

Gotcha Force FAQ/Move List

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Gotcha Force Move List

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I don't care what anyone does with this so long as you give due credit.

This lists all attacks for each borg and their damages. Due to the somewhat odd nature of Gotcha Force's mechanics, these values are sometimes only a rough estimate. In cases where a move deals varied damage based on how it hits, I have given the highest damage value that I was able to produce, so all numbers are a best-case scenario. Most damage values were tested against a level 7 Neo G Red. Attacks that stagger Neo G before dealing their full damage or have trouble hitting him were tested against Blizzard Dragon, unless noted otherwise. A ~ in front of a damage value means that the damage dealt by that attack was particularly random.

All tests against shields were done with a Spike Knight. For moves with multiple hits, the damage shown is for the full combo. For projectiles, Recharge means that the move will regenerate ammo without having to use all of it first.

There are generally five varieties of melee moves. These are performed by pressing the button while standing, dashing on the ground, landing from a jump, being in the air, or dashing in the air. Any exceptions are listed as such.

Shot Types

To avoid repeat descriptions, some projectiles simply list a shot type.

Laser: Usually faster than other shots.

Large Shot: A large, quick projectile.

Round: The basic shot of most borgs. Varies greatly in size and speed.

Fireball: Faster than most forms of Round shots but slower than lasers.

Gun: Similar to Round shots but with a unique shape.

Shuriken: Very slow projectiles.

Missile: Explodes on contact.

Bomb: Projectiles dropped downward that explode on contact.

Blast Laser: Extremely fast and accurate laser that explodes on contact.

X Slash: A X-shaped projectile. Fairly slow.

Tank: Moves in a slight arc and knocks enemies over easily.

Movement Types

Borgs that jump normally have the amount of times they can jump before landing here. Otherwise, a special movement type is listed in their description.

Boost: The A button can be held for a certain length of time to dash or move upward.

Flying: Flying borgs hover in place. The A button lets them flap higher, while X makes them dive.

Air: These borgs are always in the air and moving forward. The A button makes them move faster.

Helicopter: Only two borgs have this. They are similar to Air borgs but can hover in place.

Dragon: Dragons move very slowly. They can flap higher with A, and pushing a direction will put them in a flying state.

Move Attributes

These are extra information added to a move's description.

CN: Shows that the move can be cancelled with another attack.

SB: These moves break through all shields with at least one hit in their combo.

MH: These moves hit continuously while in contact with an enemy.

WV: These moves produce a wave projectile along with the attack. This is included with the move's damage.

Borg List

Air [1AIR]

Orange Fighter
Blue Striker
Violet Attacker
Red Attacker
Eagle Jet
Victory Jet
Carrier Helicopter
Flying Saucer

Angel [2ANGEL]

Quick Valkrie
Slow Valkrie
Ice Valkrie

Tornado Valkrie
Wind Valkrie
Ring Valkrie

Bug [3BUG]

Roach
Alien Insect
Claw Worm
Alien Worm
Poison Worm
Venom Worm

Death Borg [4DEATH]

Death Borg Alpha
Death Borg Alpha II
Death Borg Beta
Death Borg Beta II
Death Borg Beta III
Death Borg Gamma
Death Borg Gamma II
Death Borg Delta
Death Borg Delta II
Death Borg Delta III
Death Borg Zeta
Death Borg Zeta II
Death Borg Zeta III
Death Borg Zeta IV
Death Borg Theta
Death Borg Iota
Death Borg Lambda
Death Borg Lambda II
Death Borg Sigma
Death Borg Sigma II
Death Borg Mu
Death Borg Nu
Death Borg Nu II
Death Borg Nu III
Death Borg Omicron
Death Borg Tau
Death Borg Chi
Death Borg Omega
Death Borg Omega II
Death Borg Omega III
Death Borg Omega IV
Death Eye
Death Bomb
Death ICBM

Demon [5DEMON]

Akuma Samurai
Demon Samurai
Demon Wing
Death Wing

Dragon [6DRAG]

Wing Dragon

Phoenix Dragon
Fire Dragon
Flame Dragon
Ice Dragon
Blizzard Dragon
Thunder Dragon
Plasma Dragon
Space Dragon
Cosmic Dragon
Machine Head
Death Head
Mechanical Dragon
Cyber Dragon
Machine Dragon
Cyber Death Dragon

Fortress [7FORT]

Beam Satellite
Death Saucer
Sirius
Death Arc
Antares

Girl [8GIRL]

Battle Girl
Kei
Wire Girl
Command Girl
Spinner Girl
Barrier Girl
Cyber Girl
Cyber Girl Super
Cyber Girl Hyper
Shadow Girl
Killer Girl

Gun [9GUN]

Revolver Gunman
Billy
Powered Guman
Wire Gunman
Time Bomber
Remote Bomber
Gatling Gunner
Beam Gunner

Hero [10HERO]

Jet Hero
Gold Hero
Metal Hero
Cyber Hero
Star Hero
Planet Hero

Idol [11IDOL]

Pop Honey

Knight [12KNIGHT]

Normal Knight
Sword Knight
Hatchet Knight
Axe Knight
Ghost Knight
Elemental Knight
Hammer Knight
Spike Knight
Chainsaw Knight
Vampire Knight
Vlad
Sapphire Knight
Ruby Knight
Imperial Knight
Dark Knight

Knuckle [13KNUC]

Kung-Fu Master
Tao Master
Jelly Diver
Jack
Tar Diver
Copy Man
Walking Bomb

Machine (small) [14SMACH]

G Red
Neo G Red
G Black
Claw Robot
Isaac
Build Robot
Army Robot
Thunder Robot
Magnet Robot (+)
Magnet Robot (-)
Megaton Robot
Drill Robot
Hammer Robot

Machine (large) [15LMACH]

Proto Panther
Panther Robot
Proto Titan
Titan Robot
Proto Eagle
Eagle Robot
Proto Red
Machine Red
Proto Blue
Machine Blue
Proto Mars
Cyber Mars

Proto Atlas
Cyber Atlas
Proto King
Victory Duke
Victory Baron
Victory King
Cyber Machine Seiryu
Cyber Machine Genbu
Cyber Machine Byakko
Cyber Machine Suzaku

Musha [16MUSHA]

Normal Samurai
Musashi
Sonic Samurai
Beam Samurai
Chrono Samurai
Samurai Shogun

Ninja [17NINJA]

Normal Ninja
Sasuke
Double Ninja
Shuriken Ninja
Arrow Ninja
Shijima
Acceleration Ninja
Teleport Ninja
Flame Ninja
Switching Ninja
Cyber Ninja

Nurse [18NURSE]

Angel Nurse
Nao
Angel Rescue

Tank [19TANK]

Normal Tank
Leopard
Gatling Tank
Titan Tank
Beam Tank
Victory Tank
Victory Machine
ICBM Tank
Panther Vehicle
Ultimate Cannon

Wing [20WING]

Wing Soldier
Beam Wing Blue
Beam Wing Red
Blade Wing
Anubis Wing

Garuda

Wizard [21WIZ]

Guard Witch

Shield Witch

Patra Witch

Isis Witch

Bastet Witch

Sekhmet Witch

Bug Witch

Air [1AIR]

Orange Fighter

Cost: 200

HP: 150

Jump: Air

Extra Info: None

B Shot

Shot Type: Round

Damage: 8

Ammo: 40

Recharge: No

B Charge

Shot Type: Large Laser

Damage: 52

X Shot

Shot Type: Shockwave Bomb

Damage: 49

Ammo: 2

Recharge: No

Blue Striker

Cost: 200

HP: 150

Jump: Air

Extra Info: None

B Shot

Shot Type: Round

Damage: 8

Ammo: 40

Recharge: No

B Charge

Shot Type: Large Laser
Damage: 52

X Shot

Shot Type: Missile
Damage: 49
Ammo: 4
Recharge: No

Violet Attacker

Cost: 290
HP: 150
Jump: Air
Extra Info: None

B Shot

Shot Type: Round
Damage: 8
Ammo: 40
Recharge: No

X Shot

Shot Type: Bomb
Damage: 102
Ammo: 1
Recharge: Yes

Red Attacker

Cost: 290
HP: 150
Jump: Air
Extra Info: None

B Shot

Shot Type: Shockwave Bomb
Damage: 49
Ammo: 2
Recharge: No

X Shot

Shot Type: Bomb
Damage: 102
Ammo: 1
Recharge: Yes

Eagle Jet

Cost: 380

HP: 250

Jump: Air

Extra Info: None

B Shot

Shot Type: Laser

Damage: 34

Ammo: 5

Recharge: No

B Melee

Damage: 44

Attributes: None

Description: Eagle Jet activates two laser blades on the front. The attack must be aimed, as this does not affect Eagle Jet's movement.

Victory Jet

Cost: 380

HP: 300

Jump: Air

Extra Info: None

B Shot

Shot Type: Machine Gun

Damage: 49

Ammo: 10

Recharge: No

X Shot

Damage: 31

Ammo: 3

Recharge: No

Description: Drops a series of small bombs.

Carrier Helicopter

Cost: 390

HP: 200

Jump: Helicopter

Extra Info: None

B Shot

Shot Type: Round

Damage: 16

Ammo: 40

Recharge: No

Description: Two shots are fired with each button press. Up to 20 can be fired by holding the button.

X Shot

Shot Type: Missile

Damage: 63

Ammo: 1

X Charge

Description: Carrier Helicopter fires its claw at the enemy, pulling it towards itself. The enemy borg can be lifted into the air and moved around, or attacked with B shots. This move does not deal damage.

Flying Saucer

Cost: 600

HP: 250

Jump: Helicopter

Extra Info: None

B Shot

Damage: 16

Ammo: 10

Recharge: No

Description: Fires two shots similar to a Large Shot but smaller.

X Shot

Damage: 78

Ammo: 1

Description: Fires a laser across the ground that creates a shockwave where it hits.

Angel [2ANGEL]

Quick Valkrie

Cost: 230

HP: 120

Jump: Flying

Extra Info: None

B Shot

Shot Type: Round

Damage: 19

Ammo: 10

Recharge: No

Description: 5 shots are fired per button press. Damage given is for all five.

B Charge

Description: Fires a shot that greatly increases the move and attack speed of the target.

B Attacks

Hovering

Damage: 51

Attributes: None

Description: 3-hit staff combo.

Dashing

Damage: 51

Attributes: None

Description: Same as Hovering.

Diving

Damage: 32

Attributes: SB MH

Description: Dives while holding the staff forward.

Slow Valkrie

Cost: 350

HP: 120

Jump: Flying

Extra Info: None

B Shot

Shot Type: Round

Damage: 19

Ammo: 10

Recharge: No

Description: 5 shots are fired per button press. Damage given is for all five.

B Charge

Description: Fires a shot that greatly decreases the move and attack speed of the target.

B Attacks

Hovering

Damage: 51
Attributes: None
Description: 3-hit staff combo.

Dashing

Damage: 51
Attributes: None
Description: Same as Hovering.

Diving

Damage: 32
Attributes: SB MH
Description: Dives while holding the staff forward.

Ice Valkrie

Cost: 240
HP: 120
Jump: Flying
Extra Info: None

B Shot

Shot Type: Round
Damage: 19
Ammo: 10
Recharge: No
Description: 5 shots are fired per button press. Damage given is for all five.

B Charge

Description: Creates a small platform that instantly raises the target up to a set height, which is about halfway to the ceiling in most stages. The platform breaks after a few seconds.

B Attacks

Hovering

Damage: 51
Attributes: None
Description: 3-hit staff combo.

Dashing

Damage: 51
Attributes: None
Description: Same as Hovering.

Diving

Damage: 32
Attributes: SB MH

Description: Dives while holding the staff forward.

Tornado Valkrie

Cost: 200

HP: 130

Jump: Flying

Extra Info: None

B Shot

Shot Type: Round

Damage: 19

Ammo: 10

Recharge: No

Description: 5 shots are fired per button press. Damage given is for all five.

B Charge

Damage: 17

Description: Fires a tornado that tosses the target all the way up to the ceiling.

B Attacks

Hovering

Damage: 51

Attributes: None

Description: 3-hit staff combo.

Dashing

Damage: 51

Attributes: None

Description: Same as Hovering.

Diving

Damage: 32

Attributes: SB MH

Description: Dives while holding the staff forward.

Wind Valkrie

Cost: 200

HP: 130

Jump: Flying

Extra Info: None

B Shot

Shot Type: Round

Damage: 19

Ammo: 10

Recharge: No

Description: 5 shots are fired per button press. Damage given is for all five.

B Charge

Damage: 17

Description: Creates a cone of wind in front of Wind Valkrie that pushes enemies away. Repeatedly pressing the B button will keep this going indefinitely.

B Attacks

Hovering

Damage: 51

Attributes: None

Description: 3-hit staff combo.

Dashing

Damage: 51

Attributes: None

Description: Same as Hovering.

Diving

Damage: 32

Attributes: SB MH

Description: Dives while holding the staff forward.

Ring Valkrie

Cost: 280

HP: 180

Jump: Flying

Extra Info: None

B Shot

Damage: 19

Ammo: 1

Description: Shots appear as spiked rings. 5 shots are fired per button press. Damage given is for all five.

B Charge

Damage: 8

Description: Creates a ring of projectiles around Ring Valkrie. These spin in a circle, moving outward until they vanish.

B Attacks

Hovering

Damage: 60
Attributes: None
Description: 3-hit sword combo.

Dashing

Damage: 60
Attributes: None
Description: Same as Hovering.

Diving

Damage: 43
Attributes: SB MH
Description: Dives while holding the sword forward.

Bug [3BUG]

Roach

Cost: 30
HP: 60
Jump:
Extra Info: None

B Shot

Damage: 20
Ammo: 1
Recharge: Special
Description: The Roach drops bombs behind it, and can only drop one at a time. They explode after a few seconds have passed or when an enemy is near them. Another bomb can be dropped as soon as the previous one explodes.

Alien Insect

Cost: 350
HP: 200
Jump: 4
Extra Info: Holding A after a jump will allow Alien Insect to hover. He will still be moving downward, but at a greatly reduced speed. You can move around with the stick and fire with B in this state, but dashing or pressing X will make him start to fall again.

B Shot

Damage: 36
Ammo: 2
Recharge: Yes
Description: Fires small insects that explode on contact.

B Melee

Normal Ground

Damage: 90

Attributes: CN WV

Description: 3-hit sword combo.

Ground Dash

Damage: 49

Attributes: CN WV

Description: Forward stab.

Landing

Damage: 43

Attributes: CN WV

Description: Upward sword swing.

Normal Air

Damage: 34

Attributes: CN WV

Description: Single slash.

Air Dash

Damage: 34

Attributes: CN WV

Description: Same as Normal Air.

X Attack

Description: Fires a sphere of energy that reduces the damage of shots passing through it. Alien Insect jumps backward when using this, and can cancel part of the animations of its melee attacks by doing so.

Claw Worm

Cost: 390

HP: 150

Jump: Boost

Extra Info: None

B Shot

Damage: 16

Ammo: 5

Description: When fired, web will travel outward while rotating toward the enemy, and will vanish after dealing damage. If it connects with an object, it will remain in place for a few seconds. Strands will recharge the moment they vanish.

B Melee

Normal Ground

Damage: 17

Attributes: None

Description: Forward lunge.

Ground Dash

Damage: 17

Attributes: None

Description: Same as Normal Ground.

Landing

Damage: 17

Attributes:

Description: Same as Normal Ground.

Normal Air

Damage: 41

Attributes: SB MH

Description: Forward dive with the claws.

Air Dash

Damage: 41

Attributes: SB MH

Description: Same as Normal Air.

X Attack

Damage: 10

Ammo: 5

Description: Pressing X once will place a web node. Pressing it again will place another, activating the web strand between them. The strand will not deal damage until it has been released. Strands will recharge the moment they vanish.

Alien Worm

Cost: 600

HP: 300

Jump: Boost

Extra Info: None

B Shot

Damage: 16

Ammo: 5

Description: When fired, web will travel outward while rotating toward the enemy, and will vanish after dealing damage. If it connects with an object, it will remain in place for a few seconds. Strands will recharge the moment they vanish.

B Melee

Normal Ground

Damage: 35

Attributes: None

Description: Forward lunge.

Ground Dash

Damage: 35

Attributes: None

Description: Same as Normal Ground.

Landing

Damage: 35

Attributes:

Description: Same as Normal Ground.

Normal Air

Damage: 85

Attributes: SB MH

Description: Forward dive with the claws.

Air Dash

Damage: 85

Attributes: SB MH

Description: Same as Normal Air.

X Attack

Damage: 10

Ammo: 5

Description: Pressing X once will place a web node. Pressing it again will place another, activating the web strand between them. The strand will not deal damage until it has been released. Strands will recharge the moment they vanish.

Poison Worm

Cost: 300

HP: 150

Jump: Boost

Extra Info: All B attacks deal 20 poison damage over time. The second damage value includes this.

B Shot

Shot Type: Poison Shot

Damage: 13 (33)

Ammo: 5

Recharge: No

B Melee

Normal Ground

Damage: 17 (37)

Attributes: None

Description: Forward lunge.

Ground Dash

Damage: 17 (37)

Attributes: None

Description: Same as Normal Ground.

Landing

Damage: 17 (37)

Attributes:

Description: Same as Normal Ground.

Normal Air

Damage: 41 (61)

Attributes: SB MH

Description: Forward dive with the claws.

Air Dash

Damage: 41 (61)

Attributes: SB MH

Description: Same as Normal Air.

X Attack

Damage: 33

Ammo: 5

Recharge: No

Description: Places a ball of poison. Any enemy coming into contact with this will take 33 damage over time.

Venom Worm

Cost: 500

HP: 300

Jump: Boost

Extra Info: All B attacks deal 20 poison damage over time. The second damage value includes this.

B Shot

Shot Type: Venom Shot

Damage: 26 (46)

Ammo: 5

Recharge: No

B Melee

Normal Ground

Damage: 35 (55)

Attributes: None

Description: Forward lunge.

Ground Dash

Damage: 35 (55)

Attributes: None

Description: Same as Normal Ground.

Landing

Damage: 35 (55)

Attributes:

Description: Same as Normal Ground.

Normal Air

Damage: 85 (105)

Attributes: SB MH

Description: Forward dive with the claws.

Air Dash

Damage: 85 (105)

Attributes: SB MH

Description: Same as Normal Air.

X Attack

Damage: 46

Ammo: 5

Recharge: No

Description: Places a ball of poison. Any enemy coming into contact with this will take 46 damage over time.

Death Borg [4DEATH]

Death Borg Alpha

Cost: 80

HP: 50

Jump: 3

Extra Info: None

B Shot

Shot Type: Shuriken

Damage: 3
Ammo: 10
Recharge: No

B Melee

Normal Ground

Damage: 42
Attributes:
Description: 2-hit combo.

Ground Dash

Damage: 42
Attributes: None
Description: Same as Normal Ground.

Landing

Damage: 42
Attributes: None
Description: Same as Normal Ground.

Normal Air

Damage: 23
Attributes: None
Description: Single slash.

Air Dash

Damage: 23
Attributes: None
Description: Same as Normal Air.

Special

Damage: 78
Attributes: SB MH
Description: If Alpha is directly above the enemy, pressing B will cause him to drop straight down with the sword.

Death Borg Alpha II

Cost: 110
HP: 60
Jump: 3
Extra Info: Death Borgs with a Death Eye for a head and that have a single Death Eye hovering next to them fire an additional shot on their projectile attacks. If such a borg reaches level 10, it gains a second Death Eye.

B Shot

Shot Type: Shuriken

Damage: 3

Ammo: 10

Recharge: No

B Melee

Normal Ground

Damage: 42

Attributes:

Description: 2-hit combo.

Ground Dash

Damage: 42

Attributes: None

Description: Same as Normal Ground.

Landing

Damage: 42

Attributes: None

Description: Same as Normal Ground.

Normal Air

Damage: 23

Attributes: None

Description: Single slash.

Air Dash

Damage: 23

Attributes: None

Description: Same as Normal Air.

X Shot

Damage: 15

Ammo: 5

Recharge: No

Description: Throws an explosive projectile in an arc.

Special

Damage: 78

Attributes: SB MH

Description: If Alpha is directly above the enemy, pressing B will cause him to drop straight down with the sword.

Death Borg Beta

Cost: 90

HP: 50

Jump: 3

Extra Info: None

B Melee

Normal Ground

Damage: 29

Attributes: None

Description: 4-hit combo.

Ground Dash

Damage: 27

Attributes: None

Description: Punch followed by a forward kick.

Landing

Damage: 81*

Attributes: SB MH

Description: Beta does a quick series of 9 kicks with his upper body low to the ground (like the Russian dance move) while moving forward. This cannot be cancelled, and every kick must be performed once started. This move forces a borg into its invincible state very easily, so the full damage could not be tested against Neo G. In fact, only the largest borgs can take all of it without staggering. In most situations, the damage will be somewhere between 30 and 50.

Normal Air

Damage: 7

Attributes: None

Description: Kicks in the direction of the enemy.

Air Dash

Damage: 35

Attributes: None

Description: Quick series of punches.

X Attack

Damage: 6

Attributes: None

Description: Beta does a pelvic thrust.

*Damage tested against Death Arc.

Death Borg Beta II

Cost: 100

HP: 50

Jump: 3

Extra Info: None

B Shot

Shot Type: Gun
Damage: 7
Ammo: 5
Recharge: No

X Shot

Shot Type: Tank
Damage: 27
Ammo: 1
Recharge: Yes

Death Borg Beta III

Cost: 120
HP: 50
Jump: 3
Extra Info: None

B Attack

Damage: 42
Attributes: None
Description: Beta III fires his claws at the enemy.

Death Borg Gamma

Cost: 90
HP: 80
Jump: 3
Extra Info: None

B Melee

Normal Ground

Damage: 34
Attributes: None
Description: 3-hit sword combo.

Ground Dash

Damage: 34
Attributes: None
Description: Same as Normal Ground.

Landing

Damage: 34
Attributes: None
Description: Same as Normal Ground.

Normal Air

Damage: 7

Attributes: None

Description: Horizontal sword strike.

Air Dash

Damage: 7

Attributes: None

Description: Same as Normal Air.

Death Borg Gamma II

Cost: 110

HP: 80

Jump: 3

Extra Info: None

B Melee

Normal Ground

Damage: 34

Attributes: None

Description: 3-hit sword combo.

Ground Dash

Damage: 23

Attributes: None

Description: Forward stab.

Landing

Damage: 15

Attributes: None

Description: Upward sword strike.

Normal Air

Damage: 7

Attributes: None

Description: Horizontal sword strike.

Air Dash

Damage: 7

Attributes: None

Description: Same as Normal Air.

X Attack

Damage: 15

Attributes: None

Description: The Death Eye is thrown forward a long distance. It can be blocked, but it is extremely difficult to do so without taking at least some of the damage.

Death Borg Delta

Cost: 80

HP: 50

Jump: Boost

Extra Info: None

B Melee

Normal Ground

Damage: 26

Attributes: None

Description: 3-hit combo.

Ground Dash

Damage: 11

Attributes: SB

Description: Sliding kick.

Landing

Damage: 11

Attributes: SB

Description: Same as Ground Dash.

Normal Air

Damage: 7

Attributes: None

Description: Flip kick.

Air Dash

Damage: 7

Attributes: None

Description: Downward punch.

084. Death Borg Delta II

Cost: 100

HP: 50

Jump: Boost

Extra Info: None

B Shot

Shot Type: Gun

Damage: 18

Ammo: 6

Recharge: No

Description: 3 shots are fired per button press. Damage given is

for all three.

X Shot

Shot Type: Large Shot

Damage: 23

Ammo: 1

Recharge: Yes

Death Borg Delta III

Cost: 100

HP: 50

Jump: Boost

Extra Info: None

B Attacks

Normal Ground

Damage: 34

Attributes: SB

Description: 3-hit combo.

Ground Dash

Damage: 32, 32

Attributes: SB

Description: Lunges forward with the Death Eye, then kicks. I was not able to hit Neo G with both attacks at once without causing knockback, so the damages for both hits are listed separately.

Landing

Damage: 11

Attributes: None

Description: Sliding kick.

Normal Air

Damage: 14

Attributes: SB

Description: Forward swipe with the Death Eye. This moves her down slightly, and can easily lead into the Landing attack.

Air Dash

Damage: 16

Attributes: SB

Description: Lunges forward with the Death Eye.

X Attack

Damage: 32

Attributes: None

Description: The Death Eye is thrown forward a long distance. It can be blocked, but it is extremely difficult to do so without taking at least some of the damage.

Death Borg Zeta

Cost: 100
HP: 50
Jump: 3
Extra Info: None.

B Attacks

Normal Ground

Damage: 41
Attributes: CN
Description: 4-hit combo.

Ground Dash

Damage: 13
Attributes: CN SB
Description: 2-hit combo.

Landing

Damage: 15
Attributes: CN
Description: Low slash.

Normal Air

Damage: 27
Attributes: CN
Description: 2-hit combo.

Air Dash

Damage: 27
Attributes: CN
Description: Same as Normal Air.

X Attack

Damage: 57
Attributes: SB MH
Description: Spinning attack. The button must be pressed repeatedly for the full effect.

Death Borg Zeta II

Cost: 140
HP: 50

Jump: 3

Extra Info: Death Borgs with a Death Eye for a head and that have a single Death Eye hovering next to them fire an additional shot on their projectile attacks. If such a borg reaches level 10, it gains a second Death Eye.

B Shot

Shot Type: X-Slash

Damage: 27

Ammo: 1

Recharge: Yes

B Attacks

Normal Ground

Damage: 41

Attributes: CN

Description: 4-hit combo.

Ground Dash

Damage: 13

Attributes: CN SB

Description: 2-hit combo.

Landing

Damage: 15

Attributes: CN

Description: Low slash.

Normal Air

Damage: 27

Attributes: CN

Description: 2-hit combo.

Air Dash

Damage: 27

Attributes: CN

Description: Same as Normal Air.

X Attack

Damage: 57

Attributes: SB MH

Description: Spinning attack. The button must be pressed repeatedly for the full effect.

Death Borg Zeta III

Cost: 160

HP: 60
Jump: 3
Extra Info: None.

B Shot

Damage: 13
Description: Sends both death eyes toward the enemy. cannot be used again until they return.

B Attacks

Normal Ground

Damage: 34
Attributes: CN SB
Description: 3-hit combo.

Ground Dash

Damage: 15
Attributes: CN SB
Description: Jumping slash.

Landing

Damage: 15
Attributes: CN
Description: Low slash.

Normal Air

Damage: 27
Attributes: CN SB
Description: 2-hit combo.

Air Dash

Damage: 27
Attributes: CN SB
Description: Same as Normal Air.

X Attack

Damage: 74
Attributes: None
Description: Attacks with multiple sword swings while moving forward. The button must be pressed repeatedly for the full effect.

Death Borg Zeta IV

Cost: 150
HP: 60
Jump: 3
Extra Info: None.

B Shot

Shot Type: Laser

Damage: 14

Ammo: 5

Recharge: Yes

Description: Zeta IV and both Death Eyes each fire one laser. Damage given is for all three.

B Attacks

Normal Ground

Damage: 34

Attributes: CN SB

Description: 3-hit combo.

Ground Dash

Damage: 15

Attributes: CN SB

Description: Jumping slash.

Landing

Damage: 15

Attributes: CN

Description: Low slash.

Normal Air

Damage: 27

Attributes: CN SB

Description: 2-hit combo.

Air Dash

Damage: 27

Attributes: CN SB

Description: Same as Normal Air.

X Attack

Damage: 74

Attributes: None

Description: Attacks with multiple sword swings while moving forward. The button must be pressed repeatedly for the full effect.

Death Borg Theta

Cost: 100

HP: 50

Jump: 3

Extra Info: None.

B Shot

Shot Type: Round

Damage: 7

Ammo: 5

Recharge: No

B Attacks

Normal Ground

Damage: 13

Attributes: CN

Description: 2-hit combo.

Ground Dash

Damage: 13

Attributes: CN SB

Description: Spinning attack.

Landing

Damage: 13

Attributes: CN

Description: Same as Normal Ground.

Normal Air

Damage: 3

Attributes: CN

Description: Theta flips and hits once.

Air Dash

Damage: 3

Attributes: CN

Description: Same as Normal Air.

X Attack

Description: Dashes toward a borg and heals it for 37 HP.

Death Borg Iota

Cost: 190

HP: 70

Jump: 3

Extra Info: None

B Melee

Damage: 3

Ammo: 100

Recharge: No

Description: When the button is held, the move functions as a flamethrower.

Death Borg Lambda

Cost: 100

HP: 50

Jump: Flying

Extra Info: None

B Shot

Shot Type: Round

Damage: 15

Ammo: 5

Recharge: Yes

Description: 5 shots are fired per button press. Damage given is for all five.

B Attacks

Hovering

Damage: 26

Attributes: None

Description: 3-hit staff combo.

Dashing

Damage: 26

Attributes: None

Description: Same as Hovering.

Diving

Damage: 19

Attributes: SB MH

Description: Dives while holding the staff forward.

Death Borg Lambda II

Cost: 150

HP: 50

Jump: Flying

Extra Info: Death Borgs with a Death Eye for a head and that have a single Death Eye hovering next to them fire an additional shot on their projectile attacks. If such a borg reaches level 10, it gains a second Death Eye.

B Shot

Shot Type: Round

Damage: 26

Ammo: 5

Recharge: Yes

Description: 5 shots are fired per button press. Damage given is for all five.

B Attacks

Hovering

Damage: 26

Attributes: None

Description: 3-hit staff combo.

Dashing

Damage: 26

Attributes: None

Description: Same as Hovering.

Diving

Damage: 19

Attributes: SB MH

Description: Dives while holding the staff forward.

Death Borg Sigma

Cost: 100

HP: 50

Jump: Boost

Extra Info: None

B Shot

Shot Type: Laser

Damage: 7

Ammo: 3

Recharge: No

B Attacks

Hovering

Damage: 27

Attributes: None

Description: 2-hit sword combo.

Dashing

Damage: 34

Attributes: None

Description: 3-hit sword combo.

Diving

Damage: 23
Attributes: None
Description: Spinning sword attack.

Death Borg Sigma II

Cost: 180
HP: 50
Jump: Boost
Extra Info: Death Borgs with a Death Eye for a head and that have a single Death Eye hovering next to them fire an additional shot on their projectile attacks. If such a borg reaches level 10, it gains a second Death Eye.

B Shot

Shot Type: Laser
Damage: 14
Ammo: 3
Recharge: No

B Attacks

Hovering

Damage: 27
Attributes: None
Description: 2-hit sword combo.

Dashing

Damage: 34
Attributes: None
Description: 3-hit sword combo.

Diving

Damage: 23
Attributes: None
Description: Spinning sword attack.

Death Borg Mu

Cost: 60
HP: 20
Jump: Air
Extra Info: None

B Shot

Shot Type: Laser
Damage: 7
Ammo: 5

Recharge: Yes

Death Borg Nu

Cost: 40

HP: 30

Jump: Boost

Extra Info: None

B Shot

Shot Type: Round

Damage: 7

Ammo: 10

Recharge: No

Death Borg Nu II

Cost: 50

HP: 40

Jump: Boost

Extra Info: None

B Shot

Shot Type: Laser

Damage: 7

Ammo: 5

Recharge: Yes

Death Borg Nu III

Cost: 70

HP: 50

Jump: Boost

Extra Info: None

B Shot

Shot Type: Blast Laser

Damage: 13

Ammo: 1

Recharge: Yes

Death Borg Omicron

Cost: 350

HP: 180

Jump: 3

Extra Info: None

X Charge

Damage: 6

Description: Fires the claw on its head at the enemy. A hit transforms the enemy into a Death Eye temporarily. The enemy retains its HP.

Death Borg Tau

Cost: 90

HP: 60

Jump: 3

Extra Info: None.

B Attacks

Normal Ground

Damage: 34

Attributes: None

Description: 2-hit combo.

Ground Dash

Damage: 15

Attributes: None

Description: Uppercut.

Landing

Damage: 15

Attributes: None

Description: Forward dive.

Normal Air

Damage: 15

Attributes: None

Description: Dashes toward the enemy and kicks once it comes within a certain range or reaches the end of the dash.

Air Dash

Damage: 15

Attributes: None

Description: Same as Normal Air.

Death Borg Chi

Cost: 80

HP: 40

Jump: Boost

Extra Info: None

B Shot

Shot Type: Tank

Damage: 7

Ammo: 10

Recharge: No

Description: After firing, Chi will be knocked back by the recoil.
If a shot is fired from the air, Chi will be unable to move until touching the ground again.

Death Borg Omega

Cost: 130

HP: 100

Jump: Boost

Extra Info: None

B Attacks

Normal Ground

Damage: 61

Attributes: SB

Description: 4-hit combo.

Ground Dash

Damage: 31

Attributes: CN

Description: Dashing attack.

Landing

Damage: 31

Attributes: None

Description: Diving attack.

Normal Air

Damage: 23

Attributes: None

Description: Dashing attack.

Air Dash

Damage: 23

Attributes: None

Description: Same as Normal Air.

X Attack

Damage: 42

Attributes: SB MH

Description: Spinning attack.

Death Borg Omega II

Cost: 170

HP: 100

Jump: Boost

Extra Info: None

B Attacks

Normal Ground

Damage: 61

Attributes: SB

Description: 4-hit combo.

Ground Dash

Damage: 31

Attributes: CN

Description: Headbutt.

Landing

Damage: 31

Attributes: None

Description: Dashing attack.

Normal Air

Damage: 23

Attributes: None

Description: Overhead swipe with both maces.

Air Dash

Damage: 23

Attributes: None

Description: Dashing kick.

X Attack

Damage: 42

Description: Fires both maces at the enemy.

Death Borg Omega III

Cost: 150

HP: 150

Jump: Boost

Extra Info: None

B Shot

Shot Type: Round

Damage: 15

Ammo: 10

Recharge: No

Description: 5 shots are fired per button press. Damage given is for all five.

Death Borg Omega IV

Cost: 160

HP: 100

Jump: Boost

Extra Info: None

B Shot

Shot Type: Laser

Damage: 14

Ammo: 4

Recharge: No

Death Eye

Cost: 10

HP: 30

Jump: 3

Extra Info: None

B Shot

Shot Type: Round

Damage: 7

Ammo: 5

Recharge: No

Death Bomb

Cost: 20

HP: 30

Jump: Air

Extra Info: Death Bomb has no attacks. Colliding with an enemy or object causes it to explode, dealing 95 damage to Neo-G. Death Bomb starts near the top of the stage and cannot move up or down.

Pressing X causes it to fall, and it can be directed somewhat while doing this. It will also drift slowly downward on its own.

Death ICBM

Cost: 400

HP: 100

Jump: Air

Extra Info: Death ICBM has no attacks. Colliding with an enemy or object causes it to explode, killing most borgs outright. Large borgs like Dragons and Warships can survive it, and will take roughly 500 damage from the blast.

Demon [5DEMON]

Akuma Samurai

Cost: 480

HP: 250

Jump: 3

Extra Info: His swords grow in length as enemies die. He does not need to kill them himself.

B Shot

Shot Type: Laser

Damage: 26

Ammo: 5

Recharge: Yes

B Attacks

Normal Ground

Damage: 62

Attributes: CN SB

Description: 3-hit slash combo. Akuma Samurai can jump immediately after the final hit to follow the enemy into the air, though this does not give him access to any special attacks.

Ground Dash

Damage: 26

Attributes: CN

Description: Akuma Samurai jumps into the air and slashes down with both swords.

Landing

Damage: 26

Attributes: CN

Description: Akuma Samurai spins around and slashes with one sword.

Normal Air

Damage: 47

Attributes: CN SB

Description: Akuma Samurai slashes once with each sword.

Air Dash

Damage: 47
Attributes: CN SB
Description: Same as Normal Air.

X Attack

Damage: 131
Attributes: SB
Description: Akuma Samurai flails wildly with his swords while moving forward. X must be pressed repeatedly to perform the entire move. All melee attacks can cancel into this.

Demon Samurai

Cost: 480
HP: 220
Jump: 3
Extra Info: His swords grow in length as enemies die. He does not need to kill them himself.

B Shot

Damage: 31
Ammo: N/A
Recharge: N/A
Description: Demon Samurai sends two ghostly skulls after the enemy. He will not be able to fire again until they return.

B Attacks

Normal Ground

Damage: 62
Attributes: CN SB
Description: 3-hit slash combo. Demon Samurai can jump immediately after the final hit to follow the enemy into the air, though this does not give him access to any special attacks.

Ground Dash

Damage: 26
Attributes: CN
Description: Demon Samurai jumps into the air and slashes down with both swords.

Landing

Damage: 26
Attributes: CN
Description: Demon Samurai spins around and slashes with one sword.

Normal Air

Damage: 47
Attributes: CN SB

Description: Demon Samurai slashes once with each sword.

Air Dash

Damage: 47

Attributes: CN SB

Description: Same as Normal Air.

X Attack

Damage: 131

Attributes: SB

Description: Demon Samurai flails wildly with his swords while moving forward. X must be pressed repeatedly to perform the entire move. All melee attacks can cancel into this.

Demon Wing

Cost: 610

HP: 210

Jump: Flying

Extra Info: None

B Shot

Damage: 35

Ammo: 3

Recharge: No

Description: Demon Wing's shots aim downward, then home in on an enemy.

B Melee

Normal Air

Damage: 47

Attributes: None

Description: 2-hit scythe combo.

Air Dash

Damage: 46

Attributes: None

Description: 5-hit scythe combo.

Diving

Damage: 56

Attributes: None

Description: 4-hit scythe combo.

Cost: 550

HP: 200

Jump: Flying

Extra Info: All melee attacks produce a small scythe projectile that deals 15 damage by itself. These are included in the damages for each attack.

B Melee

Normal Air

Damage: 69

Attributes: SB

Description: 2-hit scythe combo.

Air Dash

Damage: 74

Attributes: SB

Description: 5-hit scythe combo.

Diving

Damage: 78

Attributes: SB

Description: Death Wing spins around with his scythe while moving toward the enemy.

Dragon [6DRAG]

Wing Dragon

Cost: 450

HP: 250

Jump: Flying

Extra Info: None

B Shot

Shot Type: Laser

Damage: 15

Ammo: 15

Recharge: No

B Charge

Damage: ~180

Attributes: SB MH

Description: Wing Dragon covers himself with energy and charges forward.

Phoenix Dragon

Cost: 800

HP: 500
Jump: Flying
Extra Info: None

B Shot

Shot Type: Laser
Damage: 31
Ammo: 15
Recharge: No

B Charge

Damage: ~196
Attributes: SB MH
Description: Phoenix Dragon covers himself with energy and charges forward.

Fire Dragon

Cost: 1000
HP: 500
Jump: Dragon
Extra Info: None

B Shot

Damage: 63
Ammo: 5
Recharge: Yes
Description: Fires a flaming projectile that explodes on contact.

X Attack

Damage: ~251
Ammo: 1
Description: Fires a large laser that deals continuous damage for about 2 seconds. It will normally be fired forward and can be aimed left and right slightly, but will be aimed straight down if fired while dashing in the air. Damage is extremely random, and the value given is only a rough average.

Special

Damage: 22
Description: Dragons can damage other borgs by stepping on them, caused by contact with the dragon's feet while it is walking or in the air.

Flame Dragon

Cost: 1500
HP: 1000

Jump: Dragon
Extra Info: None

B Shot

Damage: 98
Ammo: 5
Recharge: Yes
Description: Fires a flaming projectile that explodes on contact.

X Attack

Damage: ~456
Ammo: 1
Description: Fires a large laser that deals continuous damage for about 2 seconds. It will normally be fired forward and can be aimed left and right slightly, but will be aimed straight down if fired while dashing in the air. Damage is extremely random, and the value given is only a rough average.

Special

Damage: 44
Description: Dragons can damage other borgs by stepping on them, caused by contact with the dragon's feet while it is walking or in the air.

Ice Dragon

Cost: 1050
HP: 500
Jump: Dragon
Extra Info: None

B Shot

Damage: 63
Ammo: 5
Recharge: Yes
Description: Fires an ice projectile that explodes on contact. Most borgs will be frozen if hit by the projectile itself. Pressing buttons or directions will remove this status faster.

X Attack

Damage: ~251
Ammo: 1
Description: Fires a large laser that deals continuous damage for about 2 seconds. It will normally be fired forward and can be aimed left and right slightly, but will be aimed straight down if fired while dashing in the air. Damage is extremely random, and the value given is only a rough average.

Special

Damage: 22

Description: Dragons can damage other borgs by stepping on them, caused by contact with the dragon's feet while it is walking or in the air.

Blizzard Dragon

Cost: 1500

HP: 1000

Jump: Dragon

Extra Info: None

B Shot

Damage: 98

Ammo: 5

Recharge: Yes

Description: Fires an ice projectile that explodes on contact. Most borgs will be frozen if hit by the projectile itself. Pressing buttons or directions will remove this status faster.

X Attack

Damage: ~456

Ammo: 1

Description: Fires a large laser that deals continuous damage for about 2 seconds. It will normally be fired forward and can be aimed left and right slightly, but will be aimed straight down if fired while dashing in the air. Damage is extremely random, and the value given is only a rough average.

Special

Damage: 44

Description: Dragons can damage other borgs by stepping on them, caused by contact with the dragon's feet while it is walking or in the air.

Thunder Dragon

Cost: 1100

HP: 500

Jump: Dragon

Extra Info: None

B Shot

Damage: ~55

Ammo: 5

Recharge: Yes

Description: Fires an electric projectile that can hit through shields. This has a small blast radius and deals somewhat random damage.

X Attack

Damage: ~251

Ammo: 1

Description: Fires a large laser that deals continuous damage for about 2 seconds. It will normally be fired forward and can be aimed left and right slightly, but will be aimed straight down if fired while dashing in the air. Damage is extremely random, and the value given is only a rough average.

Special

Damage: 22

Description: Dragons can damage other borgs by stepping on them, caused by contact with the dragon's feet while it is walking or in the air.

Plasma Dragon

Cost: 1500

HP: 1000

Jump: Dragon

Extra Info: None

B Shot

Damage: 98

Ammo: 5

Recharge: Yes

Description: Fires an electric projectile that can hit through shields. This has a small blast radius and deals somewhat random damage.

X Attack

Damage: ~456

Ammo: 1

Description: Fires a large laser that deals continuous damage for about 2 seconds. It will normally be fired forward and can be aimed left and right slightly, but will be aimed straight down if fired while dashing in the air. Damage is extremely random, and the value given is only a rough average.

Special

Damage: 44

Description: Dragons can damage other borgs by stepping on them, caused by contact with the dragon's feet while it is walking or in the air.

Space Dragon

Cost: 1200

HP: 650

Jump: Dragon

Extra Info: None

B Shot

Damage: 23

Ammo: 5

Recharge: Yes

Description: Fast beam.

B Charge

Damage: 15

Description: Creates a black hole that pulls in enemy projectiles and damages enemies who touch it.

X Attack

Damage: ~251

Ammo: 1

Description: Fires a large laser that deals continuous damage for about 2 seconds. It will normally be fired forward and can be aimed left and right slightly, but will be aimed straight down if fired while dashing in the air. Damage is extremely random, and the value given is only a rough average.

Special

Damage: 22

Description: Dragons can damage other borgs by stepping on them, caused by contact with the dragon's feet while it is walking or in the air.

Cosmic Dragon

Cost: 1700

HP: 1300

Jump: Dragon

Extra Info: None

B Shot

Damage: 47

Ammo: 5

Recharge: Yes

Description: Fast beam.

B Charge

Damage: 15

Description: Creates a black hole that pulls in enemy projectiles and damages enemies who touch it.

X Attack

Damage: ~456

Ammo: 1

Description: Fires a large laser that deals continuous damage for about 2 seconds. It will normally be fired forward and can be aimed left and right slightly, but will be aimed straight down if fired while dashing in the air. Damage is extremely random, and the value given is only a rough average.

Special

Damage: 22

Description: Dragons can damage other borgs by stepping on them, caused by contact with the dragon's feet while it is walking or in the air.

Machine Head

Cost: 300

HP: 250

Jump: Air

Extra Info: Can combine with Machine Dragon.

B Shot

Shot Type: Laser

Damage: 16

Ammo: 10

Recharge: No

X Attack

Damage: 29

Ammo: 1

Description: Fires a large beam diagonally downward.

Death Head

Cost:

HP: 500

Jump: Air

Extra Info: Can combine with Cyber Dragon.

B Shot

Shot Type: Laser
Damage: 34
Ammo: 10
Recharge: No

X Attack

Damage: 78
Ammo: 1
Description: Fires a large beam diagonally downward.

Mechanical Dragon

Cost: 1200
HP: 1000
Jump: Dragon
Extra Info: None

B Shot

Damage: 66
Ammo: 5
Recharge: No
Description: Fires a series of beams diagonally downward that explode on contact.

X Attack

Damage: 9
Ammo: 8
Description: Mechanical Dragon releases one of four pod weapons that chase the enemy, fire one laser, then return. This cannot be used if all four are already detached.

Special

Damage: 22
Description: Dragons can damage other borgs by stepping on them, caused by contact with the dragon's feet while it is walking or in the air.

Cyber Dragon

Cost:
HP: 2000
Jump: Dragon
Extra Info: None

B Shot

Damage: 90

Ammo: 5

Recharge: No

Description: Fires a series of beams diagonally downward that explode on contact.

X Attack

Damage: 36

Ammo: 8

Description: Cyber Dragon releases one of four pod weapons that chase the enemy, fire one laser, then return. This cannot be used if all four are already detached.

Special

Damage:

Description: Dragons can damage other borgs by stepping on them, caused by contact with the dragon's feet while it is walking or in the air.

Machine Dragon

Cost:

HP: 1250

Jump: Dragon

Extra Info: Machine Head and Mechanical Dragon can combine to form this borg when both are on a team and use their Power Burst (Y).

-Player 1-

B Shot

Damage: 39

Description: Fires two beams that sweep across the ground in a line toward the target.

B Charge

Damage: 62

Description: Fires a series of beams diagonally downward that explode on contact.

-Player 2-

B Shot

Damage: 36

Ammo: 8

Description: Machine Dragon releases one of four pod weapons that chase the enemy, fire one laser, then return. This cannot be used if all four are already detached.

-X Charge-

Damage: 2280

Description: If both players charge their X Attack, Machine Dragon will fire a large beam that kills most borgs in one hit. A charged X attack will do nothing unless both players have fully charged it. Damage shown was tested against a Level 4 Sirius.

Cyber Death Dragon

Cost:

HP: 500

Jump: Dragon

Extra Info: Death Head and Cyber Dragon can combine to form this borg when both are on a team and use their Power Burst (Y).

-Player 1-

B Shot

Damage: 244

Description: Fires two beams that sweep across the ground in a line toward the target.

B Charge

Damage: 90

Description: Fires a series of beams diagonally downward that explode on contact.

-Player 2-

B Shot

Damage: 36

Ammo: 8

Description: Cyber Dragon releases one of four pod weapons that chase the enemy, fire one laser, then return. This cannot be used if all four are already detached.

-X Charge-

Damage: ????

Description: If both players charge their X Attack, Cyber Death Dragon will fire a large beam powerful enough to kill any borg. A charged X attack will do nothing unless both players have fully charged it.

Fortress [7FORT]

Beam Satellite

Cost: 800
HP: 1000
Jump: Special
Extra Info: Can only move very slowly at a set height.

B Shot

Damage: 76
Ammo: 8
Recharge: Yes
Description: Beam Satellite fires a small pod a short distance away in a random direction. It then fires a laser to the pod which redirects it at the enemy. Only four pods can be in use at one time.

X Attack

Damage: 476
Description: Fires a large laser straight downward that will kill most borgs in one hit, and deals continuous damage. Damage shown is the amount dealt to a Blizzard Dragon before it is staggered.

Death Saucer

Cost: 1000
HP: 2000
Jump: Special
Extra Info: Can only move very slowly at a set height.

B Shot

Damage: 48
Ammo: 10
Recharge: Yes
Description: Death Saucer fires a purple beam at the enemy which deals continuous damage. Damage shown is the amount dealt to a Blizzard Dragon before it is staggered.

X Attack

Damage: 476
Description: Fires a large laser straight downward that will kill most borgs in one hit, and deals continuous damage. Damage shown is the amount dealt to a Blizzard Dragon before it is staggered.

Sirius

Cost: 1000
HP: 2000
Jump: Special
Extra Info: Can only turn in place. Starts at one of the corners of the arena.

B Shot

Damage: 8

Ammo: 30

Recharge: Yes

Description: Fires a beam that travels sideways for a moment before moving toward the enemy. This is fired from the side closest to the enemy.

X Shot

Damage: 70

Ammo: 30

Recharge: Yes

Description: Fires a large beam at the enemy after a short pause. Turning will move the beam sideways as it fires.

X Charge

Damage: ?

Description: Fires up to 16 X Shots and at least 22 B Shots at once, using their ammo. Damage is entirely dependant on how many of them hit and how quickly the enemy staggers.

Death Arc

Cost: 1000

HP: 2000

Jump: Special

Extra Info: Can only turn in place. Starts at one of the corners of the arena. Identical to Sirius.

B Shot

Damage: 8

Ammo: 30

Recharge: Yes

Description: Fires a beam that travels sideways for a moment before moving toward the enemy. This is fired from the side closest to the enemy.

X Shot

Damage: 70

Ammo: 30

Recharge: Yes

Description: Fires a large beam at the enemy after a short pause. Turning will move the beam sideways as it fires.

X Charge

Damage: ?

Description: Fires up to 16 X Shots and at least 22 B Shots at once, using their ammo. Damage is entirely dependant on how many of them hit and how quickly the enemy staggers.

Antares

Cost: 1300

HP: 2000

Jump: Special

Extra Info: Can only turn in place. Starts at one of the corners of the arena.

B Shot

Damage: 70

Ammo: 5

Recharge: Yes

Description: Fires a large beam at the enemy after a short pause. Turning will move the beam sideways as it fires.

X Attack

Damage: 17

Ammo: 10

Recharge: Yes

Description: Releases a small fighter that will strafe and fire a small projectile at the enemy three times before returning. Up to ten can be active at once.

Girl [8GIRL]

Battle Girl

Cost: 230

HP: 130

Jump: Boost

Extra Info: None

B Shot

Shot Type: Round

Damage: 38

Ammo: 5

Recharge: No

Description: Five shots are fired with each press. Damage given is for all five.

B Melee

Normal Ground

Damage: 35

Attributes: CN SB

Description: 3-hit knife combo.

Ground Dash

Damage: 31

Attributes: CN

Description: Battle Girl lunges forward with the knife, followed by a kick.

Landing

Damage: 17

Attributes: CN SB

Description: Sliding kick.

Normal Air

Damage: 8

Attributes: CN

Description: Single knife slash.

Air Dash

Damage: 17

Attributes: CN

Description: Forward lunge with the knife.

X Attack

Shot Type: Missile

Damage: 49

Ammo: 1

Kei

Cost: 230

HP: 150

Jump: Boost

Extra Info: None

B Shot

Shot Type: Round

Damage: 38

Ammo: 5

Recharge: No

Description: Five shots are fired with each press. Damage given is for all five.

B Melee

Normal Ground

Damage: 35

Attributes: CN SB

Description: 3-hit knife combo.

Ground Dash

Damage: 31

Attributes: CN

Description: Kei lunges forward with the knife, followed by a kick.

Landing

Damage: 17

Attributes: CN SB

Description: Sliding kick.

Normal Air

Damage: 8

Attributes: CN

Description: Single knife slash.

Air Dash

Damage: 17

Attributes: CN

Description: Forward lunge with the knife.

X Attack

Shot Type: Large Missile

Damage: 49

Ammo: 1

Wire Girl

Cost: 230

HP: 130

Jump: Boost

Extra Info: None

B Shot

Shot Type: Round

Damage: 24

Ammo: 10

Recharge: No

Description: Three shots are fired with each press. Damage given is for all three.

B Charge

Shot Type: Large Shot

Damage: 35

B Melee

Normal Ground

Damage: 35

Attributes: CN SB

Description: 3-hit knife combo.

Ground Dash

Damage: 31

Attributes: CN

Description: Wire Girl lunges forward with the knife, followed by a kick.

Landing

Damage: 17

Attributes: CN SB

Description: Sliding kick.

Normal Air

Damage: 8

Attributes: CN

Description: Single knife slash.

Air Dash

Damage: 17

Attributes: CN

Description: Forward lunge with the knife.

X Attack

Description: Wire Girl places a node which she is connected to by a wire of energy. Double tapping the X button will quickly withdraw her back to that node. She can place up to four of these to create a path for herself. Boosting sideways while withdrawing will keep her in place at a node.

Command Girl

Cost: 330

HP: 200

Jump: Boost

Extra Info: None

B Shot

Shot Type: Laser

Damage: 13

Ammo: 10

Recharge: No

X Shot

Shot Type: Blast Laser

Damage: 40
Ammo: 3
Recharge: No

Spinner Girl

Cost: 250
HP: 200
Jump: Boost
Extra Info: None

B Attacks

Normal Ground

Damage: 47
Attributes: SB
Description: 3-hit spinner combo.

Ground Dash

Damage: 44, 44
Attributes: SB
Description: Lunges forward with the spinner, then kicks. I was not able to hit Neo G with both attacks at once without causing knockback, so the damages for both hits are listed separately.

Landing

Damage: 17
Attributes: None
Description: Sliding kick.

Normal Air

Damage: 15
Attributes: SB
Description: Forward swipe with the spinner. This moves her down slightly, and can easily lead into the Landing attack.

Air Dash

Damage: 44
Attributes: SB
Description: Same as Ground Dash.

X Attack

Damage: 44
Attributes: None
Description: The spinner is thrown forward a long distance. It can be blocked, but it is extremely difficult to do so without taking at least some of the damage.

Barrier Girl

Cost: 500

HP: 150

Jump: Boost

Extra Info: None

B Shot

Shot Type: Round

Damage: 24

Ammo: 10

Recharge: No

Description: Three shots are fired per button press. Damage listed is for all three shots.

B Charge

Shot Type: Large Shot

Damage: 44

B Melee

Normal Ground

Damage: 47

Attributes: CN SB

Description: 3-hit spinner combo.

Ground Dash

Damage: 44

Attributes: CN MH SB

Description: Spinner attack followed by a kick.

Landing

Damage: 17

Attributes: CN SB

Description: Sliding kick.

Normal Air

Damage: 19

Attributes: CN SB

Description: Single spinner hit.

Air Dash

Damage: 22

Attributes: CN MH SB

Description: Forward lunge with the spinner.

X Attack

Ammo: 1

Description: Creates a barrier, preventing all damage while active.

The barrier will take roughly 80 damage before breaking.

Cyber Girl

Cost: 440

HP: 200

Jump: Boost

Extra Info: None

B Shot

Shot Type: Laser

Damage: 32

Ammo: 4

Recharge: No

B Melee

Normal Ground

Damage: 35

Attributes: CN SB

Description: 3-hit sword combo.

Ground Dash

Damage: 31

Attributes: CN SB

Description: Forward stab followed by a kick.

Landing

Damage: 17

Attributes: CN SB

Description: Sliding kick.

Normal Air

Damage: 8

Attributes: CN SB

Description: Downward stab.

Air Dash

Damage: 17

Attributes: CN

Description: Forward stab.

X Attack

Damage: 44

Attributes: SB

Description: Forward slash with both blades. Cancels all other
melee attacks.

Cyber Girl Super

Cost: 590
HP: 250
Jump: Boost
Extra Info: None

B Shot

Shot Type: Laser
Damage: 32
Ammo: 4
Recharge: No

B Melee

Normal Ground

Damage: 35
Attributes: CN SB
Description: 3-hit blade combo.

Ground Dash

Damage: 31
Attributes: CN SB
Description: Forward stab followed by a kick.

Landing

Damage: 17
Attributes: CN SB
Description: Sliding kick.

Normal Air

Damage: 8
Attributes: CN SB
Description: Downward stab.

Air Dash

Damage: 17
Attributes: CN
Description: Forward stab.

X Attack

Shot Type: Laser
Damage: 8
Ammo: 6
Recharge: Yes
Attributes: CN
Description: Cyber Girl Super sends out a remote weapon, which fires 3 lasers before returning, if the ammo is available. Only two

remotes can be released at a time. Pressing X with all remotes out will start the releasing animation, but it will cancel early. Multiple remotes can be released at a time by holding X.

Cyber Girl Hyper

Cost: 620
HP: 300
Jump: Boost
Extra Info: None

B Shot

Shot Type: Laser
Damage: 32
Ammo: 8
Recharge: No

B Melee

Normal Ground

Damage: 35
Attributes: CN SB
Description: 3-hit blade combo.

Ground Dash

Damage: 31
Attributes: CN SB
Description: Forward stab followed by a kick.

Landing

Damage: 17
Attributes: CN SB
Description: Sliding kick.

Normal Air

Damage: 8
Attributes: CN SB
Description: Downward stab.

Air Dash

Damage: 17
Attributes: CN
Description: Forward stab.

X Attack

Shot Type: Laser
Damage: 8
Ammo: 12

Recharge: Yes

Attributes: CN

Description: Cyber Girl Hyper sends out a remote weapon, which fires 3 lasers before returning, if the ammo is available. Only four remotes can be released at a time. Pressing X with all remotes out will start the releasing animation, but it will cancel early. Multiple remotes can be released at a time by holding X.

Shadow Girl

Cost: 340

HP: 100

Jump: 3

Extra Info: None

B Melee

Normal Ground

Damage: 35

Attributes: CN

Description: Two slashes followed by a kick.

Ground Dash

Damage: 31

Attributes: CN

Description: Forward stab followed by a kick.

Landing

Damage: 17

Attributes: CN

Description: Sliding kick.

Normal Air

Damage: 22

Attributes: SB CN

Description: Shadow Girl slashes downward, then performs a flip kick. The kick is either unblockable, or hits at such an angle that a shield is very unlikely to stop it.

Air Dash

Damage: 17

Attributes: CN

Description: Forward stab.

X Attack

Damage: 47

Attributes: SB

Description: Shadow Girl teleports through the enemy.

Killer Girl

Cost: 580

HP: 150

Jump: Boost

Extra Info: None

B Shot

Shot Type: Round

Damage: 38

Ammo: 20

Recharge: No

Description: Killer Girl can only fire in bursts of five, so the damage given is for the entire burst. The burst can be interrupted by a jump from the ground or by moving into melee range.

B Melee

Normal Ground

Damage: 35

Attributes: SB CN

Description: Two slashes followed by a kick.

Ground Dash

Damage: 31

Attributes: CN

Description: Foreward stab followed by a kick.

Landing

Damage: 17

Attributes: CN

Description: Sliding kick.

Normal Air

Damage: 22

Attributes: SB CN

Description: Killer Girl slashes downward, then performs a flip kick. The kick is either unblockable, or hits at such an angle that a shield is very unlikely to stop it.

Air Dash

Damage: 17

Attributes: CN

Description: Foreward stab.

X Shot

Shot Type: Blast Laser

Damage: 40

Ammo: 3

Recharge: No

Gun [9GUN]

Revolver Gunman

Cost: 250

HP: 150

Jump: 3

Extra Info: None

B Shot

Shot Type: Gun

Damage: 8

Ammo: 20

Recharge: No

B Melee

Normal Ground

Damage: 34

Attributes: CN

Description: 2-hit combo.

Ground Dash

Damage: 17

Attributes: None

Description: Single kick.

Landing

Damage: 25

Attributes: CN

Description: Leg sweep, followed by a kick. Sweep cannot be cancelled.

Normal Air

Damage: 17

Attributes: SB

Description: Single punch.

Air Dash

Damage: 17

Attributes: SB

Description: Same as Normal Air.

X Attack

Shot Type: Tank

Damage: 47

Ammo: 1

Description: Revolver Gunman moves backward when firing. This can cancel some attacks, or can be fired directly after them.

Billy

Cost: 250

HP: 200

Jump: 3

Extra Info: None

B Shot

Shot Type: Gun

Damage: 8

Ammo: 20

Recharge: No

B Melee

Normal Ground

Damage: 34

Attributes: CN

Description: 2-hit combo.

Ground Dash

Damage: 17

Attributes: None

Description: Single kick.

Landing

Damage: 25

Attributes: CN

Description: Leg sweep, followed by a kick. Sweep cannot be cancelled.

Normal Air

Damage: 17

Attributes: SB

Description: Single punch.

Air Dash

Damage: 17

Attributes: SB

Description: Same as Normal Air.

X Attack

Shot Type: Tank

Damage: 47

Ammo: 1

Description: Billy moves backward when firing. This can cancel some attacks, or can be fired directly after them.

Powered Gunman

Cost: 350

HP: 200

Jump: 3

Extra Info: None

B Shot

Shot Type: Gun

Damage: 16

Ammo: 20

Recharge: No

B Melee

Normal Ground

Damage: 34

Attributes: CN

Description: 2-hit combo.

Ground Dash

Damage: 17

Attributes: None

Description: Single kick.

Landing

Damage: 25

Attributes: CN

Description: Leg sweep, followed by a kick. Sweep cannot be cancelled.

Normal Air

Damage: 17

Attributes: SB

Description: Single punch.

Air Dash

Damage: 17

Attributes: SB

Description: Same as Normal Air.

X Attack

Damage: 94

Ammo: 1

Description: Powered Gunman fires a spread of shots in front of him, moving him backward in the process. This can cancel some attacks, or can be fired directly after them. Damage represents an average point-blank shot.

X Charge

Damage: 70

Description: Powered Gunman fires a group of bombs that travel in an arc. Upon reaching the enemy, they will explode into a spread of shots similar to the X Attack. This can cancel some attacks, or can be fired directly after them. Damage represents the average damage done to a stationary target.

Wire Gunner

Cost: 270

HP: 220

Jump: 3

Extra Info: None

B Shot

Shot Type: Round

Damage: 39

Ammo: 20

Recharge: No

Description: Five shots are fired with each press. Damage given is for all five.

B Charge

Damage: 8

Description: Wire Gunner fires the end of his wire at the enemy, forcing them to retract along the wire he has set. Using this without having placed a wire will only deal damage.

B Melee

Normal Ground

Damage: 55

Attributes: None

Description: 4-hit combo.

Ground Dash

Damage: 17

Attributes: None

Description: Single kick.

Landing

Damage: 25

Attributes: None

Description: Leg sweep followed by a kick.

Normal Air

Damage: 17

Attributes: None

Description: Single hit with the gun.

Air Dash

Damage: 17

Attributes: SB

Description: Same as Normal Air.

X Attack

Description: Wire Gunner places a node which he is connected to by a wire of energy. He can place up to four of these to create a path for the enemy.

Time Bomber

Cost: 220

HP: 220

Jump: 3

Extra Info: None

B Shot

Damage: 40

Ammo: 10

Description: Time Bomber fires a bomb a little to the side from his left shoulder. The bomb floats in place and explodes about 4 seconds after it is fired, or when an enemy touches it. Up to ten bombs can be active at one time. Once a bomb explodes, a new bomb becomes available to fire. Bombs can be fired even while stunned.

X Attack

Shot Type: Bomb

Damage: 40

Ammo: 3

Recharge: Yes

Description: Time Bomber fires a bomb toward the enemy. The bomb explodes upon contact with any surface or enemy.

Remote Bomber

Cost: 220

HP: 220

Jump: 3

Extra Info: None

B Shot

Damage: 40

Ammo: 8

Description: Remote Bomber fires a bomb a little to the side from either shoulder (alternating). Bombs float in place and explode when X is pressed or when they come into contact with any surface, enemy, or explosion from another bomb. Up to eight bombs can be active at one time. Once a bomb explodes, a new bomb becomes available to fire. Bombs can be fired even while stunned.

X Attack

Description: Pressing X causes the bomb that has been active the longest to explode. If no bombs are active, this has no effect.

Gatling Gunner

Cost: 420

HP: 250

Jump: 3

Extra Info: None

B Shot

Shot Type: Round

Damage: 8

Ammo: 100

Recharge: No

Description: Gatling Gunner can fire continuously by holding the button. These shots will never cause the enemy to enter its invincible state.

X Shot

Damage: 18

Ammo: 4

Recharge: No

Description: Throws an explosive projectile in an arc.

Beam Gunner

Cost: 650

HP: 300

Jump: Boost

Extra Info: None

B Shot

Shot Type: Laser

Damage: 26

Ammo: 5

Recharge: Yes

B Charge

Shot Type: Laser

Damage: 52

Ammo: 5

Recharge: Yes

Description: Fires two lasers at once.

B Melee

Normal Ground

Damage: 55

Attributes: CN

Description: 4-hit combo.

Ground Dash

Damage: 17

Attributes: CN

Description: Single kick.

Landing

Damage: 25

Attributes: CN

Description: Leg sweep, followed by a kick. Sweep cannot be cancelled.

Normal Air

Damage: 17

Attributes: None

Description: Single punch.

Air Dash

Damage: 17

Attributes: None

Description: Same as Normal Air.

X Shot

Damage: 120

Ammo: 1

Description: Beam Gunner jumps into the air, then fires a giant laser. This can hit through stage objects. The laser originates from the end of the gun, so it will not hit some borgs if Beam Gunner is standing right next to them.

Hero [10HERO]

Jet Hero

Cost: 350
HP: 160
Jump: Flying
Extra Info: None

B Shot

Shot Type: Round
Damage: 19
Ammo: 10
Recharge: No
Description: 5 shots are fired with each press. Damage given is for all five.

B Charge

Description: Creates a temporary red sphere in front of Jet Hero. Any shots passing through will increase in size and have their damage boosted.

B Melee

Normal Air

Damage: 60
Attributes: None
Description: 3-hit sword combo.

Air Dash

Damage: 56
Attributes: SB MH
Description: Jet Hero rises above the enemy, then spins downward with the sword.

Diving

Damage: 47
Attributes: SB MH
Description: Jet Hero spins toward the enemy with his sword.

Gold Hero

Cost: 420
HP: 200
Jump: 2 (4)
Extra Info: Values given in parenthesis reflect Gold Hero's transformed state.

B Shot (normal)

Shot Type: Round
Damage: 17
Ammo: 10
Recharge: No

B Shot (transformed)

Shot Type: Laser

Damage: 26

Ammo: 10

Recharge: No

B Melee

Normal Ground

Damage: 46 (70)

Attributes: None

Description: 5-hit punch combo.

Ground Dash

Damage: 26 (43)

Attributes: None

Description: Uppercut.

Landing

Damage: 35 (44)

Attributes: None

Description: Single punch.

Normal Air

Damage: 17 (26)

Attributes: None

Description: Single kick.

Air Dash

Damage: 26 (44)

Attributes: None

Description: Single punch.

X Attack (normal)

Description: Gold Hero transforms, gaining new projectiles and various stat increases. His melee attacks do not change. Gold Hero will not take damage during the transformation.

X Attack (transformed)

Damage: 69

Description: Gold hero fires a super-accurate laser with a very long recharge time.

Metal Hero

Cost: 380

HP: 200

Jump: 2 (4)

Extra Info: Values given in parenthesis reflect Metal Hero's transformed state. Metal Hero does continuous damage with the last hit of each transformed ground attack, so the total damage done is heavily dependant on the borg being fought and how close that borg is to being knocked over. The damage given is the maximum amount done to Neo G. The shockwave itself also behaves this way, and will generally do between 15 and 34 damage on its own.

B Melee (normal)

Normal Ground

Damage: 49

Attributes: None

Description: 4-hit punch combo.

Ground Dash

Damage: 57

Attributes: None

Description: 5-hit punch combo.

Landing

Damage: 81

Attributes: None

Description: 6-hit punch combo.

Normal Air

Damage: 17

Attributes: None

Description: Flying kick toward the enemy.

Air Dash

Damage: 17

Attributes: None

Description: Same as Normal Air.

B Melee (transformed)

Normal Ground

Damage: 112

Attributes: SB

Description: 3-hit sword combo. The last hit creates an unblockable shockwave similar to that of a napalm bomb.

Ground Dash

Damage: 112

Attributes: SB

Description: 4-hit sword combo. The last hit creates an unblockable shockwave similar to that of a napalm bomb.

Landing

Damage: 106

Attributes: SB

Description: 5-hit sword combo. The last hit creates an unblockable shockwave similar to that of a napalm bomb. The third hit is also unblockable.

Normal Air

Damage: 26

Attributes: None

Description: Vertical spinning slash.

Air Dash

Damage: 26

Attributes: None

Description: Foreward stab.

X Attack (normal)

Damage: 0

Attributes: SM

Description: Metal Hero transforms, gaining new moves and various stat increases. Metal Hero will not take damage during the transformation.

X Attack (transformed)

Damage: ???

Attributes: None

Description: Metal Hero fires a large laser from his sword and drops down. The laser stays active during his fall, and does continuous damage to anything it touches. This is among the most damaging moves in the game, and most borgs caught by a direct hit will be killed outright. However, its damage is dependant on the size of the enemy and the amount of time the laser spends in contact with that enemy. This move takes a long time to perform, leaving Metal Hero vulnerable and unable to move.

Cyber Hero

Cost: 450

HP: 200

Jump: 3

Extra Info: None

B Attacks

Normal Ground

Damage: 67

Attributes: None

Description: 4-hit combo.

Ground Dash

Damage: 44
Attributes: None
Description: Single punch.

Landing

Damage: 52
Attributes: SB
Description: Punch, followed by an uppercut.

Normal Air

Damage: 26
Attributes: None
Description: Cyber Hero lunges forward with a kick.

Air Dash

Damage: 44
Attributes: None
Description: Cyber Hero lunges forward with a kick.

B Charge

Damage: 87
Attributes: SB MH
Description: Cyber Hero lunges forward with a spinning kick.

X Shot

Damage: 8
Ammo: 5
Recharge: No
Description: A large round shot.

X Charge

Damage: 54
Description: Cyber Hero fires a large laser.

Star Hero

Cost: 520
HP: 250
Jump: 3
Extra Info: The damage values are for the normal and large states, respectively.

B Shot

Damage: 13, 65
Ammo: 3
Recharge: No
Description: Normally, three star-shaped shots are fired in a spread

pattern. When Star Hero is in his large state, these projectiles will home in on the enemy. The second value shows the damage done when all three hit in the large state.

B Attacks

Normal Ground

Damage: 92, 149

Attributes: SB MH

Description: Punch, followed by an uppercut.

Ground Dash

Damage: 47, 82

Attributes: SB

Description: Quick flurry of kicks.

Landing

Damage: 102, 188

Attributes: SB MH

Description: Single kick that leads into a Normal Ground.

Normal Air

Damage: 26, 42

Attributes: SB

Description: Star Hero lunges forward with a kick.

Air Dash

Damage: 47, 84

Attributes: SB MH

Description: Star Hero spins toward the enemy feet first. Can be quickly followed by a Normal Air.

X

Damage: 88

Attributes: None

Description: Star Hero grows larger for a limited time, dealing damage if in contact with the enemy.

Planet Hero

Cost: 530

HP: 250

Jump: 3

Extra Info: The damage values are for the normal and large states, respectively.

B Shot

Damage: 26

Ammo: 3
Recharge: No
Description: A fast star-shaped shot.

B Attacks

Normal Ground

Damage: 92, 149
Attributes: SB MH
Description: Punch, followed by an uppercut.

Ground Dash

Damage: 44, 81
Attributes: SB
Description: Planet Hero kicks the enemy until stunned. Against a shielded enemy, this will continue until Planet Hero moves into an angle in which he can connect. Obviously, the damage done by this move is dependent on how much the enemy can take, but the total damage done to Neo-G is still listed.

Landing

Damage: 46, 89
Attributes: SB MH
Description: Series of spinning kicks.

Normal Air

Damage: 26, 47
Attributes: SB
Description: Planet Hero lunges forward with a kick.

Air Dash

Damage: 53, 88
Attributes: SB MH
Description: Planet Hero spins toward the enemy like a tornado. Can be quickly followed by a Normal Air.

X

Damage: 88
Attributes: None
Description: Planet Hero grows larger for a limited time, dealing damage if in contact with the enemy.

Idol [11IDOL]

Pop Honey

Cost: 250
HP: 150
Jump: 3

Extra Info: None

B Shot

Shot Type: Round

Damage: 17

Ammo: 5

Recharge: No

B Melee

Normal Ground

Damage: 31

Attributes: CN

Description: 2-hit combo.

Ground Dash

Damage: 31

Attributes: CN

Description: Pop Honey spins around.

Landing

Damage: 31

Attributes: CN

Description: Same as Normal Ground.

Normal Air

Damage: 8

Attributes: CN

Description: Single hit.

Air Dash

Damage: 8

Attributes: CN

Description: Same as Normal Air.

X Attack

Damage: 14

Description: Pop Honey shoots musical notes at the enemy. An enemy hit by them will spin around temporarily, losing their ability to aim shots and melee attacks. This does not affect movement.

Knight [12KNIGHT]

Normal Knight

Cost: 180

HP: 180

Jump: 3
Extra Info: None

B Melee

Normal Ground

Damage: 69
Attributes: None
Description: 3-hit sword combo.

Ground Dash

Damage: 35
Attributes: None
Description: Forward stab.

Landing

Damage: 26
Attributes: None
Description: Upward sword strike.

Normal Air

Damage: 17
Attributes: None
Description: Horizontal sword strike.

Air Dash

Damage: 17
Attributes: None
Description: Same as Normal Air.

B Charge

Damage: 52
Attributes: CN
Description: Normal Knight swings twice with his sword.

X Attack

Damage: 35
Attributes: None
Description: Normal Knight throws his shield toward the enemy. A charged B attack will cancel the throwing animation.

Sword Knight

Cost: 280
HP: 180
Jump: 3
Extra Info: None

B Melee

Normal Ground

Damage: 90

Attributes: WV

Description: 3-hit sword combo.

Ground Dash

Damage: 49

Attributes: WV

Description: Forward stab.

Landing

Damage: 43

Attributes: WV

Description: Upward sword strike.

Normal Air

Damage: 34

Attributes: WV

Description: Horizontal sword strike.

Air Dash

Damage: 34

Attributes: WV

Description: Same as Normal Air.

B Charge

Damage: 78

Attributes: CN WV

Description: Sword Knight swings twice with his sword.

X Attack

Damage: 35

Attributes: None

Description: Sword Knight throws his shield toward the enemy. A charged B attack will cancel the throwing animation.

Hatchet Knight

Cost: 490

HP: 200

Jump: 3

Extra Info: None

B Melee

Normal Ground

Damage: 68
Attributes: None
Description: 3-hit axe combo.

Ground Dash

Damage: 32
Attributes: None
Description: Forward stab.

Landing

Damage: 22
Attributes: None
Description: Upward swing.

Normal Air

Damage: 14
Attributes: None
Description: Vertical slash.

Air Dash

Damage: 14
Attributes: None
Description: Same as Normal Air.

B Charge

Damage: 68
Attributes: MH
Description: Hatchet Knight throws a massive, spinning axe with homing ability. This can cancel an X Attack.

X Attack

Damage: 67
Attributes: CN SB MH
Description: Hatchet Knight spins around while moving forward. This lasts longer if the button is pressed rapidly.

Axe Knight

Cost: 590
HP: 250
Jump: 3
Extra Info: None

B Melee

Normal Ground

Damage: 90

Attributes: WV

Description: 3-hit axe combo.

Ground Dash

Damage: 49

Attributes: WV

Description: Forward stab.

Landing

Damage: 43

Attributes: WV

Description: Upward swing.

Normal Air

Damage: 34

Attributes: WV

Description: Vertical slash.

Air Dash

Damage: 34

Attributes: WV

Description: Same as Normal Air.

B Charge

Damage: 68

Attributes: MH

Description: Axe Knight throws a massive, spinning axe with homing ability. This can cancel an X Attack.

X Attack

Damage: 85

Attributes: CN SB MH

Description: Axe Knight spins around while moving forward. This lasts longer if the button is pressed rapidly. Axe Knight's version lasts a bit longer than Hatchet Knight's.

Ghost Knight

Cost: 590

HP: 200

Jump: 3

Extra Info: None

B Shot

Damage: 25

Ammo: 2

Recharge: Yes

Attributes: SB MH

Description: Ghost Knight fires his fist at the enemy, which will

explode on contact. This does not prevent him from using melee attacks.

B Melee

Normal Ground

Damage: 87

Attributes: CN SB

Description: 2-hit sword combo.

Ground Dash

Damage: 44

Attributes: CN SB

Description: Forward stab.

Landing

Damage: 44

Attributes: CN

Description: Single sword strike.

Normal Air

Damage: 35

Attributes: CN SB

Description: Horizontal sword strike.

Air Dash

Damage: 44

Attributes: CN MH SB

Description: Ghost Knight throws his sword a short distance.

X Attack

Damage: 40

Attributes: MH SB

Description: Ghost Knight throws his sword at the enemy. If performed on the ground, he will jump into the air first. He will fall after throwing the sword, and will be unable to move again until landing. This cancels all other melee attacks.

Elemental Knight

Cost: 540

HP: 300

Jump: 3

Extra Info: None

B Shot

Damage: 30

Attributes: SB MH

Description: Elemental Knight fires his fist at the enemy. He will not be able to fire again until it returns, though he can still use melee attacks.

B Melee

Normal Ground

Damage: 87

Attributes: CN SB

Description: 2-hit sword combo.

Ground Dash

Damage: 44

Attributes: CN SB

Description: Forward stab.

Landing

Damage: 44

Attributes: CN

Description: Single sword strike.

Normal Air

Damage: 35

Attributes: CN SB

Description: Horizontal sword strike.

Air Dash

Damage: 35

Attributes: CN SB

Description: Same as Normal Air.

X Attack

Damage: 40

Attributes: MH SB

Description: Elemental Knight breaks apart and throws his sword at the enemy. If performed on the ground, he will jump into the air first. He cannot be hit until the reforming animation begins, but will be unable to move again until the animation ends. This cancels all other melee attacks.

Hammer Knight

Cost: 450

HP: 200

Jump: 3

Extra Info: None

B Shot

Damage: 35

Attributes: None

Description: Hammer Knight throws his mace at the enemy.

X Attack

Damage: 36

Attributes: MH SB

Description: Hammer Knight spins around while moving toward the enemy.

Spike Knight

Cost: 520

HP: 250

Jump: 3

Extra Info: None

B Shot

Damage: 35

Attributes: None

Description: Spike Knight throws his mace at the enemy.

B Melee

Normal Ground

Damage: 91

Attributes: CN SB

Description: 3-hit mace combo.

Ground Dash

Damage: 68

Attributes: CN SB MH

Description: Forward lunge.

Landing

Damage: 44

Attributes: CN

Description: Upward swing.

Normal Air

Damage: 35

Attributes: CN

Description: Horizontal swing.

Air Dash

Damage: 35

Attributes: CN

Description: Same as Normal Air.

B Charge

Damage: 47

Attributes: SB MH

Description: Spike Knight spins around while moving toward the enemy.

X Attack

Damage: 44

Attributes: CN SB MH

Description: Spike Knight rolls into a ball and moves forward.

Pressing X again will end the move early. Damage is caused continuously by being in contact with the enemy, so the total damage for an attack dependson how much damage the enemy can withstand before staggering. The value given represents the total damage done to Neo-G before he is knocked over. Spike Knight can perform a single jump in this form, reaching a height similar to the total height of all three of his normal jumps. He will not be able to jump again until touching the ground, even if he reverts to his normal form. The move will not begin to recharge until the move ends. This move will cancel all standard melee attacks, and can be canceled by a charged B.

Chainsaw Knight

Cost: 370

HP: 250

Jump: 4

Extra Info: None

B Melee

Normal Ground

Damage: 190

Attributes: MH

Description: 3-hit sword combo.

Ground Dash

Damage: 190

Attributes: MH

Description: Same as Normal Ground.

Landing

Damage: 190

Attributes: MH

Description: Same as Normal Ground.

Normal Air

Damage: 91

Attributes: MH

Description: Forward lunge.

Air Dash

Damage: 91

Attributes: MH

Description: Same as Normal Air.

X Attack

Damage: 0

Attributes: None

Description: Chainsaw Knight fires his grappling hook into the enemy, dealing no damage but pulling both borgs closer together.

Vampire Knight

Cost: 330

HP: 250

Jump: 3

Extra Info: Vampire Knight constantly loses HP at a rate of about 2-3 per second. However, he is capable of regaining health with any melee attack. This loss will not drop him below 1 HP.

B Shot

Shot Type: X Slash

Damage: 30

Ammo: 5

Recharge: Yes

B Melee

Normal Ground

Damage: 73

Attributes: CN

Description: 4-hit sword combo. Jumping after the last hit will cancel the cooldown animation, allowing him to immediately follow the enemy into the air.

Ground Dash

Damage: 26

Attributes: CN

Description: Vampire Knight hits twice while jumping into the air.

Landing

Damage: 26

Attributes: CN

Description: Single slash.

Normal Air

Damage: 48

Attributes: CN

Description: 2-hit sword combo.

Air Dash

Damage: 48

Attributes: CN

Description: Same as Normal Air.

X Attack

Damage: 107

Attributes: SB MH

Description: Vampire Knight spins around with his swords while moving toward the enemy. This will cancel all melee attacks.

Vlad

Cost: 330

HP: 280

Jump: 3

Extra Info: Vlad constantly loses health, but can regenerate by connecting with any melee attack.

B Shot

Shot Type: X Slash

Damage: 24

Ammo: 5

Recharge: Yes

B Melee

Normal Ground

Damage: 73

Attributes: MH CN

Description: 4-hit slash combo. The 4th hit will always be used after the third, and does not require another button press.

Ground Dash

Damage: 26

Attributes: CN

Description: Vlad flips the enemy into the air with his swords. The move ends with Vlad in the air, and he will not be able to move again until he lands unless the attack is cancelled with X.

Landing

Damage: 26

Attributes: CN

Description: A single sword slash that is very similar to the second hit of his Normal Ground combo.

Normal Air

Damage: 47

Attributes: MH CN

Description: A 2-hit slash combo. Only one button press is needed.

Air Dash

Damage: 47

Attributes: MH CN

Description: Same as Normal Air.

X Attack

Damage: 100

Attributes: MH

Description: Spinning sword attack. All of his other attacks can cancel into this. If used in air, Vlad will not be able to move again until he lands.

Sapphire Knight

Cost: 630

HP: 300

Jump: Boost

Extra Info: None

B Shot

Shot Type: Laser

Damage: 17

Ammo: 3

Recharge: Yes

B Attacks

Normal Ground

Damage: 91

Attributes: CN

Description: 3-hit combo.

Ground Dash

Damage: 44

Attributes: CN

Description: Forward stab.

Landing

Damage: 70

Attributes: CN

Description: Sapphire Knight stabs many times in quick succession, ending with one slower stab.

Normal Air

Damage: 35
Attributes: CN
Description: Forward stab.

Air Dash

Damage: 35
Attributes: CN
Description: Same as Normal Air.

Above Enemy

Damage: 87
Attributes: CN SB
Description: Sapphire Knight stabs straight downward after a short pause, then leaps backward while pulling his lance out of the ground.

X Shot

Damage: 39
Ammo: 1
Recharge: Yes
Description: Large laser attack. Melee attacks can be cancelled with this.

Ruby Knight

Cost: 590
HP: 300
Jump: Boost
Extra Info: None

B Shot

Shot Type: Bomb Shot
Damage: 40
Ammo: 4
Recharge: No

B Attacks

Normal Ground

Damage: 91
Attributes: CN
Description: 3-hit combo.

Ground Dash

Damage: 44
Attributes: CN
Description: Forward stab.

Landing

Damage: 70

Attributes: CN

Description: Ruby Knight stabs many times in quick succession, ending with one slower stab.

Normal Air

Damage: 35

Attributes: CN

Description: Forward stab.

Air Dash

Damage: 35

Attributes: CN

Description: Same as Normal Air.

Above Enemy

Damage: 87

Attributes: CN SB

Description: Ruby Knight stabs straight downward after a short pause, then leaps backward while pulling his lance out of the ground.

X Shot

Damage: 17, 89

Ammo: 1

Description: Releases a ring of six bombs in front of Ruby Knight that explode when touched or after about 2 seconds have passed. Melee attacks can be cancelled with this. The first damage value given is for a single explosion, the second for a point-blank hit with all bombs.

Imperial Knight

Cost: 550

HP: 250

Jump: 3

Extra Info: Imperial Knight can alternate between both swords for a combo that will last until the enemy is dead or knocked down. Imperial Knight must land each hit to continue the combo. All red sword moves are performed with B, and all yellow moves are controlled with X. Imperial Knight will seem to vanish while dashing on the ground, but this will not prevent him from taking damage.

B Attacks

Normal Ground

Damage: 90

Attributes: CN

Description: 4-hit slash combo. The combo can be cancelled at any time with X, but only when making contact with an enemy. If A is

pressed after the last hit, Imperial Knight will jump higher than normal, following the enemy into the air.

Ground Dash

Damage: 90

Attributes: CN

Description: Same as normal ground.

Landing

Damage: 90

Attributes: CN

Description: Same as normal ground.

Normal Air

Damage: 90

Attributes: CN

Description: Same as normal ground, though Imperial Knight will slowly fall during the combo.

Air Dash

Damage: 68

Attributes: SB, CN

Description: Imperial Knight spins toward the enemy with sword extended. This can be cancelled with X if it connects.

B Charge

Damage: 52

Attributes: CN

Description: 2-hit slash combo. This will cancel any other attack, and can be cancelled by a charged X.

X Attacks

Normal Ground

Damage: 90, 48

Attributes: CN WV

Description: 3-hit slash combo. The combo can be cancelled at any time with B, but only when making contact with an enemy. Each attack fires a large wave with very long range and homing.

Ground Dash

Damage: 49, 17

Attributes: CN WV

Description: A single forward stab. This attack fires a small wave with very long range and homing. This can be cancelled with X if it connects.

Landing

Damage: 45, 21

Description: Imperial Knight fires a bolt of lightning toward the enemy. This can be cancelled with B if the sword itself connects.

Normal Air

Damage: 31, 17

Attributes: CN WV

Description: A single, slow slash that fires a large wave. This can be cancelled with B if it connects.

Air Dash

Damage: 68

Attributes: SB CN

Description: Imperial Knight spins toward the enemy with sword extended. This can be cancelled with B if it connects.

X Charge

Damage: 78, 34

Attributes: CN WV

Description: 2-hit slash combo. Each hit has a short wave. This will cancel any other attack, and can be cancelled with a charged B.

Dark Knight

Cost: 610

HP: 300

Jump: 3

Extra Info: Dark Knight can hover in the air by holding A after a jump. He will fall very slowly and can move around while doing this. Using a dash or an attack will make him begin to fall again, though holding A at any point while he is in the air will make him fall a little slower. Dark Knight will seem to vanish while dashing on the ground, but this will not prevent him from taking damage.

B Attacks (Red Sword)

Normal Ground

Damage: 90, 48

Attributes: WV

Description: 3-hit slash combo. Each hit creates a large wave with minor homing.

Ground Dash

Damage: 49, 17

Attributes: WV

Description: Dark Knight dashes forward and stabs. The stab creates a small wave with minor homing.

Landing

Damage: 90, 48

Attributes: WV

Description: Same as normal ground.

Normal Air

Damage: 34, 17

Attributes: WV

Description: Dark Knight moves forward and slashes. The slash creates a large wave with minor homing.

Air Dash

Damage: 68

Attributes: SB

Description: Dark Knight spins toward the enemy with sword extended.

B Charge

Damage: 50

Shot Type: Laser

Description: Dark Knight fires multiple lasers from his shield. The lasers are very close together and fire at the same time in the same direction, so for all practical purposes they act as one shot. Firing them pushes Dark Knight back a bit.

B Attacks (Blue Sword)

Normal Ground

Damage: 20

Attributes: SB

Description: Dark Knight fires a bolt of lightning from his sword. The lightning moves very quickly in one direction.

Ground Dash

Damage: 18, 18

Attributes: WV

Description: Dark Knight stabs in front of him, creating a large wave with good homing.

Landing

Damage: 20

Attributes: SB

Description: Same as normal ground.

Normal Air

Damage: 18, 18

Attributes: WV

Description: Same as ground dash.

Air Dash

Damage: 18, 18

Attributes: WV

Description: Same as ground dash.

B Charge

Damage: 35

Attributes: SM

Description: Dark Knight creates a wall of fire around himself. The wall spreads outward from Dark Knight, but does not actually cause

damage until a certain point in the animation. A small electrical spark can be seen once the wall has reached its maximum range, and at this point all enemies caught within it will be hit. Even if the attack is used right next to an enemy, they will still have a chance to escape or interrupt the attack before the spark appears. Since Dark Knight remains completely still during the attack, holding A while using it in air will allow him to hover again, even if he is out of jumps.

X Attacks

Pressing X at any time will switch between the red and blue swords. Swords cannot be switched during an attack animation, but pressing X at any time during an attack will still make Dark Knight switch them after the animation is over.

Knuckle [13KNUC]

Kung Fu Master

Cost: 260
HP: 180
Jump: 3
Extra Info: None

B Shot

Damage: 17
Ammo: 5
Recharge: Yes

B Melee

Normal Ground

Damage: 42
Attributes: CN SB MH
Description: Long series of punches.

Ground Dash

Damage: 26
Attributes: CN
Description: Uppercut. Jumping after the attack will follow the enemy into the air.

Landing

Damage: 42
Attributes: CN SB MH
Description: Same as Normal Ground.

Normal Air

Damage: 17

Attributes: CN
Description: Flying kick.

Air Dash

Damage: 23
Attributes: CN SB MH
Description: Kung Fu Master spins toward the enemy.

X Attack

Damage: 65
Attributes: SB MH
Description: Kung Fu Master spins toward the enemy like a tornado.
If started on the ground, he will move upward after connecting with the enemy. The ground version is blockable.

Tao Master

Cost: 300
HP: 180
Jump: 3
Extra Info: None

B Shot

Damage: 17
Ammo: 5
Recharge: Yes

B Melee

Normal Ground

Damage: 42
Attributes: CN
Description: Long series of punches.

Ground Dash

Damage: 26
Attributes: CN
Description: Single punch.

Landing

Damage: 26
Attributes: CN
Description: Same as Ground Dash.

Normal Air

Damage: 17
Attributes: CN
Description: Flying kick.

Air Dash

Damage: 33

Attributes: SB CN

Description: Tao Master spins toward the enemy. The attack is partially blockable, but will eventually break through on a solid hit.

X Attack

Damage: 32

Attributes: SB

Description: Tao Master releases one of the swords on his back. The sword flies toward the enemy and hovers over it for a moment, then stabs downward. Tao Master cannot use this move if all four of his swords are already in the air. The swords are unblockable due to the angle of attack. All other attacks can be partially cancelled with this.

Jelly Diver

Cost: 280

HP: 180

Jump: 3

Extra Info: None

B Shot

Damage: 15

Ammo: 5

Recharge: No

Description: Fires a slow jelly-like shot.

B Melee

Normal Ground

Damage: 67

Attributes: CN SB

Description: 3-hit combo.

Ground Dash

Damage: 26

Attributes: CN

Description: Forward lunge with both arms.

Landing

Damage: 67

Attributes: CN SB

Description: Same as Normal Ground.

Normal Air

Damage: 26

Attributes: CN SB

Description: Single punch with both arms. The move will repeat if the button is continually pressed, or until Jelly Diver comes in contact with the ground. Damage given is for a single hit.

Air Dash

Damage: 44

Attributes: CN SB MH

Description: Jelly Diver attacks multiple times with a swimming motion.

X Attack

Description: Creates a sphere of jelly which slows any enemies that enter it slightly.

Jack

Cost: 280

HP: 200

Jump: 3

Extra Info: None

B Shot

Damage: 15

Ammo: 5

Recharge: No

Description: Fires a slow jelly-like shot.

B Melee

Normal Ground

Damage: 67

Attributes: CN SB

Description: 3-hit combo.

Ground Dash

Damage: 26

Attributes: CN

Description: Forward lunge with both arms.

Landing

Damage: 67

Attributes: CN SB

Description: Same as Normal Ground.

Normal Air

Damage: 26

Attributes: CN SB

Description: Single punch with both arms. The move will repeat if the button is continually pressed, or until Jelly Diver comes in contact with the ground. Damage given is for a single hit.

Air Dash

Damage: 44

Attributes: CN SB MH

Description: Jack attacks multiple times with a swimming motion.

X Attack

Description: Creates a sphere of jelly which slows any enemies that enter it slightly.

Tar Diver

Cost: 340

HP: 180

Jump: 3

Extra Info: None

B Shot

Damage: 15

Ammo: 5

Recharge: No

Description: Fires a slow jelly-like shot.

B Melee

Normal Ground

Damage: 67

Attributes: CN SB

Description: 3-hit combo.

Ground Dash

Damage: 26

Attributes: CN

Description: Forward lunge with both arms.

Landing

Damage: 67

Attributes: CN SB

Description: Same as Normal Ground.

Normal Air

Damage: 26

Attributes: CN SB

Description: Single punch with both arms. The move will repeat

if the button is continually pressed, or until Tar Diver comes in contact with the ground. Damage given is for a single hit.

Air Dash

Damage: 44

Attributes: CN SB MH

Description: Tar Diver attacks multiple times with a swimming motion.

X Attack

Description: Creates a sphere of tar which slows any enemies that enter it greatly.

Copy Man

Cost: 350

HP: 200

Jump: 3

Extra Info: None

X Charge

Damage: 26

Attributes: None

Description: Copy Man temporarily becomes the borg he hits with this. He gains all of their skills and attributes except HP.

Walking Bomb

Cost: 400

HP: 50

Jump: 3

Extra Info: The walking bomb's only purpose is to explode. Simply coming into contact with another borg or destroyable stage object triggers the explosion. The explosion causes 478 damage to Death Arc. This is a very rough estimate, as any borg that can survive the explosion will be staggered and avoid some of the damage.

X Charge

Description: The walking bomb fires a claw from its head, pulling itself toward the enemy.

Machine (small) [14SMACH]

G Red

Cost: 300

HP: 200
Jump: Boost
Extra Info: None

B Shot

Shot Type: Laser
Damage: 17
Ammo: 5
Recharge: No

B Charge

Damage: 30
Attributes: MH
Description: Super-accurate laser that can hit through objects.

B Melee

Normal Ground

Damage: 70
Attributes: CN
Description: 3-hit punch combo. The last hit can be partially cancelled with a jump.

Ground Dash

Damage: 31
Attributes: CN
Description: Uppercut. The move ends with G Red in the air. The attack animation can be partially cancelled with a jump.

Landing

Damage: 25
Attributes: CN
Description: G Red dashes toward the enemy and does a kick. The move ends with G Red in the air. The attack animation can be partially cancelled with a jump.

Normal Air

Damage: 33
Attributes: None
Description: G-Red dashes toward the enemy with his foot extended.

Air Dash

Damage: 33
Attributes: SB
Description: Kicks the enemy downward.

Special 1

Damage- From Normal Ground: 111
From Ground Dash: 67
From Landing: 82
Attributes: None

Description: 7-hit combo ending in his Air Dash attack. This move can only be done by canceling a ground attack into a jump, then pressing B when next to the enemy in the air. Since this must follow a ground attack, the damage listed is the total damage for each available combo.

X Attack

Damage: 76

Attributes: SB MH CN

Description: G Red's raises his fist, which is now glowing. He then charges forward while surrounded by yellow energy. This can be cancelled at any time with a charged B. Otherwise, G Red will fall for a bit before he is able to move again. The first hit can be blocked.

Neo G Red

Cost: 500

HP: 400

Jump: Boost

Extra Info: None

B Shot

Shot Type: Laser

Damage: 17

Ammo: 11

Recharge: No

B Charge

Damage: 30

Attributes: MH

Description: Super-accurate laser that can hit through objects.

B Melee

Normal Ground

Damage: 80

Attributes: SB CN

Description: Two punches followed by an upward sword swing. Ends with Neo G in the air. The last hit can be partially cancelled with a jump.

Ground Dash

Damage: 26

Attributes: CN

Description: Uppercut. The attack animation can be partially cancelled with a jump.

Landing

Damage: 61

Attributes: CN

Description: Neo G dashes toward the enemy and does a kick. The move ends with Neo G in the air. The attack animation can be partially cancelled with a jump.

Normal Air

Damage: 51

Attributes: SB CN

Description: 3-hit sword combo.

Air Dash

Damage: 46

Attributes: CN

Description: Same as normal air, but the angle for each hit is slightly different.

Special 1

Damage - From Normal Ground: 102

- From Ground Dash: 70

- From Landing: 70

Attributes: CN

Description: 7-hit combo ending in his Air Dash attack. This move can only be done by canceling a ground attack into a jump, then pressing B when next to the enemy in the air. Since this must follow a ground attack, the damage listed is the total damage for each available combo.

X Attack

Damage: 70

Attributes: SB CN MH

Description: Neo G pulls back his sword, then lunges forward as it glows yellow. This can be cancelled at any time with a charged B. Otherwise, G Red will fall for a bit before he is able to move again. This move cancels everything except a charged B.

G Black

Cost: 600

HP: 350

Jump: Boost

Extra Info: This borg is not normally obtainable in the game.

B Shot

Shot Type: Laser

Damage: 17

Ammo: 5

Recharge: No

B Charge

Shot Type: Blast Laser

Damage: 40

B Melee

Normal Ground

Damage: 66

Attributes: SB CN

Description: 3-hit sword combo. The third slash releases a shockwave.

Ground Dash

Damage: 26

Attributes: CN

Description: Upward slash.

Landing

Damage: 86

Attributes: CN

Description: 2-hit sword combo..

Normal Air

Damage: 26

Attributes: SB CN

Description: Horizontal slash.

Air Dash

Damage: 44

Attributes: CN

Description: Spinning overhead slash.

Special 1

Damage: 70

Attributes: CN

Description: 7-hit combo ending in his Air Dash attack. This move can only be done by canceling a Ground Dash into a jump, then pressing B when next to the enemy in the air.

X Attack

Damage: 70

Attributes: SB CN MH

Description: G Black pulls back his sword, then lunges forward as it glows yellow. This can be cancelled at any time with a charged B. Otherwise, G Red will fall for a bit before he is able to move again. This move cancels everything except a charged B.

X Charge

Damage: 30

Attributes: MH

Description: Super-accurate laser that can hit through objects. Lifts G Black into the air when fired. This will cancel all other moves.

Claw Robot

Cost: 350

HP: 300

Jump: Boost

Extra Info: None

B Shot

Shot Type: Missile

Damage: 40

Ammo: 4

Recharge: No

B Melee

Normal Ground

Damage: 103

Attributes: CN SB

Description: 4-hit combo.

Ground Dash

Damage: 44

Attributes: CN

Description: Forward lunge.

Landing

Damage: 44

Attributes: CN

Description: Overhead swipe.

Normal Air

Damage: 44

Attributes: CN SB

Description: Spinning overhead swipe.

Air Dash

Damage: 44

Attributes: CN SB

Description: Same as Normal Air.

X Attack

Damage: 32

Attributes: CN MH

Description: Forward spinning attack. Cancels all other melee attacks.

Isaac

Cost: 350
HP: 330
Jump: Boost
Extra Info: None

B Shot

Shot Type: Missile
Damage: 40
Ammo: 4
Recharge: No

B Melee

Normal Ground

Damage: 103
Attributes: SB MH CN
Description: Two claw strikes followed by a spin. The spin ignores shields.

Ground Dash

Damage: 44
Attributes: CN
Description: Issac dashes forward and strikes with both claws.

Landing

Damage: 44
Attributes: CN
Description: Same as Ground Dash.

Normal Air

Damage: 44
Attributes: SB MH CN
Description: Spinning claw strike.

Air Dash

Damage: 44
Attributes: SB MH CN
Description: Same as Normal Air.

X Attack

Damage: 32
Attributes: MH
Description: Issac dashes forward while spinning. All of his other attacks can cancel into this.

Build Robot

Cost: 410
HP: 300

Jump: Boost
Extra Info: None

B Shot

Shot Type: Laser
Damage: 26
Ammo: 4
Recharge: No

B Melee

Normal Ground

Damage: 117
Attributes: CN SB
Description: 4-hit combo.

Ground Dash

Damage: 44
Attributes: CN
Description: Dashing kick.

Landing

Damage: 44
Attributes: CN
Description: Forward dash attack.

Normal Air

Damage: 44
Attributes: CN SB
Description: Forward kick.

Air Dash

Damage: 44
Attributes: CN SB
Description: Same as Normal Air.

X Attack

Damage: 66
Ammo: 10
Recharge: No
Description: Creates a barrel and throws it forward a little. The barrel then behaves like any other destructable stage object. It can cause damage if thrown on top of an enemy.

Army Robot

Cost: 400
HP: 350

Jump: Boost
Extra Info: None

B Shot

Shot Type: Round
Damage: 35
Ammo: 10
Recharge: No
Description: Five shots are fired with each press. Damage given is for all five.

B Melee

Normal Ground

Damage: 117
Attributes: CN SB
Description: 4-hit combo.

Ground Dash

Damage: 44
Attributes: CN
Description: Dashing kick.

Landing

Damage: 44
Attributes: CN
Description: Forward dash attack.

Normal Air

Damage: 44
Attributes: CN SB
Description: Forward kick.

Air Dash

Damage: 44
Attributes: CN SB
Description: Same as Normal Air.

X Attack

Damage: 66
Ammo: 10
Recharge: No
Description: Creates a barrel and throws it forward a little. The barrel then behaves like any other destructable stage object. It can cause damage if thrown on top of an enemy.

Thunder Robot

Cost: 400
HP: 350
Jump: Boost
Extra Info: None

B Shot

Shot Type: Laser
Damage: 13
Ammo: 4
Recharge: No

B Melee

Normal Ground

Damage: 111
Attributes: CN SB
Description: 4-hit combo.

Ground Dash

Damage: 44
Attributes: CN
Description: Forward lunge.

Landing

Damage: 44
Attributes: CN
Description: Diving attack.

Normal Air

Damage: 44
Attributes: CN SB
Description: Forward lunge.

Air Dash

Damage: 44
Attributes: CN SB
Description: Same as Normal Air.

X Attack

Description: Attaches a beam of energy between Thunder Robot and an ally. Any enemy touching this beam takes continuous damage until they stagger. Deals 1 damage if fired at an enemy directly.

Magnet Robot (+)

Cost: 400
HP: 350
Jump: Boost

Extra Info: None

B Shot

Shot Type: Round

Damage: 35

Ammo: 10

Recharge: No

Description: Five shots are fired with each press. Damage given is for all five.

B Melee

Normal Ground

Damage: 117

Attributes: CN SB

Description: 4-hit combo.

Ground Dash

Damage: 44

Attributes: CN

Description: Headbutt.

Landing

Damage: 44

Attributes: CN

Description: Overhead swipe.

Normal Air

Damage: 44

Attributes: CN SB

Description: Overhead swipe.

Air Dash

Damage: 44

Attributes: CN SB

Description: Same as Normal Air.

X Attack

Description: Magnet Robot creates a large cone of magnetism in front of it, pulling borgs towards it. Magnet Robot can begin moving again halfway through the attack's duration.

Magnet Robot (-)

Cost: 410

HP: 350

Jump: Boost

Extra Info: None

B Shot

Shot Type: Round

Damage: 26

Ammo: 4

Recharge: No

B Melee

Normal Ground

Damage: 117

Attributes: CN SB

Description: 4-hit combo.

Ground Dash

Damage: 44

Attributes: CN

Description: Headbutt.

Landing

Damage: 44

Attributes: CN

Description: Overhead swipe.

Normal Air

Damage: 44

Attributes: CN SB

Description: Overhead swipe.

Air Dash

Damage: 44

Attributes: CN SB

Description: Same as Normal Air.

X Attack

Description: Magnet Robot creates a large cone of magnetism in front of it, pulling borgs towards it. Magnet Robot can begin moving again halfway through the attack's duration.

Megaton Robot

Cost: 470

HP: 350

Jump: Boost

Extra Info: None

B Shot

Shot Type: Round

Damage: 35

Ammo: 10

Recharge: No

Description: Five shots are fired with each press. Damage given is for all five.

B Melee

Normal Ground

Damage: 117

Attributes: CN SB

Description: 4-hit combo.

Ground Dash

Damage: 44

Attributes: CN

Description: Dashing kick.

Landing

Damage: 44

Attributes: CN

Description: Forward dash attack.

Normal Air

Damage: 44

Attributes: CN SB

Description: Forward kick.

Air Dash

Damage: 44

Attributes: CN SB

Description: Same as Normal Air.

X Attack

Damage: 176

Description: Megaton Robot throws his head at enemies, after which he'll have to go pick it up (touch it) to throw it again. Other borgs can target and destroy the head after it is thrown, though it will regenerate after a long time.

Drill Robot

Cost: 500

HP: 350

Jump: Boost

Extra Info: None

B Shot

Shot Type: Drill

Damage: 58

Ammo: 2

Recharge: No

Description: Drills deal multiple hits and move through objects, so they can cause more damage to large borgs.

B Melee

Normal Ground

Damage: 107

Attributes: CN SB MH

Description: 4-hit combo.

Ground Dash

Damage: 43

Attributes: CN SB MH

Description: Forward drill attack.

Landing

Damage: 62

Attributes: CN SB MH

Description: Dashing drill attack.

Normal Air

Damage: 60

Attributes: CN SB MH

Description: Downward drill attack.

Air Dash

Damage: 60

Attributes: CN SB MH

Description: Same as Normal Air.

X Attack

Damage: 72, 150

Description: Drill Robot drills down into the ground, then drills upward from underneath the enemy. The first damage value is for the upward attack, and the second includes drilling down into the enemy first.

Hammer Robot

Cost: 460

HP: 400

Jump: Boost

Extra Info: None

B Attack

Damage: 79

Description: Throws both maces forward. He must wait for them to return before attacking again.

B Melee

Normal Ground

Damage: 117

Attributes: CN SB

Description: 4-hit combo.

Ground Dash

Damage: 44

Attributes: CN

Description: Forward lunge attack.

Landing

Damage: 44

Attributes: CN

Description: Overhead swipe.

Normal Air

Damage: 60

Attributes: CN SB

Description: Overhead swipe.

Air Dash

Damage: 44

Attributes: CN SB

Description: Same as Normal Air.

X Attack

Damage: 40

Ammo: 4

Recharge: No

Description: Hammer Robot creates four bombs in a row slightly above him that move forward a little before stopping.

Machine (large) [15LMACH]

Proto Panther

Cost: 800

HP: 400

Jump: Boost

Extra Info: None

B Shot

Shot Type: Round

Damage: 40

Ammo: 20

Recharge: No

Description: Five shots are fired with each press. Damage given is for all five.

B Melee

Normal Ground

Damage: 106

Attributes: CN SB

Description: 3-hit combo.

Ground Dash

Damage: 48

Attributes: CN SB

Description: Forward lunge.

Landing

Damage: 40

Attributes: CN SB

Description: Sweep kick followed by a wheel attack.

Normal Air

Damage: 48

Attributes: CN MH

Description: Upward kick.

Air Dash

Damage: 26

Attributes: CN SB

Description: Horizontal sword attack.

X Attack

Damage: 48

Description: Proto Panther fires two spiked wheels at the enemy.

Panther Robot

Cost: 1000

HP: 450

Jump: Boost

Extra Info: None

X Attack

Description: Panther Robot transforms into a Panther Vehicle, canceling all melee attacks. If he moves within melee range while transformed, he will switch back to robot mode and perform a Normal Air attack. Transformations cancel melee attacks and instantly restore all ammo.

-Robot Form-

B Shot

Shot Type: Round

Damage: 40

Ammo: 20

Recharge: No

Description: Five shots are fired with each press. Damage given is for all five.

B Charge

Damage: 48

Description: Proto Panther fires two spiked wheels at the enemy.

B Melee

Normal Ground

Damage: 106

Attributes: CN SB

Description: 3-hit combo.

Ground Dash

Damage: 48

Attributes: CN SB

Description: Forward lunge.

Landing

Damage: 40

Attributes: CN SB

Description: Sweep kick followed by a wheel attack.

Normal Air

Damage: 48

Attributes: CN MH

Description: Upward kick.

Air Dash

Damage: 26

Attributes: CN SB

Description: Horizontal sword attack.

-Vehicle Form-

B Shot

Shot Type: Round

Damage: 35

Ammo: 10

Recharge: No

Description: Fires five shots at once. Damage given is for all five.

B Charge

Shot Type: Laser

Damage: 47

Proto Titan

Cost: 800

HP: 420

Jump: Boost

Extra Info: None

B Shot

Shot Type: Round

Damage: 40

Ammo: 20

Recharge: No

Description: Five shots are fired with each press. Damage given is for all five.

B Melee

Normal Ground

Damage: 75

Attributes: CN SB

Description: Sweep kick followed by two sword attacks.

Ground Dash

Damage: 48

Attributes: CN SB

Description: Forward lunge.

Landing

Damage: 75

Attributes: CN SB

Description: Same as Normal Ground.

Normal Air

Damage: 48

Attributes: CN MH

Description: Upward kick.

Air Dash

Damage: 48

Attributes: CN MH

Description: Same as Normal Air.

X Attack

Damage: 32

Description: Proto Titan fires two energy lances at the enemy.

Titan Robot

Cost: 1000

HP: 450

Jump: Boost

Extra Info: None

X Attack

Description: Titan Robot transforms into a Titan Tank, canceling all melee attacks. If he moves within melee range while transformed, he will switch back to robot mode and perform a Normal Air attack.

Transformations cancel melee attacks and instantly restore all ammo.

-Robot Form-

B Shot

Shot Type: Round

Damage: 40

Ammo: 20

Recharge: No

Description: Five shots are fired with each press. Damage given is for all five.

B Charge

Damage: 32

Description: Proto Titan fires two energy lances at the enemy.

B Melee

Normal Ground

Damage: 75

Attributes: CN SB

Description: Sweep kick followed by two sword attacks.

Ground Dash

Damage: 48

Attributes: CN SB

Description: Forward lunge.

Landing

Damage: 75

Attributes: CN SB

Description: Same as Normal Ground.

Normal Air

Damage: 48

Attributes: CN MH

Description: Upward kick.

Air Dash

Damage: 48

Attributes: CN MH

Description: Same as Normal Air.

-Tank Form-

B Shot

Shot Type: Laser

Damage: 34

Ammo: 5

Recharge: No

B Charge

Damage: 40

Description: Fires energy javelins that can move through objects.

Proto Eagle

Cost: 850

HP: 380

Jump: Boost

Extra Info: None

B Shot

Shot Type: Round

Damage: 16

Ammo: 10

Recharge: No

Description: Can fire in bursts of five by holding the button.

B Melee

Normal Ground

Damage: 71

Attributes: CN SB

Description: Two sword attacks follows by a punt.

Ground Dash

Damage: 31

Attributes: CN SB MH

Description: Single slash followed by a spinning sword attack.

Landing

Damage: 71

Attributes: CN SB

Description: Same as Normal Ground.

Normal Air

Damage: 26

Attributes: CN

Description: Quick sword attack.

Air Dash

Damage: 26

Attributes: CN

Description: Same as Normal Air.

X Attack

Damage: 56

Description: Proto Eagle fires two large energy beams at the enemy.

Eagle Robot

Cost: 1000

HP: 400

Jump: Boost

Extra Info: None

X Attack

Description: Eagle Robot transforms into an Eagle Jet, canceling all melee attacks. Transformations cancel melee attacks and instantly restore all ammo.

-Robot Form-

B Shot

Shot Type: Laser

Damage: 34

Ammo: 5

Recharge: No

B Melee

Normal Ground

Damage: 71

Attributes: CN SB

Description: Two sword attacks follows by a punt.

Ground Dash

Damage: 31

Attributes: CN SB MH

Description: Single slash followed by a spinning sword attack.

Landing

Damage: 71

Attributes: CN SB

Description: Same as Normal Ground.

Normal Air

Damage: 26

Attributes: CN

Description: Quick sword attack.

Air Dash

Damage: 26

Attributes: CN

Description: Same as Normal Air.

-Jet Form-

B Shot

Shot Type: Laser

Damage: 34

Ammo: 5

Recharge: No

B Melee

Damage: 44

Attributes: None

Description: Eagle Robot activates two laser blades on the front.
The attack must be aimed, as this does not affect Eagle Robot's
movement.

Proto Red

Cost: 850

HP: 500

Jump: Boost

Extra Info: None

B Shot

Shot Type: Laser
Damage: 8
Ammo: 5
Recharge: No

B Melee

Normal Ground

Damage: 61
Attributes: SB CN
Description: 2-hit sword combo.

Ground Dash

Damage: 26
Attributes: SB CN
Description: Upward sword swing.

Landing

Damage: 44
Attributes: CN
Description: Low sword slash.

Normal Air

Damage: 35
Attributes: CN
Description: Dashing kick.

Air Dash

Damage: 35
Attributes: SB CN
Description: Knee attack that can be quickly followed by a Normal Air.

Special 1

Damage: 78
Attributes: CN
Description: 5-hit combo ending with a Normal Air. Can only be performed in air after jumping out of a Ground Dash. Damage includes the Ground Dash.

X Attack

Shot Type: Blast Laser
Damage: 26
Ammo: 2
Recharge: Yes

Machine Red

Cost: 900

HP: 500

Jump: Boost

Extra Info: Can combine with Machine Blue or Cyber Atlas.

B Shot

Shot Type: Laser

Damage: 8

Ammo: 5

Recharge: No

B Melee

Normal Ground

Damage: 61

Attributes: SB CN

Description: 2-hit sword combo.

Ground Dash

Damage: 26

Attributes: SB CN

Description: Upward sword swing.

Landing

Damage: 44

Attributes: CN

Description: Leg sweep.

Normal Air

Damage: 35

Attributes: CN

Description: Dashing kick.

Air Dash

Damage: 35

Attributes: SB CN

Description: Knee attack that can be quickly followed by a Normal Air.

Special 1

Damage: 78

Attributes: CN

Description: 5-hit combo ending with a Normal Air. Can only be performed in air after jumping out of a Ground Dash. Damage includes the Ground Dash. Can be cancelled with X.

X Attack

Shot Type: Blast Laser

Damage: 26

Ammo: 2

Recharge: Yes

Proto Blue

Cost: 800

HP: 550

Jump: Boost

Extra Info: None

B Shot

Shot Type: Missile

Damage: 40

Ammo: 4

Recharge: No

B Melee

Normal Ground

Damage: 59

Attributes: SB CN

Description: 2-hit combo.

Ground Dash

Damage: 26

Attributes: SB CN

Description: Punt.

Landing

Damage: 54

Attributes: SB CN

Description: Low sweep followed by a punt.

Normal Air

Damage: 35

Attributes: SB CN

Description: Downward punch. Easily followed with a Landing attack.

Air Dash

Damage: 35

Attributes: SB CN

Description: Same as Normal Air.

X Attack

Shot Type: Tank

Damage: 63

Ammo: 5

Recharge: No

Machine Blue

Cost: 850

HP: 550

Jump: Boost

Extra Info: Can combine with Machine Red or Cyber Mars.

B Shot

Shot Type: Missile

Damage: 40

Ammo: 4

Recharge: No

B Melee

Normal Ground

Damage: 59

Attributes: SB CN

Description: 2-hit combo.

Ground Dash

Damage: 26

Attributes: SB CN

Description: Punt.

Landing

Damage: 54

Attributes: SB CN

Description: Low sweep followed by a punt.

Normal Air

Damage: 35

Attributes: SB CN

Description: Downward punch. Easily followed with a Landing attack.

Air Dash

Damage: 35

Attributes: SB CN

Description: Same as Normal Air.

X Attack

Shot Type: Tank

Damage: 63

Ammo: 5

Recharge: No

Proto Mars

Cost: 900
HP: 500
Jump: Boost
Extra Info: None

B Shot

Shot Type: Laser
Damage: 16
Ammo: 5
Recharge: No

B Melee

Normal Ground

Damage: 61
Attributes: SB CN
Description: 2-hit sword combo.

Ground Dash

Damage: 26
Attributes: SB CN
Description: Upward sword swing.

Landing

Damage: 44
Attributes: CN
Description: Low sword slash.

Normal Air

Damage: 35
Attributes: CN
Description: Dashing kick.

Air Dash

Damage: 35
Attributes: SB CN
Description: Knee attack that can be quickly followed by a Normal Air.

Special 1

Damage: 78
Attributes: CN
Description: 5-hit combo ending with a Normal Air. Can only be performed in air after jumping out of a Ground Dash. Damage includes the Ground Dash.

X Attack

Shot Type: Blast Laser
Damage: 26
Ammo: 2
Recharge: Yes

Cyber Mars

Borg Info

Cost: 950

HP: 500

Jump: Boost

Extra Info: Can combine with Machine Blue or Cyber Atlas.

B Shot

Shot Type: Laser

Damage: 16

Ammo: 5

Recharge: No

B Melee

Normal Ground

Damage: 61

Attributes: SB CN

Description: 2-hit sword combo.

Ground Dash

Damage: 26

Attributes: SB CN

Description: Upward sword swing.

Landing

Damage: 44

Attributes: CN

Description: Leg sweep.

Normal Air

Damage: 35

Attributes: CN

Description: Dashing kick.

Air Dash

Damage: 35

Attributes: SB CN

Description: Knee attack that can be quickly followed by a Normal Air.

Special 1

Damage: 78

Attributes: CN

Description: 5-hit combo ending with a Normal Air. Can only be performed in air after jumping out of a Ground Dash. Damage includes the Ground Dash. Can be cancelled with X.

X Attack

Shot Type: Blast Laser

Damage: 26

Ammo: 2

Recharge: Yes

Proto Atlas

Cost: 850

HP: 550

Jump: Boost

Extra Info: None

B Shot

Shot Type: Laser

Damage: 16

Ammo: 5

Recharge: No

B Charge

Shot Type: Laser

Damage: 8

Description: Proto Atlas releases one of four pod weapons that chase the enemy, fire a laser three times from different angles, then return. These use ammo from his B Shot. This cannot be used if all four are already detached.

B Melee

Normal Ground

Damage: 59

Attributes: SB CN

Description: 2-hit combo.

Ground Dash

Damage: 26

Attributes: SB CN

Description: Punt.

Landing

Damage: 54

Attributes: SB CN

Description: Low sweep followed by a punt.

Normal Air

Damage: 35

Attributes: SB CN

Description: Downward punch. Easily followed with a Landing attack.

Air Dash

Damage: 35

Attributes: SB CN

Description: Same as Normal Air.

X Attack

Shot Type: Laser

Damage: 30

Ammo: 3

Recharge: No

X Charge

Shot Type: Laser

Damage: 8

Description: Proto Atlas releases all four pod weapons (or however many remain), which will attempt to fire twice before returning. These use ammo from his B Shot. This cannot be used if all four are already detached.

Cyber Atlas

Cost: 900

HP: 550

Jump: Boost

Extra Info: Can combine with Machine Red or Cyber Mars.

B Shot

Shot Type: Laser

Damage: 16

Ammo: 5

Recharge: No

B Charge

Shot Type: Laser

Damage: 8

Description: Cyber Atlas releases one of four pod weapons that chase the enemy, fire a laser three times from different angles, then return. These use ammo from his B Shot. This cannot be used if all four are already detached.

B Melee

Normal Ground

Damage: 59

Attributes: SB CN

Description: 2-hit combo.

Ground Dash

Damage: 26
Attributes: SB CN
Description: Punt.

Landing

Damage: 54
Attributes: SB CN
Description: Low sweep followed by a punt.

Normal Air

Damage: 35
Attributes: SB CN
Description: Downward punch. Easily followed with a Landing attack.

Air Dash

Damage: 35
Attributes: SB CN
Description: Same as Normal Air.

X Attack

Shot Type: Laser
Damage: 30
Ammo: 3
Recharge: No

X Charge

Shot Type: Laser
Damage: 8
Description: Cyber Atlas releases all four pod weapons (or however many remain), which will attempt to firetwice before returning. These use ammo from his B Shot. This cannot be used if all four are already detached.

Proto King

Cost: 800
HP: 400
Jump: Boost
Extra Info: None

B Shot

Shot Type: Chest Laser
Damage: 44
Ammo: 5
Recharge: No

B Melee

Normal Ground

Damage: 94

Attributes: CN

Description: 2-hit sword combo.

Ground Dash

Damage: 35

Attributes: CN

Description: Proto King twirls his swords around for a moment, then slashes with both.

Landing

Damage: 94

Attributes: CN

Description: Same as Normal Ground.

Normal Air

Damage: 35

Attributes: CN

Description: Proto King slashes at a downward angle with both blades.

Air Dash

Damage: 35

Attributes: CN

Description: Same as Normal Air.

X Attack

Damage: ?

Attributes: MH

Description: Proto King spins his blades around in front of him as long as the button is held. Damage depends on how long the enemy remains in contact with the blades.

Victory Duke

Cost: 850

HP: 420

Jump: Boost

Extra Info: None

X Attack

Description: Victory Duke Transforms into a tank, canceling all melee attacks. If he moves within melee range while transformed, he will switch back to robot mode and perform a charged B attack. This version can be extended indefinitely by holding B.

-Robot Form-

B Shot

Damage: 44

Ammo: 5

Recharge: No

Description: Fires a large laser from his chest.

B Charge

Damage: ?

Attributes: MH

Description: Victory Duke spins his blades around in front of him.

Damage depends on how long the enemy remains in contact with the blades.

B Melee

Normal Ground

Damage: 94

Attributes: CN

Description: 2-hit sword combo.

Ground Dash

Damage: 35

Attributes: CN

Description: Victory Duke twirls his swords around for a moment, then slashes with both.

Landing

Damage: 94

Attributes: CN

Description: Same as Normal Ground.

Normal Air

Damage: 35

Attributes: CN SB

Description: Victory Duke slashes at a downward angle with both blades.

Air Dash

Damage: 35

Attributes: CN SB

Description: Same as Normal Air.

-Tank Form-

B Shot

Shot Type: Round

Damage: 49

Ammo: 10

Recharge: No

Description: Five shots are fired at once. Damage given is for all five.

B Charge

Shot Type: Tank

Damage: 63

Victory Baron

Cost: 850

HP: 380

Jump: Boost

Extra Info: None

X Attack

Description: Victory Baron Transforms into a jet, canceling all melee attacks. If he moves within melee range while transformed, he will switch back to robot mode and perform a charged B attack. This version can be extended indefinitely by holding B.

-Robot Form-

B Shot

Damage: 44

Ammo: 5

Recharge: No

Description: Fires a large laser from his chest.

B Charge

Damage: ?

Attributes: MH

Description: Victory Baron spins his blades around in front of him. Damage depends on how long the enemy remains in contact with the blades.

B Melee

Normal Ground

Damage: 94

Attributes: CN RE

Description: 2-hit sword combo.

Ground Dash

Damage: 35

Attributes: CN

Description: Victory Baron twirls his swords around for a moment, then slashes with both.

Landing

Damage: 94

Attributes: CN RE

Description: Same as Normal Ground.

Normal Air

Damage: 35

Attributes: CN SB

Description: Victory Baron slashes at a downward angle with both blades.

Air Dash

Damage: 35

Attributes: CN SB

Description: Same as Normal Air.

-Jet Form-

B Shot

Shot Type: Round

Damage: 49

Ammo: 10

Recharge: No

Description: Five shots are fired at once. Damage given is for all five.

B Charge

Damage: 31

Description: Drops a series of small bombs.

Victory King

Cost: 1000

HP: 450

Jump: Boost

Extra Info: None

X Attack

Description: Victory Baron transforms into a tank if touching the ground or a jet if in the air, canceling all melee attacks. Pressing X as a tank while in the air will cause him to transform directly into a jet, and in jet form he can transform into a tank by pressing X while touching the ground. If he moves within melee range while transformed, he will switch back to robot mode and perform a charged B attack. This version can be extended indefinitely by holding B.

-Robot Form-

B Shot

Damage: 44

Ammo: 5

Recharge: No

Description: Fires a large laser from his chest.

B Charge

Damage: ?

Attributes: MH

Description: Victory Baron spins his blades around in front of him.

Damage depends on how long the enemy remains in contact with the blades.

B Melee

Normal Ground

Damage: 94

Attributes: CN

Description: 2-hit sword combo.

Ground Dash

Damage: 35

Attributes: CN

Description: Victory Baron twirls his swords around for a moment, then slashes with both.

Landing

Damage: 94

Attributes: CN

Description: Same as Normal Ground.

Normal Air

Damage: 35

Attributes: CN SB

Description: Victory Baron slashes at a downward angle with both blades.

Air Dash

Damage: 35

Attributes: CN SB

Description: Same as Normal Air.

-Tank Form-

B Shot

Shot Type: Round

Damage: 49

Ammo: 10

Recharge: No

Description: Five shots are fired at once. Damage given is for

all five.

B Charge

Shot Type: Tank

Damage: 63

-Jet Form-

B Shot

Shot Type: Round

Damage: 49

Ammo: 10

Recharge: No

Description: Five shots are fired at once. Damage given is for all five.

B Charge

Damage: 31

Description: Drops a series of small bombs.

Cyber Machine Seiryu

Cost: 1750

HP: 1050

Jump: Boost

Extra Info: Machine Red and Machine Blue can combine to form this borg when both are on a team and use their Power Burst (Y).

-Player 1-

B Shot

Shot Type: Laser

Damage: 78

Ammo: 10

Recharge: No

B Melee

Normal Ground

Damage: 88

Description: Horizontal slash.

Ground Dash

Damage: 116

Description: Seiryu leaps into the air and stabs the ground, causing an explosion.

Landing

Damage: 116

Description: Same as Ground Dash.

Normal Air

Damage: 88

Description: Horizontal slash.

Air Dash

Damage: 88

Description: Same as Normal Air.

X Shot

Shot Type: Blast Laser

Damage: 102

Ammo: 3

Recharge: No

-Player 2-

B Shot

Shot Type: Missile

Damage: 66

Ammo: 10

Recharge: No

Description: Fires in a high arc at the enemy.

X Attack

Ammo: 3

Description: Creates a shield in the direction pressed that lasts for roughly one second. The shield will absorb a large amount of damage before being destroyed, and up to three can be created at a time. A new shield can be created as soon as an old one vanishes.

-X Charge-

Damage: ????

Description: If both players charge their X Attack, Seiryu will fire a large beam powerful enough to kill any borg. A charged X attack will do nothing unless both players have fully charged it.

Cyber Machine Suzaku

Cost: 1850

HP: 1050

Jump: Boost

Extra Info: Cyber Mars and Cyber Atlas can combine to form this borg when both are on a team and use their Power Burst (Y).

-Player 1-

B Shot

Shot Type: Laser

Damage: 92

Ammo: 10

Recharge: No

B Melee

Normal Ground

Damage: 88

Description: Horizontal slash.

Ground Dash

Damage: 116

Description: Seiryu leaps into the air and stabs the ground, causing an explosion.

Landing

Damage: 116

Description: Same as Ground Dash.

Normal Air

Damage: 88

Description: Horizontal slash.

Air Dash

Damage: 88

Description: Same as Normal Air.

X Shot

Shot Type: Blast Laser

Damage: 102

Ammo: 3

Recharge: No

-Player 2-

B Shot

Shot Type: Laser

Damage: 17

Ammo: 15

Description: Suzaku releases one of four pod weapons that chase the enemy, fire a laser three times from different angles, then return. This cannot be used if all four are already detached.

X Attack

Ammo: 3

Description: Creates a shield in the direction pressed that lasts for roughly one second. The shield will absorb a large amount of damage before being destroyed, and up to three can be created at a time. A new shield can be created as soon as an old one vanishes.

-X Charge-

Damage: ????

Description: If both players charge their X Attack, Suzaku will fire a large beam powerful enough to kill any borg. A charged X attack will do nothing unless both players have fully charged it.

Cyber Machine Byakko

Cost: 1800

HP: 1050

Jump: Boost

Extra Info: Machine Red and Cyber Atlas can combine to form this borg when both are on a team and use their Power Burst (Y).

-Player 1-

B Shot

Shot Type: Laser

Damage: 91

Ammo: 10

Recharge: No

B Melee

Normal Ground

Damage: 88

Description: Horizontal slash.

Ground Dash

Damage: 116

Description: Byakko leaps into the air and stabs the ground, causing an explosion.

Landing

Damage: 116

Description: Same as Ground Dash.

Normal Air

Damage: 88

Description: Horizontal slash.

Air Dash

Damage: 88

Description: Same as Normal Air.

X Shot

Shot Type: Blast Laser

Damage: 102

Ammo: 3

Recharge: No

-Player 2-

B Shot

Shot Type: Laser

Damage: 17

Ammo: 15

Description: Byakko releases one of four pod weapons that chase the enemy, fire a laser three times from different angles, then return. This cannot be used if all four are already detached.

X Attack

Ammo: 3

Description: Creates a shield in the direction pressed that lasts for roughly one second. The shield will absorb a large amount of damage before being destroyed, and up to three can be created at a time. A new shield can be created as soon as an old one vanishes.

-X Charge-

Damage: ????

Description: If both players charge their X Attack, Byakko will fire a large beam powerful enough to kill any borg. A charged X attack will do nothing unless both players have fully charged it.

Cyber Machine Genbu

Cost: 1800

HP: 1050

Jump: Boost

Extra Info: Cyber Mars and Machine Blue can combine to form this borg when both are on a team and use their Power Burst (Y).

-Player 1-

B Shot

Shot Type: Laser

Damage: 88

Ammo: 10

Recharge: No

B Melee

Normal Ground

Damage: 88

Description: Horizontal slash.

Ground Dash

Damage: 116

Description: Genbu leaps into the air and stabs the ground, causing an explosion.

Landing

Damage: 116

Description: Same as Ground Dash.

Normal Air

Damage: 88

Description: Horizontal slash.

Air Dash

Damage: 88

Description: Same as Normal Air.

X Shot

Shot Type: Blast Laser

Damage: 102

Ammo: 3

Recharge: No

-Player 2-

B Shot

Shot Type: Missile

Damage: 66

Ammo: 10

Recharge: No

Description: Fires in a high arc at the enemy.

X Attack

Ammo: 3

Description: Creates a shield in the direction pressed that lasts for roughly one second. The shield will absorb a large amount of damage before being destroyed, and up to three can be created at a time. A new shield can be created as soon as an old one vanishes.

-X Charge-

Damage: ????

Description: If both players charge their X Attack, Genbu will fire a large beam powerful enough to kill any borg. A charged X attack

will do nothing unless both players have fully charged it.

Musha [16MUSHA]

Normal Samurai

Cost: 300

HP: 220

Jump: 3

Extra Info: None

B Shot

Shot Type: X-Slash

Damage: 26

Ammo: 5

Recharge: Yes

B Melee

Normal Ground

Damage: 73

Attributes: CN

Description: 4-hit sword combo.

Ground Dash

Damage: 31

Attributes: SB CN

Description: 2-hit sword combo.

Landing

Damage: 26

Attributes: CN

Description: Single sword slash.

Normal Air

Damage: 47

Attributes: CN

Description: 2-hit sword combo.

Air Dash

Damage: 47

Attributes: CN

Description: Same as Normal Air.

X Attack

Damage: 115

Attributes: SB MH

Description: Spinning sword attack. All of his other attacks can

cancel into this. If used in air, Normal Samurai will not be able to move again until he lands. The duration can be extended slightly by repeatedly pressing the button.

Musashi

Cost: 300

HP: 250

Jump: 3

Extra Info: None

B Shot

Shot Type: X-Slash

Damage: 26

Ammo: 5

Recharge: Yes

B Melee

Normal Ground

Damage: 73

Attributes: MH CN

Description: 4-hit sword combo. The 4th hit automatically follows the 3rd.

Ground Dash

Damage: 31

Attributes: SB MH CN

Description: 2-hit sword combo.

Landing

Damage: 26

Attributes: CN

Description: Single sword slash.

Normal Air

Damage: 47

Attributes: MH CN

Description: 2-hit sword combo.

Air Dash

Damage: 47

Attributes: MH CN

Description: Same as Normal Air.

X Attack

Damage: 92

Attributes: MH

Description: Spinning sword attack. If used in air, Musashi will

not be able to move again until he lands. The duration can be extended slightly by repeatedly pressing the button.

Sonic Samurai

Cost: 330

HP: 250

Jump: 3

Extra Info: None

B Shot

Shot Type: X-Slash

Damage: 26

Ammo: 5

Recharge: Yes

B Melee

Normal Ground

Damage: 73

Attributes: CN

Description: 4-hit sword combo.

Ground Dash

Damage: 34

Attributes: CN SB MH

Description: Sonic Samurai lunges at the enemy while spinning.

Landing

Damage: 26

Attributes: CN

Description: Single sword slash.

Normal Air

Damage: 47

Attributes: CN

Description: 2-hit sword combo.

Air Dash

Damage: 47

Attributes: CN

Description: Same as Normal Air.

X Attack

Damage: 70

Attributes: None

Description: Sonic Samurai instantly slashes through the enemy. He will be stunned momentarily after doing so. This cancels all other

melee attacks.

Beam Samurai

Cost: 550

HP: 350

Jump: 3

Extra Info: The first number listed for damage is an uncharged attack. The second is the range of damage that a charged attack is likely to do at point-blank.

B Attacks

Normal Ground

Damage: 60, 192-220

Attributes: None

Description: 3-hit combo.

Ground Dash

Damage: 26, 51-68

Attributes: SB

Description: Upward slash.

Landing

Damage: 26, 51

Attributes: None

Description: Quick slash.

Normal Air

Damage: 47, 120-136

Attributes: None

Description: Overhead slash.

Air Dash

Damage: 47, 120-136

Attributes: None

Description: Same as Normal Air.

X

Description: This charges up Beam Samurai's sword for a short time, giving it extended range and higher damage. The damage increase depends heavily on the sword's tendency to get extra hits while charged due to the larger hitbox, so the damage will vary based on the size of the enemy and angle of attack. The glow of energy near Beam Samurai's arm also seems to add damage, so in general it is best to get as close to the enemy as possible. The glow also allows any attack to break through shields if the glow itself hits. The charge will be lost if Beam Samurai is hit.

Chrono Samurai

Cost: 300

HP: 220

Jump: 3

Extra Info: None

B Shot

Shot Type: X-Slash

Damage: 26

Ammo: 5

Recharge: Yes

B Melee

Normal Ground

Damage: 88

Attributes: CN

Description: 4-hit sword combo.

Ground Dash

Damage: 56

Attributes: CN SB MH

Description: Multiple-hit sword combo.

Landing

Damage: 30

Attributes: CN SB MH

Description: Multiple-hit sword combo.

Normal Air

Damage: 59

Attributes: CN SB MH

Description: Multiple-hit sword combo.

Air Dash

Damage: 59

Attributes: CN SB MH

Description: Same as Normal Air.

X Charge

Description: Stops time for a few seconds. Enemy borgs can be attacked during this, but if they are put into their invincible state they will remain that way until the move ends. This will cancel all melee attacks. 115 was the maximum amount of damage that could be done to Neo G in this state.

Samurai Shogun

Cost: 620
HP: 300
Jump: 3
Extra Info: None

B Shot

Shot Type: X-Slash
Damage: 26
Ammo: 5
Recharge: Yes

B Melee

Normal Ground

Damage: 88
Attributes: CN
Description: 4-hit sword combo.

Ground Dash

Damage: 56
Attributes: CN SB MH
Description: Multiple-hit sword combo.

Landing

Damage: 30
Attributes: CN SB MH
Description: Multiple-hit sword combo.

Normal Air

Damage: 59
Attributes: CN SB MH
Description: Multiple-hit sword combo.

Air Dash

Damage: 59
Attributes: CN SB MH
Description: Same as Normal Air.

X Charge

Damage: 280
Attributes: None
Description: Samurai Shogun fires an instant, 2-dimensional beam.

Ninja [17NINJA]

Normal Ninja

Cost: 150
HP: 150
Jump: 3
Extra Info: None

B Shot

Shot Type: Shuriken
Damage: 4
Ammo: 10
Recharge: No

B Melee

Normal Ground

Damage: 88
Attributes: CN SB
Description: 2-hit knife combo.

Ground Dash

Damage: 35
Attributes: CN
Description: Quick horizontal slash.

Landing

Damage: 88
Attributes: CN SB
Description: Same as Normal Ground.

Normal Air

Damage: 35
Attributes: CN
Description: Quick horizontal slash.

Air Dash

Damage: 35
Attributes: CN
Description: Same as Normal Air.

Special 1

Damage: 80
Attributes: CN SB
Description: Downward stab. Cannot be cancelled until contact with the enemy or the ground.

X Shot

Damage: 22
Ammo: 5
Recharge: No

Description: Throws an explosive projectile in an arc.

Sasuke

Cost: 150

HP: 180

Jump: 3

Extra Info: None

B Shot

Shot Type: Shuriken

Damage: 4

Ammo: 10

Recharge: No

B Melee

Normal Ground

Damage: 88

Attributes: SB CN WV

Description: 2-hit slash combo. The second slash, once started, can be canceled with X. A bomb will then be thrown in place of or immediately after the second hit.

Ground Dash

Damage: 40

Attributes: SB MH CN

Description: Spinning slash. Can be cancelled into a bomb throw with X.

Landing

Damage: 40

Attributes: SB MH CN

Description: Same as Ground Dash.

Normal Air

Damage: 35

Attributes: CN

Description: Flip kick. Can be cancelled into a bomb throw with X.

Air Dash

Damage: 35

Attributes: CN

Description: Same as Normal Air.

Special 1

Damage: 88

Attributes: CN SB

Description: Sasuke stabs downward while falling onto the enemy. This only happens if B is pressed while Sasuke is directly above an

enemy.

X Attack

Shot Type: Bomb

Damage: 22

Ammo: 5

Recharge: No

Description: Sasuke throws a bomb and is pushed back a bit. Tapping a direction will shorten the lag time after a throw, allowing you to throw another more quickly.

Double Ninja

Cost: 210

HP: 150

Jump: 3

Extra Info: None

B Shot

Shot Type: Shuriken

Damage: 4

Ammo: 10

Recharge: No

B Melee

Normal Ground

Damage: 88

Attributes: CN SB

Description: 2-hit knife combo.

Ground Dash

Damage: 35

Attributes: CN

Description: Quick horizontal slash.

Landing

Damage: 88

Attributes: CN SB

Description: Same as Normal Ground.

Normal Air

Damage: 35

Attributes: CN

Description: Quick horizontal slash.

Air Dash

Damage: 35

Attributes: CN

Description: Same as Normal Air.

Above Enemy

Damage: 80

Attributes: CN SB

Description: Downward stab. Cannot be cancelled until contact with the enemy or the ground.

X Shot

Damage: 22

Ammo: 5

Recharge: No

Description: Throws an explosive projectile in an arc.

X Charge

Description: Double Ninja creates a duplicate of himself. The duplicate will not deal extra damage in melee, but can throw an additional projectile. The duplicate vanishes if Double Ninja is knocked over.

Shuriken Ninja

Cost: 310

HP: 200

Jump: 3

Extra Info: None

B Shot

Shot Type: Shuriken

Damage: 4

Ammo: 30

Recharge: No

B Melee

Normal Ground

Damage: 63

Attributes: CN

Description: Punch, followed by a kick.

Ground Dash

Damage: 83

Attributes: CN SB MH

Description: Shuriken Ninja attacks with his large shuriken, then follows with a landing attack.

Landing

Damage: 34
Attributes: CN SB
Description: Shuriken Ninja punches the enemy with energy.

Normal Air

Damage: 24
Attributes: CN SB MH
Description: Quick attack with the large shuriken.

Air Dash

Damage: 76
Attributes: CN SB MH
Description: Rolling attack with the large shuriken.

X Attack

Damage: 110
Attributes: SB MH
Description: Rolling attack with the large shuriken.

Arrow Ninja

Cost: 300
HP: 180
Jump: 3
Extra Info: None

B Shot

Shot Type: Shuriken
Damage: 4
Ammo: 10
Recharge: No

B Melee

Normal Ground

Damage: 88
Attributes: CN SB WV
Description: 2-hit combo.

Ground Dash

Damage: 17
Attributes: CN SB MH
Description: Arrow Ninja rolls toward the enemy and jumps, dealing damage on contact. The damage done is extremely variable depending on the angle of attack, so the damage listed is just for a single hit.

Landing

Damage: 17
Attributes: CN SB MH
Description: Same as Ground Dash.

Normal Air

Damage: 34
Attributes: CN
Description: Quick strike.

Air Dash

Damage: 34
Attributes: CN
Description: Same as Normal Air.

X Attack

Damage: 4
Ammo: 8
Recharge: No
Description: A large arrow is fired at the enemy, tethering them to a small radius around their position for a limited time. Hitting with multiple arrows will tether the enemy to multiple positions, potentially restricting their movement entirely.

Shijima

Cost: 300
HP: 210
Jump: 3
Extra Info: None

B Shot

Shot Type: Shuriken
Damage: 4
Ammo: 10
Recharge: No

B Melee

Normal Ground

Damage: 88
Attributes: CN SB WV
Description: 2-hit combo.

Ground Dash

Damage: 17
Attributes: CN SB MH
Description: Shijima rolls toward the enemy and jumps, dealing damage on contact. The damage done is extremely variable depending on the angle of attack, so the damage listed is just for a single hit.

Landing

Damage: 17

Attributes: CN SB MH

Description: Same as Ground Dash.

Normal Air

Damage: 34

Attributes: CN

Description: Quick strike.

Air Dash

Damage: 34

Attributes: CN

Description: Same as Normal Air.

X Attack

Damage: 4

Ammo: 8

Recharge: No

Description: A large arrow is fired at the enemy, tethering them to a small radius around their position for a limited time. Hitting with multiple arrows will tether the enemy to multiple positions, potentially restricting their movement entirely.

Acceleration Ninja

Cost: 380

HP: 200

Jump: 3

Extra Info: None

B Shot

Shot Type: Wave

Damage: 8

Ammo: 5

Recharge: No

B Charge

Damage: 8

Attributes: SM

Description: Accel. Ninja fires a spread of wave shots that home in on the enemy. Damage given is for a single projectile.

Melee

Accel. Ninja does not have normal melee attacks. Instead, touching an enemy during certain movements will cause damage. A touch attack causes multiple hits during the collision, so damage is highly dependant on the relative positions of both borgs and on the amount of damage an enemy can take before staggering. The damages given

will reflect the damage done to Neo G on a direct hit. Direct hits will break through shields, though a glancing blow may be blocked.

Air Dash

Damage: 44

Description: Accel. Ninja holds his blades out in front of him while dashing.

Jumping

Damage: 44

Description: Accel. Ninja spins around with his blades out during a jump.

X Attack

Damage: 44

Description: Accel. Ninja runs forward at high speed with his blades in front of him. If in the air, he will fall downward at a sharp angle until he hits the ground. The move will end only if a wall stops him or X is pressed again.

Teleport Ninja

Cost: 400

HP: 200

Jump: 3

Extra Info: None

B Shot

Damage: 16

Ammo: 5

Recharge: No

Description: Fires crescent-shaped shots.

B Melee

Normal Ground

Damage: 80

Attributes: CN

Description: 3-hit combo.

Ground Dash

Damage: 34

Attributes: CN

Description: 2-hit combo.

Landing

Damage: 80

Attributes: CN

Description: Same as Normal Ground.

Normal Air

Damage: 35

Attributes: CN

Description: Teleprot Ninja lunges forward and attacks with both claws.

Air Dash

Damage: 35

Attributes: CN

Description: Same as Normal Air.

X Attack

Damage: None

Ammo: 2

Recharge: Yes

Description: Teleport Ninja teleports a short distance in the direction he is moving. In addition to avoiding damage, these can be used as extra jumps or to move quickly toward an enemy. If he is standing still, Teleport Ninja will reappear in the same spot. If he teleports during Chrono Samurai's time stop, he will not reappear until the move ends. Teleporting will cancel any other action except X Charge.

X Charge

Damage: 47

Attributes: SB

Description: Same as X Attack, except moving through an enemy deals damage, and the teleport will be in the direction of the enemy. If Teleport Ninja is too far from an enemy, he will move forward instead. This has a small delay before and after the move. If done in air, Teleport Ninja will drop for a short distance before being able to move again.

Flame Ninja

Cost: 590

HP: 250

Jump: 3

Extra Info: Flame Ninja's attacks stun the enemy very quickly. Normal Ground in particular cannot be completed in full against any borg. Damage values given show the amount that can be done to Neo G before stunning him.

B Shot

Shot Type: Fireball

Damage: 8

Ammo: 10

Recharge: No

B Melee

Normal Ground

Damage: 186

Attributes: CN SB

Description: 3-hit fire attack.

Ground Dash

Damage: 27

Attributes: CN SB

Description: Flaming uppercut.

Landing

Damage: 186

Attributes: CN SB

Description: Same as Normal Ground.

Normal Air

Damage: 41

Attributes: CN

Description: Horizontal flame attack.

Air Dash

Damage: 57

Attributes: CN

Description: Forward flame attack.

X Attack

Damage: 83

Attributes: SB MH

Description: Flame Ninja surrounds himself with fire and dashes toward the enemy.

Switching Ninja

Cost: 380

HP: 200

Jump: 3

Extra Info: None

B Shot

Shot Type: Shinobi Claw

Damage: 8

Ammo: 5

Recharge: No

B Melee

Normal Ground

Damage: 80

Attributes: CN

Description: 3-hit combo.

Ground Dash

Damage: 34

Attributes: CN

Description: 2-hit combo.

Landing

Damage:

Attributes: CN

Description: Same as Normal Ground.

Normal Air

Damage: 35

Attributes: CN

Description: Forward strike with both claws.

Air Dash

Damage: 35

Attributes: CN

Description: Same as Normal Air.

X Attack

Damage: 26

Attributes: None

Description: Creates a pillar of energy around the enemy, causing them to switch places after about a second if the enemy is still within its range.

Cyber Ninja

Cost: 640

HP: 300

Jump: Boost

Extra Info: None

B Shot

Shot Type: Laser

Damage: 26

Ammo: 4

Recharge: No

B Charge

Damage: 45

Attributes: SB MH

Description: Cyber Ninja dashes through the enemy multiple times.

B Melee

Normal Ground

Damage: 118

Attributes: CN SB MH

Description: Cyber Ninja attacks once with each arm shuriken.

Ground Dash

Damage: 88

Attributes: CN SB MH

Description: Cyber ninja lunges forward with an arm shuriken.

Landing

Damage: 87

Attributes: CN SB MH

Description: Cyber ninja attacks twice with both arm shurikens.

Normal Air

Damage: 52

Attributes: CN

Description: Flying kick.

Air Dash

Damage: 52

Attributes: CN

Description: Same as Normal Air.

X Shot

Shot Type: Beam Shuriken

Damage: 24 (46) (64) (76)

Ammo: 2

Recharge: No

Description: Cyber Ninja fires four projectiles at once in a spread pattern. The shurikens have slight homing capability, and it is common for more than one to hit for each shot. Damages in parentheses are for 2, 3, and 4 hits respectively.

Nurse [18NURSE]

Angel Nurse

Cost: 240

HP: 150

Jump: 3

Extra Info: None

B Shot

Shot Type: Round

Damage: 17

Ammo: 10

Recharge: No

B Melee

Normal Ground

Damage: 31

Attributes: CN

Description: 2-hit combo.

Ground Dash

Damage: 31

Attributes: CN

Description: Angel Nurse spins around with her syringe.

Landing

Damage: 31

Attributes: CN

Description: Same as Normal Ground.

Normal Air

Damage: 8

Attributes: CN

Description: Single hit.

Air Dash

Damage: 8

Attributes: CN

Description: Same as Normal Air.

X Attack

Description: Angel Nurse dashes toward the target and heals it for 50 HP.

Nao

Cost: 240

HP: 180

Jump: 3

Extra Info: None

B Shot

Shot Type: Ball

Damage: 17
Ammo: 10
Recharge: No

B Melee

Normal Ground

Damage: 31
Attributes: CN
Description: Nao swings her syringe at the enemy for a 2-hit combo.

Ground Dash

Damage: 31
Attributes: MH CN
Description: Spinning attack.

Landing

Damage: 31
Attributes: CN
Description: Same as Normal Ground.

Normal Air

Damage: 8
Attributes: CN
Description: Spin hit.

Air Dash

Damage: 8
Attributes: CN
Description: Same as Normal Air.

X Attack

Description: Dashes toward and heals an enemy or ally. All of Nao's other attacks can be cancelled into this, though there's little reason to do so. Even after the attack has recharged, you will still be unable to use it if the other borg hasn't finished its healing animation.

Angel Rescue

Cost: 300
HP: 180
Jump: 3
Extra Info: None

B Shot

Shot Type: Round
Damage: 17
Ammo: 10

Recharge: No

B Melee

Normal Ground

Damage: 31

Attributes: CN

Description: 2-hit combo.

Ground Dash

Damage: 31

Attributes: CN

Description: Angel Rescue spins around with her syringe.

Landing

Damage: 31

Attributes: CN

Description: Same as Normal Ground.

Normal Air

Damage: 8

Attributes: CN

Description: Single hit.

Air Dash

Damage: 8

Attributes: CN

Description: Same as Normal Air.

X Attack

Description: Angel Rescue dashes toward the target and heals it for 100 HP.

Tank [19TANK]

Normal Tank

Cost: 450

HP: 300

Jump: Boost

Extra Info: None

B Shot

Shot Type: Bullet

Damage: 11

Ammo: 20

Recharge: No

Description: Fires in bursts of 3 if the button is pressed, 5 if the button is held down.

X Shot

Shot Type: Tank

Damage: 70

Ammo: 6

Recharge: No

Leopard

Cost: 450

HP: 330

Jump: Boost

Extra Info: None

B Shot

Shot Type: Gun

Damage: 12

Ammo: 20

Recharge: No

X Attack

Shot Type: Tank

Damage: 70

Ammo: 6

Recharge: No

Gatling Tank

Cost: 690

HP: 320

Jump: Boost

Extra Info: None

B Shot

Shot Type: Round

Damage: 80

Ammo: 50

Recharge: No

Description: Holding down the button will fire all 50 shots. A minimum of 10 shots can be fired at a time, so the damage given is for 10 shots.

X Shot

Shot Type: Special

Damage: 52

Ammo: 2
Recharge: No

Titan Tank

Cost: 620
HP: 400
Jump: Boost
Extra Info: None

B Shot

Shot Type: Laser
Damage: 34
Ammo: 5
Recharge: No

X Shot

Damage: 40
Ammo: 3
Recharge: No
Description: Fires energy javelins that can move through objects.

Beam Tank

Cost: 780
HP: 400
Jump: Boost
Extra Info: None

B Shot

Shot Type: Round
Damage: 33
Ammo: 50
Recharge: No
Description: Fires in bursts of 5. Damage given is for a whole burst.

B Melee

Normal Ground

Damage: 120
Attributes: SB CN
Description: Beam Tank lunges forward with the drill spinning.
Dashing or jumping can cancel the cooldown animation, but only if this is done before the animation starts.

X Shot

Damage: 52

Ammo: 3
Recharge: No
Description: Fires two large lasers.

Victory Tank

Cost: 560
HP: 400
Jump: Boost
Extra Info: None

B Shot

Shot Type: Round
Damage: 49
Ammo: 10
Recharge: No
Description: Fires in bursts of 5. Damage given is for a whole burst.

X Shot

Shot Type: Tank
Damage: 63
Ammo: 3
Recharge: No

Victory Machine

Cost: 600
HP: 400
Jump: Boost
Extra Info: None

X Attack

Description: Victory Machine transforms between Victory King's tank and jet forms.

-Tank Form-

B Shot

Shot Type: Round
Damage: 49
Ammo: 10
Recharge: No
Description: Fires in bursts of 5. Damage given is for a whole burst.

B Charge

Shot Type: Tank
Damage: 63

-Jet Form-

B Shot

Shot Type: Machine Gun

Damage: 49

Ammo: 10

Recharge: No

B Charge

Damage: 31

Description: Releases a series of small bombs.

ICBM Tank

Cost: 1000

HP: 200

Jump: Boost

Extra Info: None

B Shot

Shot Type: Round

Damage: 33

Ammo: 20

Recharge: No

Description: Fires two shots at once. Hold the button to fire three.

X Shot

Shot Type: ICBM

Damage: 584

Ammo: 1

Panther Vehicle

Cost: 620

HP: 200

Jump: Boost

Extra Info: None

B Shot

Shot Type: Round

Damage: 35

Ammo: 10

Recharge: No

Description: Fires five shots at once.

X Shot

Shot Type: Laser

Damage: 47

Ammo: 3

Recharge: No

Ultimate Cannon

Cost: 1500

HP: 500

Jump: Boost

Extra Info: None

B Shot

Damage: 225

Ammo: 200

Recharge: No

Description: Fires multiple round shots and three vertical missiles. Uses 15 ammo per shot.

X Shot

Shot Type: Laser

Damage: 68

Ammo: 1

Recharge: Yes

X Charge

Damage: ????

Description: Ultimate Cannon fires a massive laser. Most borgs are killed outright. Large borgs like Dragons and Warships will survive only from being staggered and avoiding most of the damage. Deals roughly 500 damage to a Blizzard Dragon.

Wing [20WING]

Wing Soldier

Cost: 200

HP: 150

Jump: Flying

Extra Info: None

B Shot

Damage: 19

Ammo: 10

Recharge: No

Description: 5 arrows are fired per button press. Damage given is

for all five.

B Attacks

Hovering

Damage: 47

Attributes: SB

Description: 2-hit sword combo.

Dashing

Damage: 60

Attributes: SB

Description: 3-hit sword combo.

Diving

Damage: 35

Attributes: None

Description: Dives while holding the sword forward.

Beam Wing Blue

Cost: 350

HP: 200

Jump: Flying

Extra Info: None

B Shot

Shot Type: Laser

Damage: 8

Ammo: 5

Recharge: No

B Charge

Description: Creates a sphere that accelerates any shots that enter it.

B Attacks

Hovering

Damage: 60

Attributes: None

Description: 3-hit sword combo.

Dashing

Damage: 60

Attributes: SB

Description: Slightly faster 3-hit sword combo.

Diving

Damage: 44

Attributes: None

Description: Quick stab.

Special

Damage: 96

Attributes: SB MH

Description: Beam Wing Blue holds his sword in front of him while diving, dealing collision damage.

Beam Wing Red

Cost: 400

HP: 200

Jump: Flying

Extra Info: None

B Shot

Shot Type: Twin Laser

Damage: 8

Ammo: 5

Recharge: No

B Charge

Damage: 14

Attributes: None

Description: Large beam attack.

B Attacks

Hovering

Damage: 60

Attributes: None

Description: 3-hit sword combo.

Dashing

Damage: 60

Attributes: SB

Description: Slightly faster 3-hit sword combo.

Diving

Damage: 44

Attributes: None

Description: Quick stab.

Special

Damage: 96

Attributes: SB MH

Description: Beam Wing Red holds his sword in front of him while diving, dealing collision damage.

Blade Wing

Cost: 650

HP: 400

Jump: Flying

Extra Info: None

B Shot

Shot Type: Fireball

Damage: 39

Ammo: 9

Recharge: No

Description: 3 shots are fired per button press. Damage given is for all three.

B Charge

Damage: 120

Attributes: SB MH

Description: Blade Wing throws his weapon at the enemy like a boomerang.

B Attacks

Hovering

Damage: 78

Attributes: None

Description: 3-hit combo.

Dashing

Damage: 40

Attributes: SB MH

Description: Upward attack.

Diving

Damage: 92

Attributes: None

Description: Quick stab.

Anubis Wing

Cost: 750

HP: 400

Jump: Flying

Extra Info: None

B Shot

Shot Type: Fireball

Damage: 39

Ammo: 9

Recharge: No

Description: 3 shots are fired per button press. Damage given is for all three.

B Charge

Damage: 48

Attributes: SB MH

Description: Anubis Wing fires a fast fireball that explodes on contact.

B Attacks

Hovering

Damage: 78

Attributes: None

Description: 3-hit combo.

Dashing

Damage: 40

Attributes: SB MH

Description: Upward attack.

Diving

Damage: 92

Attributes: None

Description: Quick stab.

Garuda

Cost: 750

HP: 450

Jump: Flying

Extra Info: None

B Shot

Shot Type: Fireball

Damage: 39

Ammo: 9

Recharge: No

Description: 3 shots are fired per button press. Damage given is for all three.

B Charge

Damage: 48

Attributes: SB MH

Description: Anubis Wing fires a fast fireball that explodes on contact.

B Attacks

Hovering

Damage: 78

Attributes: None

Description: 3-hit combo.

Dashing

Damage: 40

Attributes: SB MH

Description: Upward attack.

Diving

Damage: 92

Attributes: None

Description: Quick stab.

Wizard [21WIZ]

Guard Witch

Cost: 250

HP: 150

Jump: 3

Extra Info: None

B Shot

Shot Type: Round

Damage: 17

Ammo: 10

Recharge: No

B Melee

Normal Ground

Damage: 31

Attributes: CN

Description: 2-hit combo.

Ground Dash

Damage: 31

Attributes: CN

Description: Guard Witch spins around with her staff.

Landing

Damage: 31

Attributes: CN

Description: Same as Normal Ground.

Normal Air

Damage: 8

Attributes: CN

Description: Single hit.

Air Dash

Damage: 8

Attributes: CN

Description: Same as Normal Air.

X Attack

Ammo: 4

Recharge: No

Description: Guard Witch fires a shot that creates a barrier in front of the enemy, blocking any shots fired by them, but does not protect them from incoming fire. The shield takes roughly 200 damage to destroy or will vanish by itself after a while. Multiple shots will stack.

Shield Witch

Cost: 330

HP: 180

Jump: 3

Extra Info: None

B Shot

Shot Type: Round

Damage: 17

Ammo: 10

Recharge: No

B Melee

Normal Ground

Damage: 31

Attributes: CN

Description: 2-hit combo.

Ground Dash

Damage: 31

Attributes: CN

Description: Guard Witch spins around with her staff.

Landing

Damage: 31

Attributes: CN

Description: Same as Normal Ground.

Normal Air

Damage: 8

Attributes: CN

Description: Single hit.

Air Dash

Damage: 8

Attributes: CN

Description: Same as Normal Air.

X Attack

Ammo: 4

Recharge: No

Description: Shield Witch fires a shot that creates a barrier in front of the enemy, blocking any shots fired by them, but does not protect them from incoming fire. The shield takes roughly 280 damage to destroy or will vanish by itself after a while. Multiple shots will stack.

Patra Witch

Cost: 150

HP: 150

Jump: 3

Extra Info: None

B Shot

Shot Type: Round

Damage: 17

Ammo: 10

Recharge: No

B Melee

Normal Ground

Damage: 31

Attributes: CN

Description: 2-hit combo.

Ground Dash

Damage: 31

Attributes: CN

Description: Patra Witch spins around with her staff.

Landing

Damage: 31

Attributes: CN

Description: Same as Normal Ground.

Normal Air

Damage: 8

Attributes: CN

Description: Single hit.

Air Dash

Damage: 8

Attributes: CN

Description: Same as Normal Air.

X Attack

Ammo: 2

Recharge: No

Description: Shot enlarges the target slightly, increasing the target's stats.

Isis Witch

Cost: 190

HP: 180

Jump: 3

Extra Info: None

B Shot

Shot Type: Round

Damage: 17

Ammo: 10

Recharge: No

B Melee

Normal Ground

Damage: 31

Attributes: CN

Description: 2-hit combo.

Ground Dash

Damage: 31

Attributes: CN

Description: Isis Witch spins around with her staff.

Landing

Damage: 31

Attributes: CN

Description: Same as Normal Ground.

Normal Air

Damage: 8

Attributes: CN

Description: Single hit.

Air Dash

Damage: 8

Attributes: CN

Description: Same as Normal Air.

X Attack

Ammo: 2

Recharge: No

Description: Shot enlarges the target greatly, increasing the target's stats.

Bastet Witch

Cost: 230

HP: 150

Jump: 3

Extra Info: None

B Shot

Shot Type: Round

Damage: 17

Ammo: 10

Recharge: No

B Melee

Normal Ground

Damage: 31

Attributes: CN

Description: 2-hit combo.

Ground Dash

Damage: 31

Attributes: CN

Description: Bastet Witch spins around with her staff.

Landing

Damage: 31

Attributes: CN

Description: Same as Normal Ground.

Normal Air

Damage: 8

Attributes: CN

Description: Single hit.

Air Dash

Damage: 8

Attributes: CN

Description: Same as Normal Air.

X Attack

Ammo: 2

Recharge: No

Description: Shot shrinks the target slightly, decreasing the target's stats.

Sekhmet Witch

Cost: 330

HP: 180

Jump: 3

Extra Info: None

B Shot

Shot Type: Round

Damage: 17

Ammo: 10

Recharge: No

B Melee

Normal Ground

Damage: 31

Attributes: CN

Description: 2-hit combo.

Ground Dash

Damage: 31

Attributes: CN

Description: Sekhmet Witch spins around with her staff.

Landing

Damage: 31

Attributes: CN

Description: Same as Normal Ground.

Normal Air

Damage: 8

Attributes: CN

Description: Single hit.

Air Dash

Damage: 8

Attributes: CN

Description: Same as Normal Air.

X Attack

Ammo: 2

Recharge: No

Description: Shot shrinks the target greatly, decreasing the target's stats.

Bug Witch

Cost: 300

HP: 150

Jump: 3

Extra Info: None

B Shot

Shot Type: Round

Damage: 17

Ammo: 5

Recharge: No

B Melee

Normal Ground

Damage: 31

Attributes: CN

Description: 2-hit combo.

Ground Dash

Damage: 31

Attributes: CN

Description: Guard Witch spins around with her staff.

Landing

Damage: 31

Attributes: CN

Description: Same as Normal Ground.

Normal Air

Damage: 8
Attributes: CN
Description: Single hit.

Air Dash

Damage: 8
Attributes: CN
Description: Same as Normal Air.

X Attack

Ammo: 1
Description: Temporarily transforms the enemy into a Roach.

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