaru, and Izumi should be deployed in Ground Combat frames. If you want to, sing also the Aestivalis March while playing.)

This mission is very similar to its SRW A and SRW R versions. The map is exactly the same one as the one used in both SRW A and R. Even your starting position is the same. Basically, the giant railgun forced the Nadesico to land and send out its units to try to destroy the railgun before it manages to recharge.

The easy part of this mission would be destroying all the battas/ reaching the designated squares in time. The hard part would be fighting against both the Devil Gundam and Master Asia who appears after taking care of the railgun, with out support from your battleship, as well as having only 1 repair unit (Aphrodite A) available for the entire mission.

After destroying the railgun, the Devil Gundam would appear. The members of the old Shuffle Alliance would appear too. Too bad you don't get to use them.

A problem you could encounter in this mission would be when your Aestivalis units runs out of EN and when you engage Master Asia, who has an incredibly annoying accuracy and evade for an enemy this early in the game. Try to use the surrounding forests and cliffs to help avoid Master Asia's attacks.

By now, you would probably be running low on energy and ammo. However, the mission is not yet over. After you either defeat or force to retreat Master Asia and Devil Gundam, Chibodee, George de Sand, Sai Saici, and Argo would appear, covered in DG cells. They would leave soon after appearing, but not

before leaving you a present of more enemies. The old Shuffle Alliance members would again appear to chase them and once again leave without even helping you.

Don't worry if Master Asia manages to destroy a couple of your units. Master Asia is always an incredibly hard and annoying enemy in every SRW game he has made an appearance.

Mission 12: Nadesico Path

Pre-deployed Units:

Mazinger Z
Aphrodite A
Boss Borot

Player Reinforcements:

- after attacking the Budo

Nadesico
Great Mazinger
Combattler V

Enemies:

Metal Beast Skull x3
Metal Beast Twin Head x3
Budo (Baron Ashura) x1

Enemy Reinforcements:

- after the Budo escapes

Metal Beast Skull x10
Metal Beast Twin Head x10

Mission Objectives:

Force the Budo to retreat

Special Note:

Stay in the forest near you to take advantage of its terrain bonuses. Let them come to you instead of you coming to them.

Making the Budo retreat is very easy. Just attack it once, then, 2 Metal Beasts would appear and attack Aphrodite A. Baron Ashura would then demand Koji to give up Mazinger Z, otherwise they would kill Sayaka. After the Budo takes Mazinger Z, Tetsuya in the Great Mazinger and the Combattler Team would appear and rescue Sayaka.

The Nadesico would also appear and Sayaka would escape. Baron Ashura, on the other hand, would leave with Mazinger Z, and leave you with more Metal Beasts to Fight

Mission 13: Nadesico Path

Pre-deployed Units:

Great Mazinger

Player Reinforcements:

Combattler V

- appears on your second player phase

Nadesico

- after defeating the first batch of Metal Beasts

Boss Borot

- after Mazinkaiser appears

Enemies:

Metal Beast Skull x2

Metal Beast Twin Head x2

Enemy Reinforcements:

- after the first batch of metal beasts

Metal Beast Skull x6

Metal Beast Twin Head x6

Lanstar x1

- after defeating Lanstar

Metal Beast Skull x4

Metal Beast Twin Head x4

Budo x1

Ashura Mazinger

- after defeating the Budo

Neutral Unit

Mazinkaiser - attacks everything in sight

Mission Objectives:

Defeat all enemies

- before Mazinkaiser appears

Defeat Landstar

- after Zeorymer appears

Reduce Mazinkaiser's HP to 10% or below &

defeat Ashura Mazinger

- after Mazinkaiser appears

Mission Failure:

Great Mazinger destroyed

- until reinforcements appear

Mazinkaiser destroyed

- after Mazinkaiser appears

Special Note:

First of, land Great Mazinger on top of the

Photon Research Institute to take advantage of it's bonuses. On your second turn, Combattler V would appear to help you

After defeating the four metal beasts, more would appear. A mysterious robot would then approach the Photon Research Institute and seriously damage both Great Mazinger and Combattler V. Another mysterious robot would then appear and force the other mysterious

robot to retreat. The Nadesico would then appear afterwards.

If you want to get the Great Zeorymer later on, I would suggest that you maximize the number of enemies that Zeorymer kills, starting from here, since in order to get Great Zeorymer later on, you musn't deploy Zeorymer unless the game forces you too. Another requirement in order to get Great Zeorymer later on would be to let Zeorymer defeat Lanstar.

Since both Great Mazinger and Combattler V were seriously damaged by Lanstar's attack, I recommend that you land them both on the Photon Research Institute to recover HP.

After defeating Lanstar, Baron Ashura, along with more Metal Beast would appear, to become cannon fodder for you.

After defeating the Budo, Baron Ashura would reappear using the Ashura Mazinger, and attacks the Photon Research Institute. Mazinkaiser would then appear and a foolish Metal Beast would attack it. Mazinkaiser would then show its power by easily dispatching the Metal Beast using just the Kooshiryoku Beam. Mazinkaiser would then attack the Institute, just as Boss appears. Try to lure Mazinkaiser out of the research institute, so that it won't have HP and EN regeneration.

Mission 14: Nadesico Path

Pre-deployed Units:

Voltes V

Player Reinforcements:

Nadesico

- appears on the third player phase

Great Mazinger -1

Zeorymer 1- the turn after the

Boss Borot 1 Nadesico appears.

Combattler V -1

Enemies:

Beast Fighter Kanigan (Crab) x7
Beast Fighter Gardo (Samurai) x7
Skullrook x1

Mission Failure:

Voltes V destroyed
- before the Nadesico appears

Special Note:

The mission starts out with the 5 Voltes Machines;
Volt Cruiser, Volt Bomber, Volt Panzer, Volt Frigate,
and Volt Lander. Then, their mother would instruct
them to form Voltes V.

Start of by moving Voltes V as far away as possible from the
2 nearest beast fighters. Voltes V is far to weak right now to
take on 2 beast fighters alone without taking serious damage.

Once again, if you want to get Great Zeorymer later on, try
to maximize the number of Zeorymer's kills, since you're
not allowed to use Zeorymer unless instructed, if you want
to acquire Great Zeorymer.

Mission 15: Nadesico Path

Pre-deployed Units:

Nadesico
Shining Gundam
Dancougar
Aestivalis Akito
Aestivalis Ryoko
Aestivalis Hikaru
Aestivalis Izumi
Aestivalis Akatsuki
Main Character

Player Reinforcements:

Combattler V ----- appears in Player Phase 3
Zeorymer 1
Great Mazinger 1
Boss Borot -----

Mazinkaiser - after killing all the Voltes V
 enemies

Neutral Units:

Nadesico ---
Aestivalis Akito 1
Aestivalis Ryoko 1-- becomes neutral
Aestivalis Hikaru 1 on Player Phase 3
Aestivalis Izumi 1
Aestivalis Akatsuki ---

Enemies:

Beast Fighter Kanigan (Crab) x4
Beast Fighter Gardo (Samurai) x4
Skullrook x1

Enemy Reinforcements:

- after killing all the Voltes V enemies

Metal Beast Skull x5
Metal Beast Twin Head x5
Budo

Mission Failure:

Nadesico destroyed
- after the Nadesico becomes Neutral

Special Note:

On Player Phase 2, Voltes V would leave the Nadesico.

In Player Phase 3, all your Nadesico units would become under the control of Omoikane, the Nadesico's computer. All the upgrades and parts that you have given to your Nadesico units in this mission would also be available to them once they become neutral. You can't cheat in this mission by placing all your Aestivalis units inside the Nadesico before Player Phase 3, since all your available Aestivalis units would deploy once they become Neutral.

If you think Dancougar, Shining Gundam and your main character can handle the enemies alone, you might want to bring all your Nadesico units as far away from the 3 as possible so that they won't be right next to you when they turn neutral, making sure that you place the Nadesico over water. Be sure to also change your frames to artillery frame, so that they would have reduced movement once they disembark from the Nadesico.

After you defeat all the Voltes V enemies, Baron Ashura would appear. Koji will then deploy aboard the Mazinkaiser and attack Baron Ashura.

After this mission, your units would meet up with those of the Archangel's. Also, the upgrades you made to Mazinger Z would carry over to Mazinkaiser.

Mission 16:

Pre-deployed Units:

Main Character
Russ Brain
Yuu Brain
Hime Brain
Nanga Brain

Player Reinforcements:

- after killing 3(4?) Grandchers

Archangel
Nadesico
Shining Gundam

Enemies:

Grandcher x13
Grandcher (Jonathan) x1
Grandcher (Shiela) x1

Enemy Reinforcements:

- after killing all Grandchers

Death Army x12
Gundam Rose
Gundam Maxter
Bolt Gundam
Dragon Gundam

- after killing the first batch of reinforcements

Death Army x12
Master Gundam
Devil Gundam

Mission Objectives:

Survive until reinforcements arrive
Kill/force to retreat Devil Gundam or
Master Gundam

Mission Failure:

Any unit is destroyed
- before reinforcements arrive

Special Note:

You start off with 5 units against 15 Grandchers.
I suggest that you land on the forest to receive
terrain bonuses while waiting for help to arrive.

Help will arrive after killing 3-4 Grandchers

After killing all the Grandchers, G Gundam enemies
will appear.

Mission 17:

Pre-deployed Units:

Nadesico
Archangel

Enemies:

DINN x8
GOOhN x6
ZnO x3
Vosgulov Class Submarine
Aegis Gundam
Buster Gundam
Duel Gundam Assault Shroud
Blitz Gundam
DINN x1 (Miguel)

Enemy Reinforcements:

- after killing ZAFT forces
 - Metal Beast Skull x8
 - Metal beast Twin Head x8
 - Baron Ashura (in a submarine)

Mission Objectives:

- Survive for 6 turns
 - after Baron Ashura arrives

Mission Failure:

- Baron Ashura destroyed before 6 turns are up
 - after Baron Ashura arrives,
before 6 turns are up
- Only 7 Metal Beasts are alive
before 6 turns are up.
 - after Baron Ashura arrives
before 6 turns are up

Special Note:

A relatively annoying stage, since most of your units have either B or C rating for water and most of your attacks also have a B or C rating for water.

Brain Powered units have an A rating for water and almost all of their attacks have an A rating for water too. Aestivalis 0G frame also has an A rating for water combat, and all of its attacks are rank A for water also.

Try to avoid engaging the ZAFT mobile suits underwater, since they excel in underwater fighting.

Once Baron Ashura arrives, don't kill him/her until 6 Player Phases have elapsed, otherwise you would fail the mission. If you kill too many Metal Beasts such that only 7 are left alive before the 6 turns are over, you would also fail the mission.

Oh, and by the way, Miguel finally dies after this mission.

Mission 18:

Pre-deployed Units:

M9 (Mao)

M9 (Kruze)

Player Reinforcements:

10 units

- arrives on player phase 3

Nadesico

Archangel

Main Character

Mazinkaiser

ARX-7 Arbalest

- after defeating the first batch of enemies

Enemies:

Rk-92 x12

Zy98 x6

Metal Beast Skull x6

Metal Beast Twin Head x6

Ashura Mazinger

Budo

Enemy Reinforcements:

Rk-92 x6 -] appears after defeating first batch

Zy98 x5] of enemies

Zy98 -]

Mission Failure:

5 turns have passed

ARX-7 Arbalest, Mazinkaiser or Main Character destroyed

Special Note:

Stay where you are and wait for reinforcements to arrive.

Make use of the friendship and love bonus between Mao and Kruze.

Reinforcements will arrive on player phase 3. Take note that the Archangel and Nadesico won't be available for the first half of this mission. As such, the only way to heal and resupply for the first half would be via the use of units with repair/resupply ability and item use.

After taking care of the initial batch of enemies, your battleships would finally catch up with your main force, along with enemy reinforcements.

You also get to chose if you want to change the sub-pilot for your main character's unit before he deploys.

If you want to get Bontu-kun later on, make sure that Sosuke deals the finishing blow for the red Zy98.

Mission 19:

Pre-deployed Units:

Zeorymer
Nadesico
Archangel
14 other units

Enemies:

Rk-92 x12
Zy98 x6
Garowin of Water
Braist of Fire

Enemy Reinforcements:

Bata x6
Jovian Battleship x2
Beast Fighter Gardo x6
Beast Fighter Kanigan x6
Skullrook

Mission Objective:

Don't let any enemy reach the city
- until before the Boazanians arrive

Kill all enemies
- new mission objective once the Boazanins arrive

Mission Failure:

Enemy reaches the city
- only until the Boazanians arrive
Zeorymer destroyed

Special Note:

After the enemies appear, Masaki will change into his cool looking alter-ego.

The two Zeorymer bosses like to support defend each other like crazy, similar to the Frost brothers in SRW R.

Even though you get to fight them, you are not required to kill them now using Zeorymer if you are intent on getting the Great Zeorymer later on. However, still kill them using Zeorymer with Bless casted to rake in the experience.

Unless you upgraded Zeorymer to have S ranking on all terrain, be sure to land it first, since it only has a B rank on air, while having an A for land.

Enemy reinforcements will arrive when only 8 of the original enemies remain.

Mission 20:

Pre-deployed Units:

Nadesico

Archangel
Main Character
Layzner
13 other units

Enemies:

Ground type Batta x9
Tetsujin
Jovian Battleship x2

Enemy Reinforcements:

Set 1:

Left side

Layzner enemy type 1 x3
Layzner enemy type 2 x6
Bloodykaiser x1
Layzner boss x1

Right side

Batta x3
Improved Batta x6
Daimajin
Jovian battleship x2

Set 2:

Banpresto Original (10k hp) x4
Banpresto Original (12k hp) x2
Banpresto Original (13k hp) x2
Banpresto Original (boss) 15k hp
Banpresto Original (boss) 50k hp

Mission Objective:

Defeat either of the two Banpresto Original boss characters

Mission Failure:

Main character's unit destroyed
Layzner destroyed

Special Note:

The Tetsujin immediately starts out capable of Boson Jumping around the map.

First batch of enemy reinforcements will appear when only 4 of the original enemies are left.

A second batch of reinforcements consisting of Banpresto Original robots will appear once you defeat the first two waves of enemies. What is annoying about these new original enemies, is that they have a minimum of 10k hp, higher than the maximum hp of most of your supers, yet have almost real unit like mobility.

After this mission is another route decision.

=====
Route Split
=====

Go to the Moon	Stay on Earth
Archangel	Nadesico
Main Character	Main Character
Gundam SEED	Kidou Senkan Nadesico
Voltes V	Mazinkaiser
Combattler V	Tekkaman Blade
G Gundam	SPT Layzner
Mazinkaiser	Dancougar
Zeorymer	G Gundam
Full Metal Panic!	
Brain Powered	
Path for Great Zeorymer	Path for Gai and Tsukumo
Mostly Super Robot enemies	Mostly Real Robot enemies

Regardless of the path you choose, you will have access to your G Gundam and Mazinkaiser units.

Mission 21: Earth Route

Pre-deployed Units:

Yuu Brain
Hime Brain
Skygrasper 1

Player Reinforcements:

Set 1:

Archangel
11 other units

Set 2:

Zeorymer

Enemies:

Grandcher x12
Grandcher (Shiela)
Grandcher (Ega)

Enemy Reinforcements:

Set 1:

Upper right

Metal Beast Twin head x4

Metal Beast Skull x4

Metal Beast Dragon x4

Budo

Lower left

Braist of Flame

Garowin of Water

Set 2:

Rose Cest La Vie of the Moon

- appears after killing both of the elementals

Mission Objective:

Survive until reinforcements arrive

Mission Failure:

Any unit destroyed before reinforcements arrive

Zeorymer destroyed - once Zeorymer appears

Special Note:

You see Kanan being chased by Shiela, and later being shot down.

Yuu then goes on to rescue her before retreating back to where

Mwu and Hime is.

Make use of Mwu's leadership aura while waiting for turn 3 to arrive.

At Player Phase 3, your reinforcements will arrive.

After defeating all of the Grandchers, Zeorymer and Mazinkaiser enemies will appear from the upper right and lower left of the map.

If you happen to defeat one of the elementals, the surviving one will go berserk and cast spells, as well as reducing the damage of Zeorymer's attacks for 1 turn. As such, do try to kill them both at once with Zeorymer's map attack. Note that Zeorymer is required to be the one to kill them if you plan on getting Great Zeorymer later on.

After killing them both, Rose Cest La Vie of the Moon appears. He will run away after reducing his hp. You are not required to kill him now using Zeorymer if you want to get the great later on.

After initially reducing its hp, an event will occur, causing it to fully restore its HP and EN. Zeorymer would then use its most powerful attack, forcing it to retreat.

Mission 22: Earth Route

Pre-deployed Units:

Yuu Brain
Hime Brain
Skygrasper 2
Voltes V
Strike Gundam
Main Character
Archangel
7 other units

Player Reinforcements:

Brain Child (Kanan)
Brain Child (Higgins)

Enemies:

Grandcher x12
Grandcher (Quincy)

Enemy Reinforcements:

Set 1:

Grandcher x7

Set 2:

Grandcher x9
Grandcher (Jonathan)

Set 3:

Grandcher x9
Grandcher (Ega)

Mission Failure:

Yuu brain destroyed (?), until before you finish off Jonathan
- need confirmation on this one
Brain Child Kanan/Brain child Higgins destroyed

Special Note:

Enemy reinforcements will appear when there are only 6 enemies remaining.

Enemy reinforcements 2, along with Kanan and Higgins, will appear after finishing off the first 2 batches of Granchers.

A final batch of enemy reinforcements will appear at the upper left when only 6 units are again remaining. You will have to destroy Ega's Grandcher twice, so you might want to save some of your sp after he revives. After he revives for the second time, Kanan and Higgins will do a Chakra Extension to finish him off for good.

Mission 23: Earth Route

Pre-deployed Units:

Voltes v -] will leave once the enemy
Cmbattler V -] reinforcements arrive

Player Reinforcements:

Brain Child (Kanan)
Brain CHild (Higgins)

Enemies:

Beast Fighter Kanigan
Beast Fighter Gardo

Enemy Reinforcements:

Set 1:

Beast Fighter Kanigan x6
Beast Fighter Gardo x6
Beast Fighter Namazungo
Skullrook

Set 2:

Beast Fighter Kanigan x5
Beast Fighter Gardo x5
Beast Fighter Namazungo x3
Skullrook

Mission Objective:

Defeat/force to retreat all the Skullrooks

Mission Failure:

Voltes V/Combattler V destroyed
- until before they leave

Special Note:

Land on the forest to gain bonuses. After killing the 2
beast fighters, player and enemy reinforcements will arrive.
Unfortunately, Beast Fighter Namazungo is among the enemy
reinforcements, and it will use its Anti-Chodenji Beam against
Voltes V and Combattler V, separating the Volt and Battle Machines
and making them unable to reform Voltes V and Combattler V and thus
forcing them to retreat from the battle.

Enemy reinforcements will arrive when only 6 enemies are remaining.

Your two forces will meet up after this mission

Mission 24:

Pre-deployed Units:

Nadesico Y-Unit
ARX-7 Arbalest
M9 Gernsback (Mao)
M9 Gernsback (Kruze)
12 other units

Player Reinforcements:

Archangel

Enemies:

Rk-92 x4
Rk-92 (Seina)
Zy98 x10
Zy98

Enemy Reinforcements:

Set 1:

Behemoth (Seina)

Set 2:

Beast Fighter Kanigan x6
Beast Fighter Gardo x6
Beast Fighter Namazungo
- will be killed by a Choudenji Spin V no Jigiri once
it appears
Beast Fighter Kagamikiri
Skullrook

Set 3:

Beast Fighter Namazungo x2
Beast Fighter Kanigan x2
Beast Fighter Gardo x2

Mission Failure:

Full Metal Panic! units destroyed
- until before the Behemoth appears

Special Note:

After defeating Seina, the Behemoth will appear.
Defeat it using Sosuke if you want to get Bonta-kun
later on.

An event will occur wherein Sosuke will try to attack
the Behemoth and deal do no damage, because the Behemoth
has its Lamda Drive activated. By the way, the Behemoth
really lives to its name, with 60,500 hp.

Finishing the Behemoth leads to the arrival of the Archangel
along with the enemy reinforcements. The Boazanians will use
again Namazungo's Anti-Chodenji Beam against Voltes V and
Combattler V, although it won't work this time, since the two

are now protected against it, and will retaliate with a Choudenji Spin V no Jigiri killing it at once.

Unfortunately, the their attacks will prove useless against the two Kagamikiri's, and will be forced to retreat once again. Destroying both of them would result in the arrival of the last batch of enemy reinforcements.

Mission 25:

Pre-deployed Units:

Combattler V
Voltes V

Player Reinforcements:

Archangel
Nadesico Y-Unit
13 other units

Enemies:

Skullrook
Beast Fighter Namazungo
Beast Fighter Kanigan

Enemy Reinforcements:

Set 1:

Beast Fighter Namazungo x4
Beast Fighter Kanigan x4
Beast Fighter Gardo x4
Beast Fighter Kamagikiri x4
Destroid x2
Skullrook

Set 2:

Beast Fighter Namazungo x4
Beast Fighter Kanigan x4
Beast Fighter Gardo x4

Beast Fighter Kamagikiri x2
Destroid x2
Skullrook

Mission Failure:

Voltes V/Combattler V destroyed
Voltes V destroyed
- after enemy reinforcements arrive, before player reinforcements arrive.

Special Note:

Voltes V and Combattler V would finish off Namazungo even before you get to control them. Just land on the forest to gain bonuses. After you deal enough damage on the Skullrook and beastfighter, Voltes V and Combattler V will finish them off with their new attacks, the Chodenji Ball V no Jigiri and Grand Dasher. Afterwards, they would gain a new combination attack, the Grand Dasher Tenkuuken. Unfortunately, you won't be able to test it out right away since Combattler V would be damaged by the enemy's surprise attack.

Even if you have fully upgraded Voltes V, it would be very difficult to fight 19 opponents all alone, so I suggest that you retreat to the south east, where your reinforcements will arrive. Use Iron Wall if you already have it to reduce damage done to you while waiting for your reinforcements. Use Super Guts or Trust to recover your HP if needed.

The second set of enemy reinforcements will arrive when only 8 enemies are left.

Mission 26:

Pre-deployed Units:

Nadesico Y-Unit
Archangel
Tekkaman Blade + Pegas
Blue Arm
13 other units

Player Reinforcements:

Sol Tekkaman 1

Enemies:

Radam Beast x12

Enemy Reinforcements:

Set 1: (when only 6 enemies remaining)

Radam Beast x12
Tekkaman Evil

Set 2: (when only 5 enemies remaining)

Radam Beast x12

Set 3: (after killing first 3 batches of enemies)

Radam Beast x8
Radam Beast x4
Tekkaman Blade

Mission Objective:

Protect the city - before Blade becomes evil
Kill all enemy units except Tekkaman Blade

Mission Failure:

An enemy unit reaches the city
Tekkaman Blade destroyed
Blue Arm destroyed

Special Note:

Combattler V is not available for this mission.

Load up all your ground-based unit inside your battleships and send all your forces straight away towards the marked area. It's useless to send a couple of your units as bait since the enemy AI will ignore your units till the last minute, since it is determined to reach the city as soon as possible.

Enemy reinforcements will appear south of the city when only 6 enemies are left, hence I told you to ignore the enemy at first and just head straight for the city. If you decided to engage the initial batch of enemies at once, it is likely you won't be able to reach the enemy reinforcements in time. You can ignore Evil, since it won't move unless you attack it.

When there are only 5 enemies left, Blade and Evil will leave, and the 2nd batch of enemy reinforcements would appear.

After killing the 2nd batch of enemies, even more Radam Beasts will appear, along with Tekkaman Blade who became insane because he exceeded the time limit he can safely stay in Tekkaman form.

After Blade goes mad, you no longer need to protect the city. Also, Sol Tekkaman 1 appears as reinforcements.

Mission 27:

Pre-deployed Units:

If you picked the Nadesico:

Nadesico Y-Unit
Yuu Brain
Layzner
13 other units

Aestivalis units available, SEED units unavailable

If you picked the Archangel:

Archangel
Aile Strike Rouge
Yuu Brain
Layzner
12 other units

M1 Astray available
Aestivalis units unavailable

Player Reinforcements:

Yuu Brain - when Jonathan appears

Enemies:

Layzner enemy x4
Layzner enemy x8
Layzner boss x2
Bloodykaiser

Enemy Reinforcements:

Set 1: (after defeating SPT enemies)

Grandcher x12

Set 2: (when only 8 enemies remaining)

Grandcher x12

Set 3: (when only 7 enemies remaining)

Grandcher x8
Grandcher (Jonathan)
Grandcher (Shiela)

Mission Objective:

Defeat Jonathan

Mission Failure:

Eiji / Yuu destroyed

Special Note:

After the previous mission, Tekkaman Blade would be temporarily unavailable. However, you still can use Pegas if you want. Nakki also joins you now.

Before the mission starts, you get to choose whether you want to send the Nadesico or the Archangel for this mission. The units you get to use for this mission depends on the battleship you picked to sortie. The top choice is for the Nadesico, while the second choice is for the Archangel.

If you have picked the Nadesico, your SEED units would be unavailable for this mission.

If you have picked the Archangel, your Aestivalis units would be unavailable. Also, you would be given an M1 Astray with no pre-assigned pilot and Cagalli would be pre-deployed inside the Aile Strike Rouge, which is weird, since Cagalli isn't supposed to pilot the Strike Rouge before the Archangel returns to space.

If you want to get Julia later on, don't destroy her.
Enemy reinforcements would appear after killing the SPT units.
When the reinforcements appear, Yuu would leave with Russ. Another
batch of reinforcements would appear when there are only 8 Grandchers
left. A final batch of reinforcements would appear when there are only 7
grandchers left. Yuu would also return when Jonathan appears.

You get the Strike Rouge, M1 Astray, Kant and Nakki Brain after this scenario.

Mission 28:

Pre-deployed Units:

Main character
Yuu Brain
Nelly Brain

Player Reinforcements:

Battleship you didn't choose in the previous mission
Dancougar
12 other units

Enemies:

Baronz (Jonathan)

Enemy Reinforcements:

Set 1: (after Jonathan escapes)

Layzner enemy x7
Improved Batta x4
Jovian battleship x2

Set 2: (when only 7 enemies remaining)

Layzner enemies x12
Layzner boss x4
Dancouger boss (Shapiro)x1
Battleship x2

Mission Objective:

Wait for reinforcements to arrive

Mission Failure:

Yuu Brain destroyed
Nelly Brain destroyed
Main character destroyed

Special Note:

Jonathan would escape after 3 turns, and leave some grandchers

for you to kill. Yuu brain would also be replaced by Nelly Brain.
Player reinforcements would arrive 2 turns after Jonathan escapes.

Shapiro retreats if you reduce its HP to critical.

Mission 29:

Pre-deployed Units:

Tuatha de Danaan
ARX-7 Arbalest
M9 Gernsback (Mao)
Mazinkaiser
Great Mazinger
Venus A

Player Reinforcements:

Set 1: (arrives on turn 3)

Nadesico Y-Unit
Archangel
7 other units

Set 2: (after defeating Gaulin)

Zeorymer

Set 3: (after the Great Mazinger is destroyed)

Million Alpha

Enemies:

Rk-92 x2
Zy98 x4
Metal Beast Skull x2
Metal Beast Twin Head x2

Enemy Reinforcements:

Set 1: (appears on enemy turn 2)

Zy98 (Saigo)
Zy98 x4
Metal Beast Twin Head x2
Metal Beast Skull x2
Metal Beast Dragon x2

Set 2: (appears on player phase 3)

Zy98 x4
Metal Beast Twin Head x2
Metal Beast Skull x2
Metal Beast Dragon x2
Behemoth x4
??? (Gaulin)

Set 3: (after defeating Gaulin)

Rose Cest La Vie

Set 4: (after defeating Rose Cest La Vie)

Baron Ashura

Metal Beast Chimera (twin head, skull, dragon combined)x4

Corrupted Venus A - you will fight it twice

Mission Objective:

Mission Failure:

Tuatha de Danaan destroyed

Mao, Sosuke, Koji, Tetsuya, Sayaka's units destroyed

Sosuke, Koji, Tetsuya, Sayaka's units destroyed

- after the event wherein Gaulin destroys Mao's Gernsback

Sosuke, Koji, Tetsuya's units destroyed

- after Venus A retreats

ARX-7 Arbalest or Mazinkaiser destroyed

- after the event wherein Baron Ashura destroys the Great Mazinger

Special Note:

Defeat Saido using Sosuke if you want the Bonta-kun later.

Player reinforcements would arrive on player phase 3, along with the 2nd set of enemy reinforcements. Damage Gaulin enough and an event would occur, resulting in Mao's Gernsback being destroyed.

After defeating Gaulin, Rose Cest La Vie and Zeorymer would appear. Damage it enough and it would fully restore its HP and EN. It would do this only once, so save your sp after it fully regenerates itself. Defeat Rose Cest La Vie using Zeorymer to get the Great Zeorymer later.

After defeating Rose Cest La Vie, Baron Ashura appears. She/he would attack Venus A and corrupt it, turning it against you. Defeat Venus A once, and it would resurrect with even more HP. In order to have an easier time against Baron Ashura, lure it out of the cave, so that it won't receive any defensive bonuses.

Damage Baron Ashura enough, and an event would occur wherein the Great Mazinger is destroyed, and the Million Alpha would appear and give Koji the Kaiser Scrander, giving the Mazinkaiser much needed movement as well as additional attacks. Koji proceeds to avenge Tetsuya by performing a cool looking sword attack. Unfortunately, it isn't enough to destroy Baron Ashura. To make matters even more annoying, after manually killing it once, it revives with 75% of its HP.

By now, most of your units are probably lacking in HP, EN and ammo, especially since the Venus A was destroyed. Fortunately, the Million Alpha

is a much needed repair and resupply unit.

After killing Baron Ashura for the second time, this mission is finally over.
Thankfully, you don't get to fight Dr. Hell this time.

Mission 30:

Pre-deployed Units:

Nadesico Y-Unit
Archangel
13 other units

Player Reinforcements: (after killing all the SEED enemies)

Tuatha de Danaan
ARX-7 Arbalest
Zeorymer

Neutral Units:

Tuatha de Danaan

Enemies:

DINN x9
GOOhN x6
ZnO x3
Vosgulov Class Submarine

Enemy Reinforcements:

Set 1: (appears after killing all the SEED enemies)

Dinodros of Earth
Baston of Mountain
Omzak of Thunder
Gaulin
Zy98 x10
Behemoth x3

Mission Objective:

Get a battleship to the designated area in 4 turns
- after defeating Gaulin

Mission Failure:

Tuatha de Danaan destroyed
Zeorymer destroyed

after defeating Gaulin:

Failed to make a battleship reach the designated area
in 4 turns
Any unit destroyed
Gaulin destroyed

Special Note:

The Great Mazinger has been fully repaired and upgraded after being destroyed by Baron Ashura in the previous mission. Its attacks are now more powerful, with the Atomic Punch being replaced by the more powerful Drill Pressure Punch, as well as an additional new attack. If you notice also, the color scheme of the Great Mazinger has changed from black to a bluish hue, so I'm thinking that the old Great Mazinger you have been using was the weaker, massed-produced Great Mazinger, and only after it was destroyed was it upgraded to the more powerful Great Mazinger. Venus A on the other hand is still being repaired, so Diana A along with Jun, would take over Sayaka and Venus A's support duties.

Load up all your units on your battleships and accelerate towards the Tuatha de Danaan ASAP. Even if some of your pilots already have the Accelerate spell, do it this way instead to save on SP.

After killing all the SEED units, Gaulin escapes from the Tuatha and tons of FMP units, along with Dinodros of Earth, Baston of Mountain and Omzak of Thunder from Zeorymer. Mountain, Earth and Thunder would escape if their hp is reduced to around 10%, so be sure to finish them off with a strong attack. Defeat them with Zeorymar if you want the great zeorymar later on. Kill Gaulin using Sosuke to get Bonta-kun later on.

For player reinforcements, you get the Tuatha back, along with the Arbalest And Zeorymer. If you decided to use Aestivalis OG frames for this mission due to the large area of water, be sure to change them back to Ground Combat or Artillery frames before engaging the FMP enemies.

Mountain, Earth and Thunder would fully restore their HP and EN if you killed them in the wrong order. Kill first Mountain, followed by Earth with Thunder last to avoid that from happening.

After defeating Gaulin, you would get only 4 turns to try to get any of Your battleship towards the designated area, so I suggest you leave Gaulin last to give you enough time to beat all 3 of the Zeorymer bosses. Also, after killing him, he resurrects with 10 HP left. Whatever you do, don't kill him, since it would just result into a game over. Instead, just accelerate your battleships towards the marked spot. Also, the Tuatha de Danaan is not considered as a battleship in this game.

Mission 31:

Pre-deployed Units:

Archangel
Nadesico Y-Unit
Tuatha de Danaan
Strike Gundam
13 other units

Enemies:

GINN x9
GOOhN x6
ZnO x3
Vosgulov Class Submarine

Enemy Reinforcements: (appears when there are only 9 units left)

BaCou (Rail Gun attachment) x6
BaCou (Missile attachment) x6
DINN x6
Aegis Gundam
Blitz Gundam
Duel Gundam Assault Shroud
Buster Gundam

Mission Objective:

Destroy the Aegis Gundam

Mission Failure:

Tuatha de Danaan destroyed
Strike Gundam destroyed

Special Note:

When the enemy reinforcements arrive, kill first all the other enemies
Before destroying the Aegis. After destroying the Aegis, a couple of events
would occur resulting in the death of Nicole.

There would be another route split after this mission, although it would be
Very short since it only contains 1 mission each. The unique units
Available in each choice are:

Don't go to North America	Go to North America
Gundam SEED	Nadesico and Aestivalis
Brain Powerd	Layzner
Combattler V	Tekkaman Blade
Voltes V	
Zeorymer	

The other units not mentioned are available on either route.

Mission 32: Don't go to North America

Pre-deployed Units:

Archangel
Main character
Zeorymer
13 other units

Enemies:

Zy98 x10
Behemoth x2

Dinodros of Earth
Baston of Mountain
Omzak of Thunder

Enemy Reinforcements:

Set 1: (appears after killing the 3 zeorymer bosses)

Zy98 x10
Behemoth x2
Hau Dragon / Great Zeorymer

Set 2: (appears after defeating the Hau Dragon/Great Zeorymer)

Banpresto Original type 1 x7
Banpresto Original type 2 x2
Banpresto Original type 3 x2
Banpresto Original boss

Mission Objective:

Destroy the 3 Zeorymer boss units
 defeat them to bring out the first batch of enemy reinforcements.
Destroy the Hau Dragon / Great Zeorymer
Defeat the Banpresto Original boss

Mission Failure:

Zeorymer destroyed

Special Note:

Before the mission starts, you're once again given the option to change Your main character's sub-pilot. If you stuck to only one of the 3 girls as Your sub-pilot up to this point and deployed your main character's unit in Every mission, you can get a second secret final attack for your upgraded mecha if you change sub-pilots now and stick to that girl for 18 missions.

Reserve the 3 boss units for last. Also, kill them again in the order of Mountain, Earth and Thunder to avoid their annoying regeneration effect. Kill them using Zeorymer if you want to get the great later on. If you Already forgot which boss is which element, the mountain is the one with missiles, the thunder is the only one that can fly, and earth is the one left which I haven't yet mentioned.

After killing the 3 remaining zeorymer elemental bosses, the final zeorymer boss would appear on the Hau Dragon. However, if you managed to fulfill the requirements for getting the Great Zeorymer up to this point, then she would appear on the Great Zeorymer instead. Regardless of whether she appears on the Hau Dragon or the Great Zeorymer, she fully restores her HP and EN after reducing her hp by half for the first time. As such, use hot-blooded attacks only after she recovers herself to avoid wasting SP. Defeat her using Zeorymer as the final requirement to get the Great Zeorymer later on.

After defeating the Hau Dragon / Great Zeorymer, a final batch of enemy reinforcements consisting of Banpresto originals would appear. Unfortunately, Zeorymer would leave the map after finishing off the final zeorymer boss.

Mission 33:

Pre-deployed Units:

Shining Gundam
Gundam Maxter
Gundam Rose
Dragon Gundam
Bolt Gundam

Enemies:

Devil Army x16

Enemy Reinforcements:

Set 1: (appears when only 8 enemy units remain)

Devil Army x16
Gundam Heaven's Sword
Grand Gundam

Set 2: (appears after defeating the first batch of reinforcements)

Death Army x8
Devil Gundam
Master Gundam

Set 3: (appears after defeating Devil Gundam)

Death Army x8
Grand Gundam
Gundam Heaven's Sword
Master Gundam - if you defeated him before defeating Devil Gundam

Mission Objective:

Defeat the Devil Army - before the Devil Gundam appears
Defeat Devil Gundam - when he appears
Defeat Master Gundam - after Domon receives the God Gundam

Mission Failure:

Any member of the Shuffle Alliance destroyed.

Special Note:

Your two forces would meet up after selecting this mission.

This mission is the one all G Gundam fans playing SRW J are waiting for. In this mission will the 4 other members of the Shuffle Alliance obtain Their Super Modes as well as Domon receiving the God Gundam. Also, for the first time in a SRW game for the GBA will the Maxter & Rose and the Bolt & Dragon have their Super Mode combination attack which they used in the show

Against Gundam Heaven Sword and Grand Gundam available for you to use.

The mission starts with Domon training to attain the Clear Mirror, Still Water skill in order to activate the Shining Gundam's Hyper Mode. The 4 other members of the Shuffle Alliance would then appear, followed shortly by a bunch of Devil Army grunts before Domon can fully master the Clear Water, Still Mirror skill.

Fortunately, Domon already starts out in Super Mode, and the 4 other Shuffle Alliance members have already gained access to their respective Super Modes. Land your 5 gundams on the ground where they have an A ranking and enjoy the mayhem your 5 units can do against 16 devil army grunts.

Player and enemy reinforcements would appear when there are only 8 enemy units remaining. After defeating the enemy reinforcements, Devil and Master Gundam would appear, and an event would occur resulting in Domon finally mastering the Clear Water, Still Mirror skill.

After defeating the Devil Gundam, another event would occur resulting in the Shining Gundam being trashed by Master Gundam, forcing Domon to transfer over to the more powerful God Gundam.

Mission 34:

Pre-deployed Units:

Nadesico Y-Unit
Archangel
Skygrasper 1
Aestivalis Ryoko
ARX-7 Arbalest / Bonta-kun
M9 Gernsback (Mao)

Enemies:

Ground type Batta x11

Enemy Reinforcements:

Set 1: (appears after killing all the Battas)

Radam beast type 1 x4
Radam beast type 2 x4
Radam beast type 3 x6
Tekkaman Evil
Tekkaman Sword
Tekkaman Axe
Tekkaman Lance

Mission Failure:

Tekkaman Blade destroyed
Tekkaman Rapier destroyed
Pegas destroyed

Special Note:

A tulip has crash landed on an apparently deserted island, and you have been sent to investigate, and if needed, to destroy it. Unfortunately, the island turns out to be owned by the world's leading manufacturer of barrier systems, and the owner's psychotic daughter lives on the island. The psycho daughter fell in love with Akito, and she wants to die together with him. She activates a barrier around the island, preventing anyone from interfering with her plans to kill Akito.

Due to the barrier on the island, your battleships can't go in to attack the Battas. Fortunately, your FMP crew are already on the island before the barrier was activated, since Mao and Tessa have decided to settle their bet on the island. For those of you wondering, their bet is that whoever losses in their AS fight must walk around the entire Tuatha de Danaan naked. Mao won the bet in the show, yet changed her mind and didn't let Tessa do the punishment for losing the bet.

To further help you out, Ryoko and Mwu are also on the island before the barrier was activated. Mwu would start out in SKYgrasper 1, even if you placed him inside another unit. Sosuke deploys inside Bonta-kun if you have fulfilled its requirements. 3 of your starting units have leadership aura, so make use of it.

After finishing of the Battas, Tekkamen would appear and attack Blade's sister. Fortunately, the barrier was destroyed by the Tekkamen, so you can now send reinforcements to help Blade and Miyuki out. It is advised not to separate Blade and Pegas, since a gameover would result if either of the two tekkaman or pegas is destroyed.

If you want save Miyuki later in the game, have Blade kill of Tekkaman Evil.

Mission 35:

Pre-deployed Units:

- Nadesico Y-Unit
- Archangel
- Skygrasper 1
- Strike Gundam
- Super Layzner / Layzner Mk-2
- 13 other units

Enemies:

- BaCou (Rail gun attachment) x4
- BaCou (Missile pod attachment) x5
- DINN x9
- Aegis Gundam
- Buster Gundam
- Duel Gundam Assault Shroud

Enemy Reinforcements:

Set 1: (appears after killing all the SEED units)

- Layzner enemy type 1 x10
- Layzner enemy type 2 x4
- Bloody Kaiser
- Layzner boss

Layzner boss
Layzner boss
Layzner boss

Mission Objective:

Destroy the Aegis Gundam
Destroy all enemies

Mission Failure:

Strike Gundam destroyed - up to before the enemy reinforcements appear
Super Layzner / Layzner Mk-2 destroyed

Special Note:

Toll will die while Kira would be temporarily unavailable after this mission. The Archangel would be severely damaged by the surprise attack from ZAFT, rendering it temporarily immobile. The Nadesico would stay behind with the Archangel to help with its repairs. The Nadesico can move after the enemy reinforcements arrive.

The Duel has been equipped with a beam coating, so use your beam sabers instead of beam rifles to bypass it. Dearka and the Buster will be captured after it defeat him. After destroying the Aegis, Kira and Athrun will engage in a one on one battle. Toll would interfere, resulting in his death. Afterwards, the Aegis would self-destruct taking the Strike with it.

Do not defeat Julia if you want to get her later on. If you didn't kill her, an event would occur wherein Julia would be shot down by one of the bosses you have earlier killed, and Eiji would retaliate by killing him once and for all. Eiji would then leave afterwards.

Mission 36:

Pre-deployed Units:

Nadesico Y-Unit
Aestivalis Akito
Tekkaman Blade
13 other units

Enemies:

Jovian Battlefortress
Jovian Battleship x3
Improved Batta x12
Tetsujin x2
Daimajin x2
Umiganger type enemy

Enemy Reinforcements:

Set 1: (appears after killing all the Jovian Lizards)

Radam Beast type 1 x12
Radam Beast type 2 x6

Tekkaman Axe
Tekkaman Lance

Special Note:

The Field Lancer attack is now available for your Aestivalis units. The Field Lancer can bypass the effects of a distortion field, which is helpful for fighting the five high hp Jovian super robots and three battleships.

After killing all the Jovian enemies, out pops the Tekkamen. Kill Axe using Blade if you want Blade's sister to survive and recruit later on.

There would be another route split after this mission. The units going on each path are:

Head for Alaska Head for the Jovian Peace Negotiation

Archangel	Nadesico
SEED units	Aestivalis units
Layzner	Full Metal Panic
Brain Powerd	Zeorymar
Combattler V	G Gundam
Voltes V	
G Gundam	

Mission 37: Alaska Route

Pre-deployed Units:

Archangel
Main character
14 other units

Player Reinforcements:

Freedom Gundam
Skygrasper 1

Enemies:

BaCou (Rail gun attachment) x2
BaCou (Missile pod attachment) x2
GINN x4
DINN x3
GINN Commander x2
GOOhN x2
ZnO x1

Enemy Reinforcements:

Set 1: (appears when only 7 enemy units are left)

BaCou (Rail gun attachment) x2
BaCou (Missile pod attachment) x2
GINN x4

DINN x3
GINN Commander x2
GOOhN x2
ZnO x1

Set 2: (appears after killing of the enemy and neutral reinforcements)

Duel Gundam Assault Shroud
BaCou (Rail gun attachment) x2
BaCou (Missile pod attachment) x2
DINN x4
DINN Commander x2
GINN x2
GINN Commander x2

Neutral Enemy: (appears when there are only 7 enemy units left)

Original type 1 x8

Original type 2 x2
Original type 3 x2
Original type 4 x2
Original boss

Mission Objectives:

Protect Alaska Base
- up to before the 2nd batch of ZAFT reinforcements arrive
Bring the Archangel to the designated area and escape.

Mission Failure:

Enemy unit reaches Alaska Base
Archangel destroyed - after the 2nd batch of ZAFT reinforcements arrived
The Archangel failed to reach the designated area within 4 turns
- after the 2nd batch of ZAFT reinforcements arrived

Special Note:

If you noticed, Natarle is no longer an available sub-pilot and co-captain for the Archangel. Also, Sai mysteriously is also no longer available as a sub-pilot for the Archangel.

No enemy unit is allowed to reach the Alaska Base, which is denoted by the Red squares which span the entire upper half of the map. In order to Successfully accomplish this mission, you should divide your forces into three teams: one defending the left side, one defending the right side, and a third one going after the underwater units. Since you don't have access to any aestivalis for this route, I suggest sending your Brains to go after the underwater ZAFT forces.

The proper use of combo and map attacks as well as blocking the movement of enemy forces are the keys to winning this mission, especially since the enemy AI tends to ignore your units and just rush towards the base.

After killing of the enemy and neutral enemy units, more ZAFT forces would appear. The Duel would then rush and attack the Archangel, only to be suddenly attacked by the Freedom piloted by Kira. Kira would proceed to show the Freedom Gundam's power by forcing the Duel to retreat.

After Mwu tells everyone that theres a bomb underneath the Alaska base That's set to go off, you now have a choice: either to bring the Archangel to the bottom edge of the map and escape, or to finish off all the remaining enemies. With the Freedom now on your side, I suggest you try to finish off as much of the enemy reinforcements before being forced to escape. Even better if you can manage to kill off all of the enemies to finish the stage.

Mission 38:

Pre-deployed Units:

Archangel
Nadesico Y-Unit
Main Character
Freedom Gundam
Strike Gundam (Mwu)
God Gundam
6 other units

Player Reinforcements:

Set 1: (appears on player phase two)

Buster Gundam

Set 2: (appears on player phase four)

Justice Gundam

Set 3: (appears on player phase seven)

Tekkaman Blade Blaster Mode
Sol Tekkaman 2
Blue Earth

Enemies:

Strike Dagger x9

Enemy Reinforcements:

Set 1: (appears on player phase two)

Nobel Gundam
Calamity Gundam
Forbidden Gundam
Raider Gundam
Strike Dagger x 18

Set 2: (appears player phase four)

Strike Dagger x9

Neutral Enemy: (appears when there are only 7 enemy units left)

Original type 1 x8

Original type 2 x2
Original type 3 x2
Original type 4 x2
Original boss
Original boss

Mission Failure:

God Gundam destroyed - only up to player phase two.
Freedom Gundam destroyed

Special Note:

ORB is being invaded for not siding with the Earth Forces' decision to destroy the PLANTS. As such, you are tasked to protect ORB from the invading Strike Daggers.

On player phase two, the first batch of enemy reinforcements would arrive in the north east. This first batch of enemy reinforcements consists of two groups: the the first group appears in the north east and includes the Forbidden, Calamity and Raider Gundams, while the second one would appear to the north, and includes the Nobel Gundam in Berserker Mode. If you want to recruit Allenby later on, just ignore and don't kill her in this stage.

The Calamity, Forbidden and Raider all possess Trans Phase Shift Armor, which is basically Phase Shift Armor with a lower energy activation cost. As such, the usual methods of bypassing Phase Shift applies for the Calamity and Raider. On the other hand, the Forbidden also packs a Beam Coating, so the only way of effective bypassing it's Phase Shift Armor is to use attacks that has a beam in its name but doesn't have the B marking, i.e, Mazinger's Koshiryoku Beam or the Freedom's Beam Saber.

Another batch of Strike Daggers would appear on player phase 4. Fortunately, Athrun arrives in the Justice to help out.

Killing either one of the trio results in the other two retreating, so its best to use a map attack to get all three at once. On a side note, I wonder if Shinn Asuka is on the ground right now, watching as Kira and Athrun fight the three Gundam pilots.

When there are only 7 enemies remaining, the neutral enemies would appear at the southwest. The green haired boss retreats if you lower its hp.

On player turn 7, Blade and his friends would arrive to give much needed help. Blade would enter Blaster Mode and attack the green haired boss, forcing it to retreat.

After killing the black haired boss, an event would occur resulting in your main character's mecha to be severely damaged.

You get Cagalli back as a pilot after this mission, so remember to place her back inside a mobile suit, preferably inside the Strike Rogue.

Mission 39:

Pre-deployed Units:

Archangel
Nadesico Y-Unit
Freedom Gundam
Justice Gundam
Strike Gundam
Buster Gundam
Sol Tekkaman 1
Dancougar
9 other units

Player Reinforcements:

Set 1: (appears on when only 8 enemy units remaining)

Main Character's upgraded mecha
Final Dancougar

Enemies:

Strike Dagger x15

Enemy Reinforcements:

Set 1: (appears when only 8 enemy units remaining)

Calamity Gundam
Forbidden Gundam
Raider Gundam
Strike Dagger x 15

Set 2: (appears player phase four)

Strike Dagger x9

Neutral Enemy: (appears when there are only 7 enemy units left)

Original type 1 x8
Original type 2 x2
Original type 3 x2
Original type 4 x2
Original boss
Original boss

Mission Failure:

Dancougar destroyed

Special Note:

Even after all your efforts in the previous mission, the destruction of ORB appears imminent. Your task now is to delay the enemy for as long as possible while the evacuation procedures are underway.

Due to the severe damage incurred by your mecha in the previous mission, they decided to upgrade it instead of just repairing it. This new, upgraded mecha also has the same Orgon Cloud system that the original type boss characters you had been fighting has, giving you the ability to Orgon Cloud

Jump as well as have an Orgon Barrier. You are given the option to rename your mecha before you sortie out.

Your new upgraded mecha has a secret attack depending on whose girl you decided to use as a sub-pilot for at least 18 missions. Unfortunately, it appears that you can earn only one secret attack per game, even if you managed to use each of the girls 18 times in one game. You have to finish the game at least 3 times to earn all of the final attacks, and you have to play the game again at least up to the point wherein you get your upgraded mecha to see all its secret final attacks.

Player and enemy reinforcements would arrive when only 7 enemy units are left. Your main character would arrive inside his/her new mecha, while the Black Wing-N would attach with Dancougar to become Final Dancougar.

The Raider, Calamity and Forbidden gundams won't retreat this time.

After killing all of them, more Strike Daggers would appear. Representative Atha, Cagalli's father would then order you to leave, since he will blow

up ORB to take down all the Strike Daggers.

Afterwards, Cagalli would acquire the SEED factor.

Mission 40:

Pre-deployed Units:

Archangel
Nadesico Y-Unit
Voltes V
14 other units

Enemies:

Beast Fighter Gardo x4
Beast Fighter Kanigan x4
Beast Fighter Namazungo x4
Beast Fighter Kagamikiri x4
Destroid x4
Skullrook

Enemy Reinforcements:

Set 1: (appears after destroying the Skullrook)

Beast Fighter Gardo x2
Beast Fighter Kanigan x2
Beast Fighter Namazungo x2
Beast Fighter Kagamikiri x2
Destroid x2
Skullrook
Shugogami Godol

Set 2: (appears when there are only 10 enemy units remaining)

Beast Fighter Gardo x2
Beast Fighter Kanigan x2

Beast Fighter Namazungo x2
Beast Fighter Kagamikiri x2
Destroid x2

Mission Objective:

Destroy the Skullrook of Bargan - destroy the skullrook to bring out
the enemy reinforcements

Mission Failure:

Voltes V destroyed

Special Note:

Domon and the rest of the Shuffle Alliance would leave the battlefield even
before the battle starts.

This stage is a standard Super Robot vs Super Robot battle, with no Real
Robot enemies, although the beast fighters sure do like to support
each other like crazy.

The destruction of the Skullrook results in Prince Heinel appearing aboard
the Boazanian God of War, along with more Voltes V enemies.

Do note that the Godol has around 70k HP along with an annoying 8 cell
range attack, so be careful while approaching it. The use of hot blood is
almost a necessity, especially if you don't want to lose too many
units against him. I also recommend that you lure it out of the castle, so
that it wont have access to HP and EN regen bonuses and waste damage done
by your hot blooded attacks. Also, do note that the enemy also gain exp
whenever they manage to successfully attack you or evade/defend against
your attack. If you drag your fight against Heinel for long, he would gain
a level and have access to his combo attack, so beware.

Mission 41:

Pre-deployed Units:

Nadesico Y-Unit
Archangel
God Gundam
Bolt Gundam
Dragon Gundam
Gundam Rose
Gundam Maxter
9 other units

Player Reinforcements: (appears when there are only 10 enemy units remaining)

Rising Gundam

Enemies:

Death Army x27
Grand Gundam
Gundam Heaven's Sword

Enemy Reinforcements:

Set 1: (appears when there are only 10 enemy units remaining)

Death Army x19
Grand Master Gundam x2
Master Gundam (Hyper Mode)
Devil Gundam
Nobel Gundam (Berserker Mode)

Mission Failure:

God Gundam destroyed

Special Note:

After taking care of the Boazanian threat once and for all, your main Forces have finally managed to catch up with the Shuffle Alliance.

You start of at the south east corner of the map and surrounded on 3 sides by the Death Army.

The Shuffle Alliance can pretty much handle the Death Army on their own if you gave them decent upgrades prior to this mission. Twenty seven enemy grunts are more than enough to bring all of your mobile fighters into Super/Hyper Mode, although I suggest to leave some for your other units.

Domon now has the Sekiha Tenkyoken attack, and as such, you can now do the Shuffle Alliance Doumeiken combination attack.

If you didn't destroy the Nobel Gundam previously, you can recruit Allenby By having Rain use the convince command on her.

Don't waste your spells yet on Devil Gundam, since an event would occur resulting in Devil Gundam fully restoring its HP once you reduce its HP by half.

Killing Master Asia once results in him reviving. He and Domon would then move away from the group and engage in a one on one duel to the death, with Domon of course winning. Too bad, but you don't get to use Master Asia in this game.

Mission 42:

Pre-deployed Units:

Nadesico Y-Unit
Archangel
Super Layzner/ Layzner Mk-2
Grimkaiser/Bloodykaiser (if you managed to get either one of them)
Final Dancougar
12 other units, 13 if you failed to acquire either Gale or Julia

Enemies:

Layzner Battleship x3
Layzner enemy type 1 x5
Layzner enemy type 3 x6

Layzner boss

Enemy Reinforcements:

Set 1: (appears after killing all enemy units)

Layzner grunts and bosses

Set 2: (appears after killing most of the enemy reinforcements)

Layzner grunts

Shapiro

Special Note:

Julia/Gale would also auto sortie in this mission if you managed to get either one of them. Otherwise, if you failed to get either one of them, you would receive instead an additional deployment slot.

Since this is a large map, you can split your forces in order to save time.

After killing all of the initial enemies, more Layzner grunts and bosses would appear on three of the four space stations.

After killing a couple more enemies, another batch of reinforcements would appear on the northwest space station.

Mission 43: DARKSIDE OF THE MOON

Pre-deployed Units:

Nadesico Y-Unit

Archangel

Main character

Tekkaman Blade

13 other units

Enemies:

Banpresto Originals

Enemy Reinforcements:

Set 1: (appears after killing all enemy units)

Radam Beast type 1 x12

Radam Beast type 2 x8

Tekkaman Sword

Tekkaman Evil Blaster Mode

Mission Failure:

Tekkaman Blade destroyed

Special Note:

Athrun would temporarily leave your group, since he headed towards the

PLANTS in an attempt to persuade his father to stop the war.

At the start of the mission, quite a bunch of enemy and neutral units are fighting one another.

After defeating all the enemies, Tekkaman Evil and Sword would appear, with Evil entering Blaster Mode himself.

After reducing evil's hp to 25%, an event would occur resulting to Miyuki's death. However, she will live if you managed to fulfill the requirements to get her.

There would be another route split after this mission. The unique units present in each route are:

Attack the remaining Tekkamen Go to the Peace Conference

Archangel	Nadesico Y-Unit
SEED Units	Aestivalis
Tekkaman Blade Units	SPT Layzner Units

Required to save Balzack Required to save Gai

Mission 44: Tekkaman Route

Pre-deployed Units:

Archangel
Eternal
Freedom Gundam
Justice Gundam
Buster Gundam
Strike Gundam
11 other units

Enemies:

Strike Dagger x10
Mobius x4
Earth Alliance Mobile Suit x4

Enemy Reinforcements:

Set 1: (appears after killing all enemy units)

Strike Dagger x15
Forbidden Gundam
Calamity Gundam
Raider Gundam
Dominion

Neutral Enemies:

GINN x6
GINN Commander x5
GINN Commander (La Kruze)
GINN (close combat model) x4
Duel Gundam Assault Shroud

ZAFT battleship

Mission Failure:

Kira, Mwu, Athrun, Dearka shot down - for player phase 1 only
Archangel destroyed
Eternal destroyed

Special Note:

A mission taken straight out of a consecutive series of Mobile Suit Gundam SEED episodes. La Kruze tells Kira and Mwu that Kira is a super coordinator. He also tells Mwu that he is related to him, for La Kruze is a clone of Mwu's father.

Do note that even though the Eternal is registered as LL size, it is not considered as a battleship, so you can't dock units inside it. Although, at the same time, it can also be considered as a battleship since it can't dock inside either the Nadesico or Archangel, which is weird, since Daitarn 3 and Shin Dragon are both LL sized units, but they can still dock inside a battleship in all the SRW series they appeared in.

Fortunately, it can however, act as a repair and resupply unit, although it can't move in this mission.

For those of you who haven't watched Gundam SEED, Natarle, who was the former co-captain of the Archangel, is now the captain of the black, enemy archangel class ship, the Dominion.

I suggest that you just stay near the abandoned PLANT and wait for the enemy to come near you, since enemy and neutral units would appear at the left and right side of the map later on.

The Dominion would retreat initially, but would reappear later on with the Calamity, Raider and Forbidden. Killing all three would make the Dominion retreat, while destroying the Dominion would result in the three retreating.

At player phase 2, La Kruze and Yzak would appear and then enter Mendel labs. Mwu would sense La Kruze's presence and chase after him, followed behind by Kira and Dearka.

After killing all the initial enemies, ZAFT and Earth Alliance forces would appear at your left and right. Kira, Mwu and Dearka would return, with Kira immediately entering SEED mode, although Mwu can't fight since he was wounded by La Kruze inside the Laboratory.

Mission 45: Tekkaman Route

Pre-deployed Units:

Archangel
Tekkaman Blade + Pegas
Soltekkaman 1
Soltekkaman 2
12 other units

Enemies:

Radam Mother x6
Radam Beast (Ground) x6
Radam Beast (Air) x4
Tekkaman Sword

Enemy Reinforcements:

Set 1: (appears after killing all enemy units)

Blaster Tekkaman Evil
Radam Mother x12

Set 2: (appears after killing all enemy units)

Tekkaman Omega
Radam Mother x12

Mission Objective:

Defeat Tekkaman Omega

Mission Failure:

Tekkaman Blade destroyed - until you killed Blaster Tekkaman Evil
Soltekkaman 1 destroyed - until Balzack is killed by Tekkaman Sword

Special Note:

Kill Sword using Soltekkaman 1 if you want to save Balzack and have Soltekkaman 1 after this mission.

After killing of sword, Tekkaman Evil shows up once again. Blade chases after him, and the corridor he just went true became filled filled up with Radams. Don't be after to use MAP weapons to quickly clear out the corridor and help Blade.

After killing of Blaster Tekkaman Evil, Tekkaman Omega would appear. He would be the last of the annoying Tekkamen bosses you would have to face.

The last batch of enemies won't move or attack unless you are within range, so take your time in fully repairing your units. Be sure to have saved enough SP to use hot blooded attacks against Omega, since 100k HP is going to take a while to whittle down without resorting to hot blood. Also, don't be fooled by Omega only having an S for its HP regen stat, since 10% of 100k is 10k, which requires you do deal more than 10k damage per turn if you want to have any chance of killing him.

Mission 46

Pre-deployed Units:

Archangel
Nadesico Y-Unit
Freedom Gundam (METEOR)
Justice Gundam (METEOR)
Buster Gundam

Strike Gundam
Main character
10 other units

Enemies:

Nuclear Missile x15
Strike Dagger x3
EAF unit x2

Enemy Reinforcements:

Set 1: (appears after killing all enemy units)

Dominion
Forbidden Gundam
Calamity Gundam
Raider Gundam
Mobius x10
Strike Dagger x6

Set 2: (appears after killing all enemy units)

Banpresto Originals

Neutral Unit:

ZAFT Battleship
GINN x6

Neutral Reinforcements: (arrives after killing all enemy units)

Duel Gundam Assault Shroud
GINN x6

Mission Objective:

Destroy all nukes before it reaches the PLANTS

Mission Failure:

A nuke reaches the PLANTS
A MOBIUS with a nuke reaches the PLANTS

Special Note:

You finally gain access to the METEOR unit for the Freedom and Justice, which helps a lot in this mission. The ZAFT forces here would ignore you, so just concentrate on destroying all the nukes. Make sure also that you get to destroy them in 1 attack, otherwise it would self destruct and deal huge amounts of damage and its a sure 100% hit. Not sure though if flash can make you dodge it. So, unless you can destroy the nuke in 1 hit, its best to destroy it out of range of its attack, which fortunately is only range 1.

Use of the Accelerate spell is necessary to catch up with the eastern most nukes.

Enemy reinforcements arrive at the north east of the map. Fortunately, Yzak arrives with a couple of GINNs to intercept them.

Destroying a Mobius from the enemy reinforcements results in it releasing a nuke.

All remaining ZAFT units would retreat once all enemy units are gone, just as a bunch of originals appear to take you on.

After this mission, there is another path branch. The unique units in each branch are:

Stay in Space	Return to Earth
Archangel	Nadesico Y-Unit
SEED units	Aestivalis units
SPT Layzner	Brain Powerd
Tekkaman Blade	
Mostly Real Robot enemies	Mostly Super Robot enemies

Mission 47: Earth

Pre-deployed Units:

- Nadesico Y-Unit
- Nelly Brain
- Hime Brain
- Kant Brain
- Nakki Brain
- Mazinkaiser
- 10 other units

Player Reinforcements: (appears after Yuu, Nakki and Kant reaches the designated squares)

- Hime Brain

Enemies:

- Grandcher x21

Enemy Reinforcements:

Set 1: (appears after Yuu, Nakki and Kant reaches the designated squares)

- Grandcher x17
- Grandcher (Shiela)
- Grandcher (Quincy)
- Baronz (Jonathan)

Neutral Unit: (appears after killing all initial enemy units.)

- Metal Beast Statue x6
- Metal Beast Songstress x6
- Metal Beast Dragon 2
- Metal Beast Parrot
- Metal Beast Death

Mission Objective:

Nelly, Kant and Nakki Brain must reach the designated
area within 4 turns
Defeat Quincy

Mission Failure:

Mazinkaiser destroyed - disappears later
Nelly, Hime, Kant, or Nakki Brain destroyed - disappears
after Hime returns
Nelly, Kant and Nakki Brain failed to reach the designated
area within 4 turns

Special Note:

Be sure that Yuu, Kant and Nakki haven't yet used up their turn before
killing the last grandcher, so that they can immediately start moving
towards the designated area once Hime leaves.

The neutral units are very annoying since most of their attacks have a
status effect. The hairy looking Metal Beast is especially annoying
since it has an attack that can drain the SP of your pilots if it manages
to hit your unit.

Defeating Quincy will result in the mission ending, so kill first all
the other units and leave her for last.

Mission 48: Earth

Pre-deployed Units:

Nadesico Y-Unit
Nelly Brain
Hime Brain

Mazinkaiser
12 other units

Player Reinforcements: (appears after Yuu, Nakki and Kant
reaches the designated squares)

Hime Brain

Enemies:

Grandcher x12
Baronz (Jonathan)

Enemy Reinforcements:

Set 1: (appears after defeating Jonathan)

Grandcher x19
Grandcher (Shiela)
Baronz (Quincy)

Set 2: (appears after defeating Quincy)

Baronz (Baron Maximillian)

Neutral Unit:

Metal Beast Statue x4
Metal Beast Songstress x4
Metal Beast Dragon 2
Metal Beast Parrot
Metal Beast Death
Ankoku Daishogun ship

Neutral Unit Reinforcement: (appears after defeating
Ankoku Daishogun's Budo)

Ankoku Daishogun

Mission Failure:

Mazinkaiser, Nelly Brain, Hime Brain destroyed (?)

Special Note:

This map is considered as space, so change your Aestivalis units into their OG or Lunar Frames if you plan to use them.

The Grandchers are here to protect Orphan, while Ankoku Daishogun is after Orphan to use it to conquer the world, as such, the Grandchers and Metal Beasts would also fight each other aside from fighting you. Use this to your advantage by allowing them to weaken each other first, especially against the metal beast with the SP drain attack.

I also suggest that you go after the neutral units first, in order to avoid all those annoying status attacks.

If you want, you can actually just stay away from Orphan and watch the two enemies kill each other, with you killing only all those units that decided to chase after you. Afterwards, you finish off the surviving enemy side. Its actually pretty funny watching Ankoku Daishogun with 80k HP fighting Baron Maximillian with 90K HP and guessing who will win in the end, although Baron Maximillian usually wins due to his Baronz' HP and EN regen, Chakra Barrier, Vital Jump and a long-ranged attack.

Mission 49:

Pre-deployed Units:

Nadesico Y-Unit
Archangel
Freedom Gundam (METEOR)
Justice Gundam (METEOR)
Duel Gundam Assault Shroud
Super Layzner/Layzner Mk-II
12 other units

Enemies:

Improved Batta x6
Jovian Battleship x2
Layzner enemy x2
Layzner enemy x4

Enemy Reinforcements:

Set 1: (appears after all initial units)

Tetsujin x2
Daimajin x2
Denjin x2
Layzner enemies x 6
Layzner boss x7
Jovian Battlefortress

Set 2: (appears after defeating Quincy)

Baronz (Baron Maximillian)

Friendly Neutral Units: (appears after defeating all initial units)

Daimajin
Denjin x2

Enemy Neutral Units: (appears after defeating all enemy units)

GINN x9
GINN Commander x2
GINN (Green) x1
ZAFT battleship x2
Providence Gundam

Mission Failure:

Kira shot down

Special Note:

Enemy reinforcements would appear after killing all the initial units.
3 Jovian Aces would appear inside the Tetsujin, Daimajin and Dejin as
neutral player reinforcements. They would leave once the Jovian Battlefortress
is destroyed, so leave it for last.

Yzak would leave once the ZAFT enemy units appear.

Mission 50:

Pre-deployed Units:

Nadesico Y-Unit
Archangel
Main character
14 other units

Enemies:

Banpresto Original x20
Banpresto Original boss

Enemy Reinforcements:

Set 1: (appears after first batch of enemies)

Banpresto Originals x18
Banpresto Boss

Mission Objectice:

Defeat the boss unit

Mission Failure:

Main character shot down

Special Note:

Killing the boss unit that appears in the player reinforcements results in all the remaining enemy units retreating, so its best that you leave the boss unit for last.

Mission 51:

Pre-deployed Units:

Nadesico Y-Unit
Archangel
Main character
14 other units

Enemies:

Banpresto Original x20
Banpresto Original boss

Enemy Reinforcements:

Set 1: (appears when only 9 enemy units remaining)

Banpresto Originals x25
Banpresto Boss
Banpresto Boss

Mission Objectice:

Defeat the two boss units within 10 turns

Mission Failure:

Main character shot down
Failed to defeat the two boss units in 10 turns

Special Note:

Your main character would deploy, after which, you are once again

asked if you want to change the sub-pilot for your main unit.

When only 9 enemy units are left, two boss units would appear and you have only 10 turns to finish them both. Unfortunately, more enemy units would appear to block your path.

FINAL MISSION

Pre-deployed Units:

Nadesico Y-Unit
Archangel
Main character
14 other units

Player Reinforcement: (appears after the boss fully regenerates)

Laft Kranz (Black)

Enemies:

Banpresto Original x31
Banpresto Original Final Boss

Enemy Reinforcements:

Set 1: (appears after killing the boss)

Final Boss Upgraded Mecha

Set 2: (appears after the boss fully regenerates)

Orgon Cloud Extractor x4
Banpresto Originals x18

Set 3: (appears everytime only 9 enemy units are left)

Banpresto Originals x12

Mission Objectice:

Defeat the final boss
Defeat the four Orgon Cloud Extractor

Mission Failure:

Main character shot down

Special Note:

You can't change your sub-pilot in the intermission menu. Your sub-pilot would automatically be changed when you start this mission. I think the sub-pilot you would use depends on who you initially picked at the start of the game, or maybe on who has a final attack for your upgraded unit. I'm pretty sure that its not based on who you picked to use in the previous mission, since I picked Tenia in the previous mission, yet I still deployed with Melua, with whom I have a final attack for G. Drakodeus.

After defeating the boss, he would transfer over to his final mecha. Don't waste your SP yet on him, since he would fully restore his HP once you reduce it to 50%. After fully recovering, 4 Orgon Cloud extractors would appear. He would continue to fully recover his HP every time you attack him, unless you manage to destroy first the four extractors.

Also, your former enemy would appear with his Laft Kranz to help you out.

=====
13. Tsume Super Robot
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== NOT YET AVAILABLE ==

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14. Challenges
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These challenges are not necessary to complete the game. These challenges are just that, challenges to give some variety to the game.

No Upgrade Challenge

- you can't upgrade anything in the game. Units that come pre-upgraded are okay.

No Optional Equipment Challenge

- you can't equip any optional parts on your pilots and robots.

True to the Show Challenge

- you only use/deploy units that appeared in the particular episode that the current mission is based on. You also can only attack the enemies belonging to the same show the unit you have selected belongs to (i.e. Nadesico units only attack Nadesico enemies).

Also, if according to their show that a particular unit must defeat a particular enemy using a particular attack, then you must recreate that scene.

Units belonging to other shows can't attack during that mission. You can however, use them for support defend and to trap enemies in place. You can also use them to repair and re-supply your units.

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15. Combination Attacks (Incomplete)
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Some units are capable of performing combination attacks with one another. These attacks are very powerful and require that the units performing this attack to be next to each other and fulfill the attack's requirements.

Attack Name : Buttercup Formation (Shoot)

Participants : Aestivalis Ryoko, Aestivalis Hikaru,
Aestivalis Izumi
Note : Available in the Ground, OG, Flyer, Luna (?)
and Artillery Frame

Attack Name : Triple Distortion Punch
Participants : Aestivalis Ryoko, Aestivalis Hikaru,
Aestivalis Izumi
Note : Available in the Ground, Flyer and OG frames

Attack Name : Double Gekigan Flare
Participants : Aestivalis Akito, Aestivalis Gai
Note : Available in the OG, Ground and Flyer frames

Attack Name : Twin Hi-MAT Attack
Participants : Freedom and Justice Gundam

Attack Name : Twin Hyper Beam Saber Slash
Participants : Freedom w/ METEOR and
Justice w/ METEOR

Attack Name : Double Mazinger Punch
Participants : Mazinger and Great Mazinger,
Mazinkaiser and Great Mazinger,
Mazinkaiser (KS) and Great Mazinger Kai

Attack Name : Double Mazinger Blade
Participants : Mazinkaiser and Great Mazinger,
Mazinkaiser (KS) and Great Mazinger Kai

Attack Name : Double Breast Burn
Participants : Mazinkaiser and Great Mazinger,
Mazinkaiser (KS) and Great Mazinger Kai

Attack Name : Chakra Extension
Participants : Any two Brain Powerd units.

Attack Name : Double God Finger
Participants : God Gundam and Nobel Gundam

Attack Name : Love Love Finger
Participants : God Gundam and Nobel Gundam

Attack Name : Love Love Tenkyo Ken
Participants : God Gundam and Rising Gundam

Attack Name : Shuffle Alliance Fist
Participants : God Gundam, Gundam Rose, Gundam Maxter,
Bolt Gundam, Dragon Gundam

Attack Name : ????
Participants : Dragon Gundam and Bolt Gundam

Attack Name : ????
Participants : Gundam Rose and Gundam Maxter

Attack Name : Super Electromagnetic Slash (version 1)
Participants : Voltes V and Combattler V

Attack Name : Super Electromagnetic Slash (version 2)
Participants : Voltes V and Combattler V

Attack Name : Uruz Team Attack
Participants : M9-Gernsback (Mao),
M9-Gernsback (Kruze) and
M9-Gernsback (Sosuke)/ARX7-Arbalest

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16. Secrets
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Main Character's Sub-pilot's stats and spells

Katia Grineal (Green)
Nickname: Katia

Stat Bonus:
+ 1 weapon range
+ 10 mobility

Spells:

Bless
Direct Hit
Sniping
Iron Wall
Perfect Dodge
Friendship

Festenia Muse (Red)
Nickname: Tenia

Stat Bonus:
+ 200 weapon power
+ 10% critical hit ratio

Spells:

Big Guts
Battle Will
Focus
Perfect hit
Disturbance
Encourage

Melua Melna Meia (Blue)
Nickname: Melua

Stat Bonus:
+ 300 armor
+ 1 movement range

Spells:

Cheer
Trust
Concentrate
Sacrifice

Move again

Resupply

Hidden Fourth Robot

- Finish the game using all 3 original robots

Gale (Julia not available)

- Use Eiji to convince Gale on Mission 3
- Use Eiji to convince Gale on Mission 4.
Choose to help Gale after defeating him.
- Choose to go with the Archangel. Let Eiji fight Gale on Mission 14. BOTH EIJI AND GALE MUST STAY ALIVE ON THAT MISSION!!!
- Convince Gale on Mission 19
- You will get Gale on Mission 39
- You can't get Gale if you want to get the Great Zeorymer

Julia (Gale not available)

- Convince Julia on Mission 19
- Don't kill Julia on Mission 27
- Don't kill Julia on Mission 35
- You will get Julia on Mission 39
- You can still get Julia even if you planned on getting the Great Zeorymer

IWSP

- On the first route split, choose to go with the Archangel
- On the third route split, choose to go with the Archangel
- If you did everything correctly, Mwu would deploy on the Strike Gundam IWSP instead of the Aile Strike on Mission 38

Balzack stays alive

- Choose to go with the Archangel on the fifth route split

Bonta-kun

- Let Sosuke defeat all Full Metal Panic! bosses.

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17. Frequently Asked Questions
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Q. Is Amuro in this game?

A. No. The only Gundam series in this SRW version are Mobile Suit Gundam SEED and Mobile Fighter G Gundam so, don't expect to find Amuro, Char, Camille, Judau, or any UC characters in this game.

Q. In mission 13, Nadesico route, I always get a game over after I kill Mazinkaiser.

A. In order to finish that mission, you must bring down Mazinkaiser's HP to 10% or below, not destroy it.

Q. Why can't I place units inside the Eternal?

A. Even though the Eternal is a battleship in the show, it isn't considered as a battleship in this game. As such, you can't place units inside the Eternal,

even though the Eternalitself can't be placed inside either the Nadesico or Archangel.

Q. Which is a better unit for Sosuke, Bonta-kun or the Arbalest?

A. Bonta-kun, being SS size, has a better inherent accuracy and dodge compared to the Arbalest. Unfortunately, since Bonta-kun is just a mascot costume, it suffers from lower stats compared to the Arbalest. You also can't perform the Uruz Strike while Sosuke is inside Bonta-kun. It also isn't equipped with either ECS or the Lambda Drive. On the plus side, Bonta-kun's attacks are probably next only to Boss Borot's in terms of making you laugh.

Q. Is the Great Zeorymer worth it to acquire?

A. If you can stand losing the chance to acquire 2 IWSP Striker Packs, Gai, Tsukomo, X-Aestivalis, Gale and the Layzner Mk-II, then the Great Zeorymer is well worth it. Although it loses its combo attack, it has instead access to all the final attacks of all the Zeorymer enemies you have defeated, from Kaze no Landstar, to the Hau Dragon.

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18. Credits
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Thanks to Johnny Godhand (aka Johnnyman), for his spell list guide.

Thanks to the GameFAQs message boards for some of the information present here.

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19. Contact Information
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You can't use this guide for commercial purposes. If you want to use this guide, please notify and ask for my consent first, and at least give credit to me.

You can e-mail me at hm_black_sarena@yahoo.com for any comments, questions, suggestions and contributions.

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20. Disclaimer
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