

Gotcha Force Borg List

by Sabre929

Updated to v0.96 on Jul 13, 2005

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*****
                        Gotcha Force
                        Borg List
                        By Gordon Minter
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I. Introduction:

Hey all, what's up? Yeah, well, this is my first FAQ. So bear with me, please. I'm not totally sure what I'm doing, I'm just kinda doing this as I go. This FAQ is not a walkthrough or guide to get through the game. It just outlines the borgs you get and information about them. This FAQ is best viewed in Courier New or Fixedsys. Hope you like it, enjoy! Also, I'd suggest using Ctrl+F, then searching for the number of the borg that you're looking for to find it easily. Other wise, have fun scrolling.

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Contact Information:

If you have any questions, comments, concerns, please e-mail me at tennis_pro_gords@hotmail.com. Please put "Gotcha Force FAQ" in the subject heading, or your e-mail will be kindly ignored. I will give full credit to any of you who e-mail me information that I use in this FAQ.

Credits:

Myself, Sabre929, for writing this FAQ.
GameFAQs, for posting this FAQ.
Capcom, for making this great game.
Nintendo, for making the GCN.
My brothers, Jake and Nick, for letting me use info from their borg collection.
Shin G Red, for motivating me to make a FAQ.

jamescom1, for max HP and moveset info, along with G Black info.
Yoshi6400, for Galactic Emperor's moveset.
manocheese, for the 4 Cyber Machines' and the 2 combined dragons' movesets.
mushroomscout89, for G Black's moveset.

Updates:

Version 0.10 (02/08/2004): Pretty much wrote out the outline, my FAQ sections, and everything. Wrote the Intro and Quick Borg List.

Version 0.27 (02/09/2004): Added the "How to read this section" section. Started the In-Depth Borg List. Added #1-39.

Version 0.38 (02/10/2004): Worked on the In-Depth Borg List. Added #40-65.

Version 0.50 (02/13/2004): Finally a Friday and no college! Worked on the In-Depth Borg List again. Added #66-91.

Version 0.61 (03/24/2004): Well, sorry it's been so long since I've updated. Life has been hectic and busy. Finally it's spring break for college, so I'm trying to work on this. But my mom has me doing yard work and my dad always takes the laptop. But not tonight, thankfully. Don't expect much out of this update, I've been at a music festival all day and I'm tired as heck. But yeah, I worked on the In-Depth Borg List again. Added #92-117.

Version 0.74 (03/29/2004): College started back up today, so I'm gonna be busy and don't know when I'll be able to work on this more. This Friday I leave for Tucson, Arizona for a tennis trip, and won't be back until the following Thursday. I'll be working on this FAQ sporadically, whenever I get time and the laptop is at home. But I'm just working on the In-Depth Borg List right now. After I finish it, I'll go back and add max hp, exp levels, starting and finishing ammo, and anything else I think of, or anything else requested. But for now, I added #118-146 in the In-Depth Borg List.

Version 0.95 (07/06/2005): Wow, over a year since I last was able to work on this. I don't know if I dare show my face around here anymore, lol. Oh well, I apologize for not working on this. This is the first time I've been able to use the laptop. So, I hope that explains it. I finished off the In-Depth Borg List today, adding #147-206. People, please send me any info that I don't have because nobody really plays this game in my house anymore, thanks!

Version 0.96 (07/08/2005): Added info that people submitted to me. Added info to credits list.

II. Quick Borg List

- 001. G Red
- 002. Sasuke
- 003. Nao
- 004. Isaac
- 005. Vlad
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- 008. Musashi
- 009. Shijima
- 010. Garuda
- 011. Jack
- 012. Death Arc
- 013. Billy
- 014. Neo G Red

015. Normal Ninja
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018. Double Ninja
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022. Powered Gunman
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044. Copy Man
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046. Jet Hero
047. Angel Nurse
048. Patra Witch
049. Guard Witch
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052. Wing Soldier
053. Quick Valkrie
054. Ice Valkrie
055. Tornado Valkrie
056. Wind Valkrie
057. Ring Valkrie
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059. Build Robot
060. Thunder Robot
061. Magnet Robot (+)
062. Magnet Robot (-)
063. Megaton Robot
064. Normal Tank
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066. Titan Tank
067. Victory Tank
068. ICBM Tank
069. Panther Vehicle
070. Blue Striker
071. Eagle Jet
072. Victory Jet
073. Carrier Helicopter
074. Orange Fighter

075. Violet Attacker
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080. Death Borg Beta III
081. Death Borg Gamma
082. Death Borg Gamma II
083. Death Borg Delta
084. Death Borg Delta II
085. Death Borg Delta III
086. Death Borg Zeta
087. Death Borg Zeta II
088. Death Borg Zeta III
089. Death Borg Zeta IV
090. Death Borg Theta
091. Death Borg Iota
092. Death Borg Lambda
093. Death Borg Lambda II
094. Death Borg Mu
095. Death Borg Nu
096. Death Borg Nu II
097. Death Borg Nu III
098. Death Borg Omicron
099. Death Borg Sigma
100. Death Borg Sigma II
101. Death Borg Tau
102. Death Borg Chi
103. Death Borg Omega
104. Death Borg Omega II
105. Death Borg Omega III
106. Death Borg Omega IV
107. Death Eye
108. Death Bomb
109. Death ICBM
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112. Thunder Dragon
113. Ice Dragon
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115. Switching Ninja
116. Gatling Gunner
117. Spike Knight
118. Axe Knight
119. Cyber Girl
120. Cyber Girl Super
121. Samurai Shogun
122. Gold Hero
123. Cyber Hero
124. Metal Hero
125. Tar Diver
126. Bug Witch
127. Bastet Witch
128. Angel Rescue
129. Isis Witch
130. Beam Wing Blue
131. Beam Wing Red
132. Blade Wing
133. Slow Valkrie
134. Drill Robot

135. Hammer Robot
136. Army Robot
137. Proto Red
138. Proto Blue
139. Proto Titan
140. Proto Eagle
141. Proto Mars
142. Proto Atlas
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144. Proto Panther
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160. Star Hero
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163. Anubis Wing
164. Machine Red
165. Machine Blue
166. Titan Robot
167. Eagle Robot
168. Cyber Mars
169. Cyber Atlas
170. Victory Duke
171. Victory Baron
172. Beam Tank
173. Sirius
174. Antares
175. Victory King
176. Cyber Machine Seiryu
177. Cyber Machine Suzaku
178. Cyber Machine Byakko
179. Cyber Machine Genbu
180. Shadow Girl
181. Killer Girl
182. Imperial Knight
183. Dark Knight
184. Chrono Samurai
185. Akuma Samurai
186. Demon Samurai
187. Demon Wing
188. Death Wing
189. Roach
190. Alien Insect
191. Claw Worm
192. Poison Worm
193. Alien Worm
194. Venom Worm

- 195. Flying Saucer
- 196. Death Saucer
- 197. Space Dragon
- 198. Machine Head
- 199. Mechanical Dragon
- 200. Machine Dragon
- 201. Cosmic Dragon
- 202. Death Head
- 203. Cyber Dragon
- 204. Cyber Death Dragon
- 205. Galactic Emperor
- 206. G Black

III. In-Depth Borg List

A. How to read this section

###. Borg name

Stats:

Cost: Amount of GF energy needed to use in battle

Rarity: How rare this borg is (rated from S to D, with S rare and D common)

Tribe: What tribe this borg is from; what type this borg is

HP: Beginning health points/Max health points (at level 1/at level 10)

(name will be given of contributor of info)

Def: Defense rating (out of 10)

Sht: Shot rating (out of 10)

Atk: Attack rating (out of 10)

Spd: Speed rating (out of 10)

Jump: Type of jump (n/a if flying)

Combine: Whether this borg can combine or not; with whom it can combine

Moves: (name will be given of contributor of info)

B shot: name of move (n/a if none)

B attack: name of move (n/a if none)

B charge atk: name of move (n/a if none)

X: name of move (n/a if none)

X charge atk: name of move (n/a if none)

Bio: This borg's bio

Note: All stats are based on the Borg being of normal type and level 1, unless otherwise noted.

B. List

001. G Red

Stats:

Cost: 300

Rarity: A

Tribe: Machine Borg; Almighty Type

HP: 200/???

Def: 3/10

Sht: 4/10

Atk: 4/10

Spd: 6/10

Jump: Boost Jump

Combine: no

Moves:

B shot: Beam Gun
B attack: Plasma Knuckle
B charge atk: G Buster
X: G Crash
X charge atk: n/a

Bio: G Red is your partner. He fights in order to thwart the Galactic Emperor's evil plans! He may be small, but his potential power is unlimited! Finish enemies with a G CRASH from close range!

002. Sasuke

Stats:

Cost: 150
Rarity: A
Tribe: Ninja Borg; Almighty Type
HP: 180/???
Def: 2/10
Sht: 2/10
Atk: 3/10
Spd: 5/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot:
B attack:
B charge atk:
X:
X charge atk:

Bio: Kakeru's partner. A normal ninja with a mischievous streak, he uses a Shinobi sword called TSUNUJINARU. Sasuke arrived on Earth before G Red in the meteor shower that fell on Safaritown.

003. Nao

Stats:

Cost: 240
Rarity: A
Tribe: Nurse Borg; Support Type
HP: 180/???
Def: 2/10
Sht: 1/10
Atk: 1/10
Spd: 3/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot:
B attack:
B charge atk:
X:
X charge atk:

Bio: Mana's partner. Nao is an Angel Nurse with a gentle personality, who can heal injured Gotcha Borgs. She came to Earth before G Red in the meteor shower that fell on Safaritown.

004. Isaac

Stats:

Cost: 350
Rarity: A
Tribe: Machine Borg; Short Range Type
HP: 330/???
Def: 4/10

Sht: 3/10
Atk: 5/10
Spd: 4/10
Jump: Boost Jump
Combine: no

Moves:

B shot:
B attack:
B charge atk:
X:
X charge atk:

Bio: Isaac is Kitsune's partner. A Claw Robot, his powerful Iron Claws and purple coloring make him stand out. He's more serious than he looks, though.

005. Vlad

Stats:

Cost: 330
Rarity: A
Tribe: Knight Borg; Short Range Type
HP: 280/???
Def: 2/10
Sht: 2/10
Atk: 4/10
Spd: 5/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Sonic Slash
B attack: Shadow Bringer
B charge atk: n/a
X: Blood Dance
X charge atk: n/a

Bio: Nekobe's partner. This Vampire Knight has a life-sucking sword called the Shadow Bringer. Vlad has a big ego, but so far he hasn't proved his skill. Maybe Nekobe needs to practice some more!

006. Kei

Stats:

Cost: 230
Rarity: A
Tribe: Girl Borg; Speed Type
HP: 150/???
Def: 2/10
Sht: 3/10
Atk: 2/10
Spd: 6/10
Jump: Boost Jump
Combine: no

Moves:

B shot:
B attack:
B charge atk:
X:
X charge atk:

Bio: Kei is Usagi's partner. This Battle Girl can handle a variety of weapons. On Mega Borg, she served as an agent in the Girl Borg Intelligence corps, and her cool personality shows her long experience.

007. Leopard

Stats:

Cost: 450
Rarity: A
Tribe: Tank Borg; Long Range Type
HP: 330/???
Def: 4/10
Sht: 5/10
Atk: 0/10
Spd: 3/10
Jump: Boost Jump
Combine: no

Moves:

B shot:
B attack:
B charge atk:
X:
X charge atk:

Bio: Tsumoto's partner. This Normal Tank has high attack power. No-one escapes lightly from his LEOPARD CANNON, and Leopard's character is as strong as his armor.

008. Musashi

Stats:

Cost: 300
Rarity: A
Tribe: Musha Borg; Short Range Type
HP: 250/???
Def: 3/10
Sht: 2/10
Atk: 4/10
Spd: 5/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Shinku Slash
B attack: Furinmaru / Kazanmaru
B charge atk: n/a
X: Rolling Slash
X charge atk: n/a

Bio: Musashi is Tetsuya's partner. This Normal Samurai has two swords; FURINMARU and KAZANMARU, and is always working on his sword skills. He is very polite - unlike Tetsuya!

009. Shijima

Stats:

Cost: 300
Rarity: A
Tribe: Ninja Borg; Support Type
HP: 210/???
Def: 2/10
Sht: 2/10
Atk: 3/10
Spd: 5/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot:
B attack:
B charge atk:
X:

X charge atk:

Bio: Met's partner. An Arrow Ninja who uses a NINPO KAGENUI ARROW. A borg of few words, it's hard to know his true emotions.

010. Garuda

Stats:

Cost: 750

Rarity: A

Tribe: Wing Borg; Almighty Type

HP: 450/???

Def: 5/10

Sht: 6/10

Atk: 4/10

Spd: 8/10

Jump: Boost Jump

Combine: no

Moves:

B shot:

B attack:

B charge atk:

X:

X charge atk:

Bio: Sho's partner. This Anubis Wing uses the GARUDA BLADE. He likes to use his power to destroy borgs; no matter what force they belong to.

011. Jack

Stats:

Cost: 280

Rarity: A

Tribe: Knuckle Borg; Short Range Type

HP: 200/???

Def: 3/10

Sht: 2/10

Atk: 4/10

Spd: 5/10

Jump: Air Jump Level 3

Combine: no

Moves:

B shot:

B attack:

B charge atk:

X:

X charge atk:

Bio: Yuji's partner. The Jelly Diver is always floating. This unusual-looking borg has a sunny personality, but loses his temper very easily.

012. Death Arc

Stats:

Cost: 1000

Rarity: A

Tribe: Fortress Borg; Long Range Type

HP: 2000/????

Def: 9/10

Sht: 7/10

Atk: 0/10

Spd: 1/10

Jump: n/a

Combine: no

Moves:

B shot:

B attack:
B charge atk:
X:
X charge atk:

Bio: Death Arc is Tama's partner. He is a Fortress Borg with overwhelming firepower. Tama received Death Arc from the Emperor when he became a Death Commander.

013. Billy

Stats:

Cost: 250
Rarity: A
Tribe: Gun Borg; Long Range Type
HP: 200/???
Def: 2/10
Sht: 4/10
Atk: 2/10
Spd: 4/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot:
B attack:
B charge atk:
X:
X charge atk:

Bio: Billy is Kotaro's partner. This Revolver Gunman uses a pair of guns called RHYTHM & BLUES. A quick shooter, Billy is cool and confident.

014. Neo G Red

Stats:

Cost: 500
Rarity: A
Tribe: Machine Borg; Almighty Type
HP: 400/490 (jamescom1)
Def: 5/10
Sht: 5/10
Atk: 6/10
Spd: 6/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Beam Gatling
B attack: Plasma Blade
B charge atk: G Buster
X: Neo G Crash
X charge atk: n/a

Bio: G Red has got his data back and regained his former powers! Now he'll strike at the heart of Death Force! The NEO G CRASH can wipe out any enemy!

015. Normal Ninja

Stats:

Cost: 150
Rarity: D
Tribe: Ninja Borg; Almighty Type
HP: 150/195 (jamescom1)
Def: 2/10
Sht: 2/10
Atk: 3/10
Spd: 5/10

Jump: Air Jump Level 3

Combine: no

Moves:

B shot: Shuriken

B attack: Shinobi Gatana

B charge atk: n/a

X: Shinobi Bomb

X charge atk: n/a

Bio: This Gotcha Borg belongs to the assassination unit. He possesses secret Shinobi moves that enemies can't detect! Sidestep enemy bullets and then slash foes with the SHINOBI GATANA!

016. Shuriken Ninja

Stats:

Cost: 310

Rarity: D

Tribe: Ninja Borg; Short Range Type

HP: 200/???

Def: 2/10

Sht: 2/10

Atk: 6/10

Spd: 5/10

Jump: Air Jump Level 3

Combine: no

Moves:

B shot: Shuriken

B attack: Shinobi Physical Attack

B charge atk: n/a

X: Shuriken Cutter

X charge atk: n/a

Bio: The deadliest Gotcha Borg in the assassination unit! The big SHURIKEN on his back is made of an extremely heavy, durable metal, so it can slash through anything!

017. Arrow Ninja

Stats:

Cost: 300

Rarity: D

Tribe: Ninja Borg; Support Type

HP: 180/???

Def: 2/10

Sht: 2/10

Atk: 3/10

Spd: 5/10

Jump: Air Jump Level 3

Combine: no

Moves:

B shot: Shuriken

B attack: Kunai

B charge atk: n/a

X: Ninpo Kagenui Arrow

X charge atk: n/a

Bio: The smartest Gotcha Borg in the assassination unit! His NINPO KAGENUI ARROW can bind enemies to the ground and leave them nearly defenseless. But be careful, it can bind allies too.

018. Double Ninja

Stats:

Cost: 210

Rarity: D

Tribe: Ninja Borg; Almighty Type
HP: 150/???
Def: 2/10
Sht: 3/10
Atk: 3/10
Spd: 5/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Shuriken
B attack: Shinobi Gatana
B charge atk: n/a
X: Shinobi Bomb
X charge atk: Ninpo Kage Bunshin

Bio: Double Ninja's NINPO KAGE BUNSHIN lets him duplicate himself! With his clone, this ninja's attacks are double deadly - divide and conquer!

019. Acceleration Ninja

Stats:

Cost: 380
Rarity: D
Tribe: Ninja Borg; Speed Type
HP: 200/???
Def: 3/10
Sht: 3/10
Atk: 4/10
Spd: 9/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Kamaitachi
B attack: n/a
B charge atk: Hidare Kamaitachi
X: Ninpo Full Throttle
X charge atk: n/a

Bio: The fastest Gotcha Borg in the assassination unit. The amazing speed of his NINPO FULL THROTTLE sends any enemy that bumps into him flying!

020. Teleport Ninja

Stats:

Cost: 400
Rarity: C
Tribe: Ninja Borg; Speed Type
HP: 200/???
Def: 4/10
Sht: 3/10
Atk: 4/10
Spd: 7/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Double Kamaitachi
B attack: Arm Cutter
B charge atk: n/a
X: Ninpo Teleport
X charge atk: Teleport Slash

Bio: Confuses enemies with his smooth moves. Use the NINPO TELEPORT while moving to throw them off the scent! Then wait for your chance and hit them with the TELEPORT SLASH!

021. Revolver Gunman

Stats:

Cost: 250
Rarity: D
Tribe: Gun Borg; Long Range Type
HP: 150/???
Def: 2/10
Sht: 4/10
Atk: 2/10
Spd: 4/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Fast Shooting
B attack: Punch Kick
B charge atk: n/a
X: Double Recoil
X charge atk: n/a

Bio: A Gotcha Borg who was born to protect people from Death Borgs, the Revolver Gunman has a great sense of justice. Takes enemies down with deadly shots from his double gun!

022. Powered Gunman

Stats:

Cost: 350
Rarity: D
Tribe: Gun Borg; Long Range Type
HP: 200/???
Def: 2/10
Sht: 4/10
Atk: 2/10
Spd: 4/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Double Shot
B attack: Punch Kick
B charge atk: n/a
X: Powered Shot
X charge atk: Powered Long Shot

Bio: A Gotcha Borg who was born to protect people from Death Borgs, this cool gunman wears a ten gallon hat! His Powered Shot is devastating at close range.

023. Wire Gunner

Stats:

Cost: 270
Rarity: D
Tribe: Gun Borg; Support Type
HP: 220/???
Def: 3/10
Sht: 3/10
Atk: 2/10
Spd: 5/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Assault Shot
B attack: Punch Kick
B charge atk: Wire Shoot
X: Set Wire

X charge atk: n/a

Bio: The Wire Gunner is an army member and specialist in trapping enemies in his wire web. The possibilities for attack are limitless!

024. Time Bomber

Stats:

Cost: 220

Rarity: D

Tribe: Gun Borg; Long Range Type

HP: 220/???

Def: 2/10

Sht: 4/10

Atk: 0/10

Spd: 5/10

Jump: Air Jump Level 3

Combine: no

Moves:

B shot: Set Bomb

B attack: n/a

B charge atk: n/a

X: Bomb Shot

X charge atk: n/a

Bio: The Time Bomber is an army member and is good with bombs. Scatter the bombs and then lure enemies toward them. Finally, use the BOMB SHOT for the ultimate blast! Teamwork is the key to victory!

025. Remote Bomber

Stats:

Cost: 180

Rarity: D

Tribe: Gun Borg; Long Range Type

HP: 220/???

Def: 2/10

Sht: 4/10

Atk: 0/10

Spd: 5/10

Jump: Air Jump Level 3

Combine: no

Moves:

B shot: Set Bomb

B attack: n/a

B charge atk: n/a

X: Detonation

X charge atk: n/a

Bio: The Remote Bomber is skilled at using remote control bombs. Remote Bomber and Time Bomber are rivals. Place bombs and use the remote control to detonate them anytime you want!

026. Normal Knight

Stats:

Cost: 180

Rarity: D

Tribe: Knight Borg; Short Range Type

HP: 180/???

Def: 4/10

Sht: 1/10

Atk: 3/10

Spd: 4/10

Jump: Air Jump Level 3

Combine: no

Moves:

B shot: n/a
B attack: Broad Sword
B charge atk: Cross-Shape Slash
X: Shield Slash
X charge atk: n/a

Bio: This Gotcha Borg is warrior in the Knight Borg corps. He wields a Broad Sword and his shield repels any attack!

027. Hatchet Knight

Stats:

Cost: 490
Rarity: C
Tribe: Knight Borg; Short Range Type
HP: 200/???
Def: 3/10
Sht: 4/10
Atk: 5/10
Spd: 4/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: n/a
B attack: Hatchet
B charge atk: Hatchet Boomerang
X: Rolling Hatchet
X charge atk: n/a

Bio: This Gotcha Borg is warrior in the Knight Borg corps. He can hurl his Large Hatchet at enemies.

028. Ghost Knight

Stats:

Cost: 590
Rarity: C
Tribe: Knight Borg; Short Range Type
HP: 200/???
Def: 3/10
Sht: 3/10
Atk: 4/10
Spd: 4/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Ghost Punch
B attack: Ghost Sword
B charge atk: n/a
X: Ghost Slash
X charge atk: n/a

Bio: Thought to be the spirit of a long-lost Knight, this strange Gotcha Borg's armor is empty and his life force appears to be contained in his sword. As long as his sword stays intact, he'll keep on fighting!

029. Hammer Knight

Stats:

Cost: 450
Rarity: D
Tribe: Knight Borg; Short Range Type
HP: 200/???
Def: 4/10
Sht: 3/10

Atk: 4/10
Spd: 3/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Hammer Shot
B attack: n/a
B charge atk: n/a
X: Rolling Hammer
X charge atk: n/a

Bio: This Gotcha Borg is warrior in the Knight Borg corps. He has a shield and a hammer, which he can throw at enemies! Use the ROLLING HAMMER move to blow away your foes!

030. Sword Knight

Stats:

Cost: 280
Rarity: D
Tribe: Knight Borg; Short Range Type
HP: 180/???
Def: 5/10
Sht: 1/10
Atk: 4/10
Spd: 4/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: n/a
B attack: Great Sword
B charge atk: Cross-Shape Slash
X: Shield Slash
X charge atk: n/a

Bio: This Gotcha Borg is warrior in the Knight Borg corps. He is a master of chivalry and is always polite! He can protect against any frontal attack with his CROSS-SHAPE SLASH!

031. Elemental Knight

Stats:

Cost: 540
Rarity: C
Tribe: Knight Borg; Short Range Type
HP: 300/???
Def: 4/10
Sht: 3/10
Atk: 5/10
Spd: 4/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Elemental Punch
B attack: Elemental Sword
B charge atk: n/a
X: Elemental Slash
X charge atk: n/a

Bio: This strange Gotcha Borg's armor is empty and his life force appears to be contained in his sword.. His ELEMENTAL SWORD was forged to destroy a legendary ancient knight.

032. Chainsaw Knight

Stats:

Cost: 370
Rarity: D
Tribe: Knight Borg; Short Range Type
HP: 250/???
Def: 3/10
Sht: 0/10
Atk: 6/10
Spd: 2/10
Jump: Air Jump Level 4
Combine: no

Moves:

B shot: n/a
B attack: Chain Sword
B charge atk: n/a
X: Wire Arm
X charge atk: n/a

Bio: The Chainsaw Knight is a breakaway soldier from the Knight Borg corps. He wields a huge CHAIN SWORD and can slash anything to pieces! Grab enemies with the WIRE ARM and then slash them with the CHAIN SWORD!

033. Vampire Knight

Stats:

Cost: 330
Rarity: D
Tribe: Knight Borg; Short Range Type
HP: 250/???
Def: 2/10
Sht: 2/10
Atk: 4/10
Spd: 5/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Sonic Slash
B attack: Blood Slash
B charge atk: n/a
X: Blood Dance
X charge atk: n/a

Bio: A Gotcha Borg who obtained a life-draining sword in exchange for incredibly destructive power. He must slash others in order to stay alive! His BLOOD DANCE move will suck an enemy's body dry in seconds.

034. Battle Girl

Stats:

Cost: 230
Rarity: D
Tribe: Girl Borg; Speed Type
HP: 130/???
Def: 2/10
Sht: 3/10
Atk: 2/10
Spd: 6/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Sub Machine Gun
B attack: Beam Knife
B charge atk: n/a
X: Missile Launcher
X charge atk: n/a

Bio: Battle Girl was trained as a secret agent. She has good mobility and can attack over a wide range. Her MISSILE LAUNCHER expands on contact with air to blow away the enemy.

035. Wire Girl

Stats:

Cost: 220
Rarity: D
Tribe: Girl Borg; Speed Type
HP: 140/???
Def: 3/10
Sht: 3/10
Atk: 2/10
Spd: 6/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Charge Gun
B attack: Beam Knife
B charge atk: Charge Beam
X: Anchor Wire
X charge atk: n/a

Bio: Wire Girl was trained as a secret agent. Once her ANCHOR WIRE is set, she can return to a set point at any time - very useful when she needs to make a sharp exit!

036. Command Girl

Stats:

Cost: 330
Rarity: D
Tribe: Girl Borg; Long Range Type
HP: 200/???
Def: 2/10
Sht: 5/10
Atk: 0/10
Spd: 6/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Beam
B attack: n/a
B charge atk: n/a
X: Buster Laser
X charge atk: n/a

Bio: An assassin from the planet Mega Borg who is equipped with a beam gun! She relies on her weapons, but avoids close-range attacks.

037. Spinner Girl

Stats:

Cost: 250
Rarity: D
Tribe: Girl Borg; Speed Type
HP: 200/???
Def: 2/10
Sht: 3/10
Atk: 3/10
Spd: 6/10
Jump: Boost Jump
Combine: no

Moves:

B shot: n/a
B attack: Super Beam Yoyo
B charge atk: n/a
X: Super Beam Yoyo Throw
X charge atk: n/a

Bio: An outlaw from the planet Mega Borg, she is also known as the "Red-haired demon". Those who cross her will regret it! Watch her SUPER BEAM YOYO THROW go!

038. Barrier Girl

Stats:

Cost: 500
Rarity: C
Tribe: Girl Borg; Speed Type
HP: 150/195 (jamescom1)
Def: 5/10
Sht: 3/10
Atk: 3/10
Spd: 6/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Charge Gun
B attack: Beam Yoyo
B charge atk: Charge Shot
X: Barrier
X charge atk: n/a

Bio: Barrier Girl was trained as a secret agent. As well as her weapons, she also possesses a barrier generator. Use her when you need brute force!

039. Normal Samurai

Stats:

Cost: 300
Rarity: D
Tribe: Musha Borg; Short Range Type
HP: 220/???
Def: 2/10
Sht: 2/10
Atk: 4/10
Spd: 5/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Shikku Slash
B attack: Nitoryu
B charge atk: n/a
X: Rolling Slash
X charge atk: n/a

Bio: A samurai Gotcha Borg who has been improving his sword techniques for generations! The vacuum waves from his twin swords will rip through anything! His special move is the ROLLING SLASH!

040. Sonic Samurai

Stats:

Cost: 330
Rarity: D
Tribe: Musha Borg; Short Range Type
HP: 250/???
Def: 2/10
Sht: 2/10

Atk: 4/10
Spd: 6/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Shinku Slash
B attack: Sonic Nitoryu
B charge atk: n/a
X: Sonic Nusoken
X charge atk: n/a

Bio: A Gotcha Borg with supersonic powers. Enemies who are hit by his warp speed SONIC NITORYU move don't even realize they've been hit until it's too late!

041. Kung-Fu Master

Stats:

Cost: 260
Rarity: D
Tribe: Knuckle Borg; Short Range Type
HP: 180/???
Def: 2/10
Sht: 1/10
Atk: 4/10
Spd: 7/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Spirit Shot
B attack: Cosmic Kempo
B charge atk: n/a
X: Senpuken
X charge atk: n/a

Bio: A Gotcha Borg who was trained as an expert martial artist. He is very agile, since he has no weapon. His successive attacks using enhanced knuckles are ultra-destructive.

042. Tao Master

Stats:

Cost: 300
Rarity: D
Tribe: Knuckle Borg; Almighty Type
HP: 180/???
Def: 2/10
Sht: 3/10
Atk: 3/10
Spd: 7/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Spirit Shot
B attack: Cosmic Kempo
B charge atk: n/a
X: Tao Sword
X charge atk: n/a

Bio: The Tao Master has obtained supernatural power from long years of practice. Once he gives an order to the sword on his back, the sword will attack the enemy all by itself!

043. Jelly Diver

Stats:

Cost: 280
Rarity: D
Tribe: Knuckle Borg; Short Range Type
HP: 180/???
Def: 2/10
Sht: 2/10
Atk: 4/10
Spd: 5/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Jelly Shot
B attack: Jelly Punch
B charge atk: n/a
X: Jelly Scope
X charge atk: n/a

Bio: A Knuckle Borg with a rubbery body! When he takes off his helmet, a JELLY SCOPE is created, freezing enemies on the spot! Check out his Space Swimming moves!

044. Copy Man

Stats:

Cost: 350
Rarity: C
Tribe: Knuckle Borg; Short Range Type
HP: 200/???
Def: 1/10
Sht: 1/10
Atk: 0/10
Spd: 6/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: n/a
B attack: n/a
B charge atk: n/a
X: n/a
X charge atk: Copy Attack

Bio: A Gotcha Borg who was born to explore planets. He duplicates his opponents and fights them with their own power!

045. Walking Bomb

Stats:

Cost: 400
Rarity: B
Tribe: Knuckle Borg; Short Range Type
HP: 50/??
Def: 1/10
Sht: 0/10
Atk: 10/10
Spd: 6/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: n/a
B attack: n/a
B charge atk: n/a
X: n/a
X charge atk: Catch

Bio: The Walking Bomb destroys enemies without fail. His entire body is covered

with explosives, so he can give an enemy serious damage by approaching them and going boom!

046. Jet Hero

Stats:

Cost: 350
Rarity: D
Tribe: Hero Borg; Speed Type
HP: 160/???
Def: 3/10
Sht: 2/10
Atk: 4/10
Spd: 8/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Blade Gun Shot
B attack: Blade Gun Thrust
B charge atk: Power Scope
X: Fly
X charge atk: n/a

Bio: This Hero Borg was a member of the Mega Borg police. His attacks fall from the air like lightning, and he also has a POWER SCOPE, which doubles any shot's attack power!

047. Angel Nurse

Stats:

Cost: 240
Rarity: D
Tribe: Nurse Borg; Support Type
HP: 150/???
Def: 2/10
Sht: 1/10
Atk: 1/10
Spd: 3/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Nurse Shot
B attack: Nurse Attack
B charge atk: n/a
X: Healing
X charge atk: n/a

Bio: A kind-hearted nurse who runs through the battlefield looking for wounded Gotcha Borgs with no thought for her own safety. Press the Z Button and lock on to an ally to heal them.

048. Patra Witch

Stats:

Cost: 150
Rarity: D
Tribe: Wizard Borg; Support Type
HP: 150/???
Def: 2/10
Sht: 1/10
Atk: 1/10
Spd: 3/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Magic Shot
B attack: Stick of Enlarge
B charge atk: n/a
X: Big Spell
X charge atk: n/a

Bio: A witch from Mega Borg who can magnify others with the BIG SPELL. Press the Z Button and lock on to an ally to magnify them and boost your team's battle abilities.

049. Guard Witch

Stats:

Cost: 250
Rarity: D
Tribe: Wizard Borg; Support Type
HP: 150/???
Def: 5/10
Sht: 1/10
Atk: 1/10
Spd: 3/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Magic Shot
B attack: Stick of Guard
B charge atk: n/a
X: Barrier Spell
X charge atk: n/a

Bio: A witch from Mega Borg whose BARRIER SPELL generates a shield that blocks enemy attacks. Use it to protect allies and hinder enemies.

050. Pop Honey

Stats:

Cost: 250
Rarity: D
Tribe: Idol Borg; Support Type
HP: 150/???
Def: 2/10
Sht: 1/10
Atk: 1/10
Spd: 3/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Honey Shot
B attack: Honey Mike
B charge atk: n/a
X: Lovely Voice
X charge atk: n/a

Bio: A superstar-type Gotcha Borg who became extremely popular with her debut single, "Mr. Reverse Bolt". Anyone who listens to her song will be bewitched by her lovely voice!

051. Shield Witch

Stats:

Cost: 330
Rarity: C
Tribe: Wizard Borg; Support Type
HP: 180/???
Def: 6/10
Sht: 1/10

Atk: 1/10
Spd: 3/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Magic Shot
B attack: Stick of S. Guard
B charge atk: n/a
X: Super Barrier Spell
X charge atk: n/a

Bio: When ordinary witches fail to beat enemies with powerful attacks, bring on the Shield Witch! She'll repel enemy attacks with her SUPER BARRIER SPELL!

052. Wing Soldier

Stats:

Cost: 200
Rarity: D
Tribe: Wing Borg; Speed Type
HP: 150
Def: 2/10
Sht: 2/10
Atk: 2/10
Spd: 8/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Arrow Shot
B attack: Wing Sword
B charge atk: n/a
X: Fly
X charge atk: n/a

Bio: The Wing Soldier is a former border guard, and his sharp eyes never miss a target. Use the X Button to soar over your enemies and unleash your attack!

053. Quick Valkrie

Stats:

Cost: 230
Rarity: C
Tribe: Angel Borg; Support Type
HP: 120/???
Def: 2/10
Sht: 2/10
Atk: 2/10
Spd: 8/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Magic Shot
B attack: Stick of Time (Gold)
B charge atk: Quick Spell
X: Fly
X charge atk: n/a

Bio: If you are stuck against agile enemies, try calling for the Quick Valkrie. Her white wings will surely give you power!

054. Ice Valkrie

Stats:

Cost: 240
Rarity: D
Tribe: Angel Borg; Support Type

HP: 120/???
Def: 2/10
Sht: 2/10
Atk: 2/10
Spd: 8/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Magic Shot
B attack: Stick of Ice
B charge atk: Ice Spell
X: Fly
X charge atk: n/a

Bio: An Angel Borg with cold eyes who flies using wings of ice. She hates to sweat and tries to fill the hot battlefield with ice pillars.

055. Tornado Valkrie

Stats:

Cost: 200
Rarity: D
Tribe: Angel Borg; Support Type
HP: 130/???
Def: 2/10
Sht: 2/10
Atk: 2/10
Spd: 8/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Magic Shot
B attack: Stick of Tornado
B charge atk: Tornado Spell
X: Fly
X charge atk: n/a

Bio: The Tornado Valkrie likes flashy things and wears colorful costumes. She tends to be mischievous and beats her enemies by generating typhoons.

056. Wind Valkrie

Stats:

Cost: 200
Rarity: D
Tribe: Angel Borg; Support Type
HP: 130/???
Def: 2/10
Sht: 2/10
Atk: 2/10
Spd: 8/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Magic Shot
B attack: Butterfly Fan
B charge atk: Big Fan
X: Fly
X charge atk: n/a

Bio: This Angel Borg enjoys flying and even sleeps while floating in the air. The winds blowing through the Mega Borg planet are created by the Wind Valkrie.

057. Ring Valkrie

Stats:

Cost: 280
Rarity: D
Tribe: Angel Borg; Speed Type
HP: 180/???
Def: 2/10
Sht: 2/10
Atk: 2/10
Spd: 8/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Ring Shot
B attack: Aura Blade
B charge atk: Ring Crash
X: Fly
X charge atk: n/a

Bio: An Angel Borg with white wings who is shaped like an angel. Never losing her cool, she attacks with light rings which rip everything apart. She likes to stay clean and will destroy those who dirty her.

058. Claw Robot

Stats:

Cost: 350
Rarity: D
Tribe: Machine Borg; Short Range Type
HP: 300/???
Def: 4/10
Sht: 3/10
Atk: 5/10
Spd: 4/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Quaternary Missile
B attack: Iron Claw
B charge atk: n/a
X: Iron Spin
X charge atk: n/a

Bio: A robot-type Gotcha Borg who was created to defend cities. Protects citizens from invaders with his hard metal claws and QUARTERNARY MISSILE attack!

059. Build Robot

Stats:

Cost: 410
Rarity: D
Tribe: Machine Borg; Support Type
HP: 300/???
Def: 5/10
Sht: 3/10
Atk: 5/10
Spd: 4/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Beam
B attack: Build Arm
B charge atk: n/a
X: Set Pillar
X charge atk: n/a

Bio: A Gotcha Borg created for the space frontier unit. His main job is

construction of city buildings. The Build Robot can shoot blowtorch beams from his palms!

060. Thunder Robot

Stats:

Cost: 400
Rarity: D
Tribe: Machine Borg; Short Range Type
HP: 350/???
Def: 4/10
Sht: 3/10
Atk: 5/10
Spd: 4/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Thunder Beam
B attack: Thunder Claw
B charge atk: n/a
X: Thunder Wire
X charge atk: n/a

Bio: A robot-type Gotcha Borg who belongs to the special attack machinery unit. His THUNDER WIRE shows its true power when strung between allies. Lock on to an ally to set it up!

061. Magnet Robot (+)

Stats:

Cost: 400
Rarity: D
Tribe: Machine Borg; Support Type
HP: 350/???
Def: 4/10
Sht: 3/10
Atk: 5/10
Spd: 4/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Machine Gun
B attack: Magnet Arm
B charge atk: n/a
X: Magnet Scope
X charge atk: n/a

Bio: The Magnet Robot (+) was created by the natural resources unit. His MAGNET SCOPE enables him to collect materials like Meganium from mines. Built to carry heavy loads, the Magnet Robot is ultra-strong!

062. Magnet Robot (-)

Stats:

Cost: 410
Rarity: 350
Tribe: Machine Borg; Support Type
HP: 350/???
Def: 4/10
Sht: 3/10
Atk: 5/10
Spd: 4/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Beam
B attack: Magnet Arm
B charge atk: n/a
X: Magnet Scope
X charge atk: n/a

Bio: The Magnet Robot (-) was created by the natural resources unit! His MAGNET SCOPE enables him to collect materials like Meganium from mines. His BEAM is used to modify collected materials.

063. Megaton Robot

Stats:

Cost: 470
Rarity: C
Tribe: Machine Borg; Short Range Type
HP: 350/???
Def: 4/10
Sht: 4/10
Atk: 5/10
Spd: 4/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Machine Gun
B attack: Megaton Arm
B charge atk: n/a
X: Megaton Hammer
X charge atk: n/a

Bio: This Gotcha Borg destroys everything in his path with his MEGATON HAMMER! However, he has to pick up the hammer after throwing it.

064. Normal Tank

Stats:

Cost: 450
Rarity: D
Tribe: Tank Borg; Long Range Type
HP: 300/???
Def: 4/10
Sht: 5/10
Atk: 0/10
Spd: 3/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Machine Gun
B attack: n/a
B charge atk: n/a
X: Cannonball
X charge atk: n/a

Bio: A Tank Borg designed to move over the plains. Although he cannot move very fast due to his heavy armor, he can blow away enemies both close and distant with his powerful CANNONBALL!

065. Gatling Tank

Stats:

Cost: 690
Rarity: D
Tribe: Tank Borg; Long Range Type
HP: 320/???
Def: 4/10
Sht: 6/10

Atk: 0/10
Spd: 3/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Quaternary Gatling
B attack: n/a
B charge atk: n/a
X: Missile
X charge atk: n/a

Bio: A Tank Borg designed to guard airports and ports. Although he cannot move very fast due to his heavy armor, his QUARTERNARY GATLING attack gives rapid-fire action!

066. Titan Tank

Stats:

Cost: 620
Rarity: C
Tribe: Tank Borg; Long Range Type
HP: 400/???
Def: 4/10
Sht: 6/10
Atk: 0/10
Spd: 3/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Titan Beam
B attack: n/a
B charge atk: n/a
X: Javelin Shot
X charge atk: n/a

Bio: The tank form of the transformable Titan Robot evolved in a unique way to create this borg. His JAVELIN SHOT can pierce through the thickest armor.

067. Victory Tank

Stats:

Cost: 560
Rarity: C
Tribe: Tank Borg; Long Range Type
HP: 400/???
Def: 4/10
Sht: 5/10
Atk: 0/10
Spd: 3/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Victory Vulcan
B attack: n/a
B charge atk: n/a
X: Victory Cannon
X charge atk: n/a

Bio: Some say that this borg is descended from the tank form of the transformable Victory King. But no-one knows for sure.

068. ICBM Tank

Stats:

Cost: 1000

Rarity: C
Tribe: Tank Borg; Long Range Type
HP: 200/???
Def: 3/10
Sht: 10/10
Atk: 0/10
Spd: 2/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Machine Gun
B attack: n/a
B charge atk: n/a
X: Final Missile
X charge atk: n/a

Bio: A tank-type Gotcha Borg equipped with intercontinental missiles. Enemies won't be able to handle the FINAL MISSILE attack. It's time for a big boom!

069. Panther Vehicle

Stats:

Cost: 620
Rarity: C
Tribe: Tank Borg; Long Range Type
HP: 200/???
Def: 3/10
Sht: 4/10
Atk: 0/10
Spd: 8/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Panther Vulcan
B attack: n/a
B charge atk: n/a
X: Panther Beam
X charge atk: n/a

Bio: A tank-type borg, the Panther Vehicle has incredible mobility despite running on tires, and moves around on the ground at high speed!

070. Blue Striker

Stats:

Cost: 200
Rarity: D
Tribe: Air Borg; Speed Type
HP: 150/???
Def: 2/10
Sht: 4/10
Atk: 0/10
Spd: 10/10
Jump: n/a
Combine: no

Moves:

B shot: Vulcan
B attack: n/a
B charge atk: Power Beam
X: Missile
X charge atk: n/a

Bio: A fighter-type Air Borg who fought during the inter-planetary Mega Borg War. He can move freely in the sky and possesses missiles, vulcans, and a deadly POWER BEAM!

071. Eagle Jet

Stats:

Cost: 380
Rarity: C
Tribe: Air Borg; Speed Type
HP: 250/???
Def: 3/10
Sht: 3/10
Atk: 2/10
Spd: 9/10
Jump: n/a
Combine: no

Moves:

B shot:
B attack:
B charge atk:
X:
X charge atk:

Bio: A jet-type Gotcha Borg from the Machine Borg corps. The Eagle Jet evolved from the transformable Eagle Robot.

072. Victory Jet

Stats:

Cost: 380
Rarity: C
Tribe: Air Borg; Speed Type
HP: 300/???
Def: 3/10
Sht: 3/10
Atk: 0/10
Spd: 9/10
Jump: n/a
Combine: no

Moves:

B shot: Victory Vulcan
B attack: n/a
B charge atk: n/a
X: Victory Bomb
X charge atk: n/a

Bio: A jet-type Gotcha Borg from the Machine Borg corps. The Victory Jet evolved from the flight form of the transformable Victory King!

073. Carrier Helicopter

Stats:

Cost: 390
Rarity: D
Tribe: Air Borg; Support Type
HP: 200/???
Def: 2/10
Sht: 3/10
Atk: 0/10
Spd: 6/10
Jump: n/a
Combine: no

Moves:

B shot: Vulcan
B attack: n/a
B charge atk: n/a
X: Missile

X charge atk: Catch Crane

Bio: A helicopter-type Gotcha Borg who was fought during the interplanetary Mega Borg war! CATCH CRANE is the claw that can grab Gotcha Borgs! Grab annoying enemies and then destroy them with missiles!

074. Orange Fighter

Stats:

Cost: 200
Rarity: D
Tribe: Air Borg; Speed Type
HP: 150/???
Def: 2/10
Sht: 4/10
Atk: 0/10
Spd: 10/10
Jump: n/a
Combine: no

Moves:

B shot: Vulcan
B attack: n/a
B charge atk: Power Beam
X: Napalm Bomb
X charge atk: n/a

Bio: A fighter-type Gotcha Borg who was created during the interplanetary Mega Borg war! He can attack the ground with napalm and can handle air battles too. An almighty fighter!

075. Violet Attacker

Stats:

Cost: 290
Rarity: D
Tribe: Air Borg; Speed Type
HP: 150/???
Def: 2/10
Sht: 3/10
Atk: 0/10
Spd: 9/10
Jump: n/a
Combine: no

Moves:

B shot: Vulcan
B attack: n/a
B charge atk: n/a
X: Power Bomb
X charge atk: n/a

Bio: A fighter-type Gotcha Borg who was created during the interplanetary Mega Borg war. He can attack the ground with bombs and can handle air battles too. An almighty fighter!

076. Death Borg Alpha

Stats:

Cost: 80
Rarity: C
Tribe: Death Borg; Almighty Type
HP: 50/???
Def: 1/10
Sht: 1/10
Atk: 2/10
Spd: 4/10
Jump: Air Jump Level 3

Combine: no

Moves:

B shot: Shuriken
B attack: Blade
B charge atk: n/a
X: n/a
X charge atk: n/a

Bio: A Ninja-type Gotcha Borg, created by the evil Galactic Emperor. He is very nimble and seeks to assassinate Gotcha Borgs using his secret methods.

077. Death Borg Alpha II

Stats:

Cost: 110
Rarity: C
Tribe: Death Borg; Short Range Type
HP: 60/???
Def: 1/10
Sht: 2/10
Atk: 2/10
Spd: 4/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Shuriken
B attack: Blade
B charge atk: n/a
X: Bomb
X charge atk: n/a

Bio: This is the Death Borg Alpha when possessed by a Death Eye. He is good at combination attacks and practices the Darkside ninjitsu style!

078. Death Borg Beta

Stats:

Cost: 90
Rarity: C
Tribe: Death Borg; Short Range Type
HP: 50/???
Def: 1/10
Sht: 0/10
Atk: 1/10
Spd: 3/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: n/a
B attack: Punch Kick
B charge atk: n/a
X: Double Punch
X charge atk: n/a

Bio: A Death Borg created for hand combat by the evil Galactic Emperor. He is good at Darkside street fighting and has earned his fame on many battlefields.

079. Death Borg Beta II

Stats:

Cost: 100
Rarity: C
Tribe: Death Borg; Long Range Type
HP: 50/???
Def: 1/10
Sht: 2/10

Atk: 0/10
Spd: 3/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Shot
B attack: n/a
B charge atk: n/a
X: Double Shot
X charge atk: n/a

Bio: A gunman-type Death Borg who was created by the evil Galactic Emperor. This ruthless fighter can shoot streams of evil energy bullets from the muzzles on his arms!

080. Death Borg Beta III

Stats:

Cost: 120
Rarity: C
Tribe: Death Borg; Short Range Type
HP: 50/???
Def: 1/10
Sht: 3/10
Atk: 0/10
Spd: 3/10
Jump: Air Jump Level 3
Combine: no

Moves: (jamescom1)

B shot: Death Eye Shot
B attack: n/a
B charge atk: n/a
X: n/a
X charge atk: n/a

Bio: A Death Borg created for hand combat by the evil Galactic Emperor. He wields the Darkside iron ball and has Death Eye hammers on both arms.

081. Death Borg Gamma

Stats:

Cost: 90
Rarity: C
Tribe: Death Borg; Short Range Type
HP: 80/???
Def: 2/10
Sht: 0/10
Atk: 2/10
Spd: 4/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Sword
B attack: n/a
B charge atk: n/a
X: n/a
X charge atk: n/a

Bio: A knight-type Death Borg, created by the evil Galactic Emperor. He uses Darkside sword techniques and wields a powerful SWORD.

082. Death Borg Gamma II

Stats:

Cost: 110
Rarity: C

Tribe: Death Borg; Short Range Type
HP: 80/???
Def: 2/10
Sht: 2/10
Atk: 2/10
Spd: 4/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot:
B attack:
B charge atk:
X:
X charge atk:

Bio: A knight-type Death Borg with enhanced attack abilities. This fierce enemy attacks Gotcha Borgs with his two weapons, SWORD and DEATH EYE THROW!

083. Death Borg Delta

Stats:

Cost: 80
Rarity: C
Tribe: Death Borg; Short Range Type
HP: 50/???
Def: 1/10
Sht: 0/10
Atk: 1/10
Spd: 6/10
Jump: Boost Jump
Combine: no

Moves:

B shot: n/a
B attack: Iron Knuckle
B charge atk: n/a
X: n/a
X charge atk: n/a

Bio: A Death Borg who was created by the evil Galactic Emperor for hand combat. She practices Darkside boxing and attacks viciously. Floats like a butterfly and stings like a bee!

084. Death Borg Delta II

Stats:

Cost: 100
Rarity: C
Tribe: Death Borg; Long Range Type
HP: 50/???
Def: 1/10
Sht: 3/10
Atk: 0/10
Spd: 6/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Shot
B attack: n/a
B charge atk: n/a
X: Big Shot
X charge atk: n/a

Bio: A Death Borg created by the evil Galactic Emperor. She is good at surprise attacks and uses the "strike and run" strategy.

085. Death Borg Delta III

Stats:

Cost: 100
Rarity: C
Tribe: Death Borg; Speed Type
HP: 50/???
Def: 1/10
Sht: 2/10
Atk: 2/10
Spd: 6/10
Jump: Boost Jump
Combine: no

Moves:

B shot: n/a
B attack: Death Eye Yoyo
B charge atk: n/a
X: Yoyo Throw
X charge atk: n/a

Bio: Wielding a Death Eye, this Death Borg was created by the evil Galactic Emperor to resemble a Girl Borg. The Delta III uses highly-developed mental powers to order the Death Eye to do her bidding.

086. Death Borg Zeta

Stats:

Cost: 100
Rarity: C
Tribe: Death Borg; Short Range Type
HP: 50/???
Def: 1/10
Sht: 0/10
Atk: 3/10
Spd: 5/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: n/a
B attack: Nitoryu
B charge atk: n/a
X: Rolling Slash
X charge atk: n/a

Bio: A samurai-type Death Borg who was created by the evil Galactic Emperor. He possesses Darkside twin sword techniques.

087. Death Borg Zeta II

Stats:

Cost: 140
Rarity: C
Tribe: Death Borg; Short Range Type
HP: 50/???
Def: 1/10
Sht: 2/10
Atk: 3/10
Spd: 5/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Shikku Slash
B attack: Nitoryu
B charge atk: n/a
X: Rolling Slash

X charge atk: n/a

Bio: The Zeta II is upgraded and controls a Death Eye. Combines twin sword attacks with the Death Eye to fell all before him.

088. Death Borg Zeta III

Stats:

Cost: 160

Rarity: C

Tribe: Death Borg; Short Range Type

HP: 60/???

Def: 1/10

Sht: 2/10

Atk: 3/10

Spd: 5/10

Jump: Air Jump Level 3

Combine: no

Moves:

B shot: Death Eye Attack

B attack: Nitoryu

B charge atk: n/a

X: Random Slash

X charge atk: n/a

Bio: This swordsman has tamed two Death Eyes. His triple sword and Death Eye attack has made him successful on many battlefields.

089. Death Borg Zeta IV

Stats:

Cost: 150

Rarity: C

Tribe: Death Borg; Short Range Type

HP: 60/???

Def: 1/10

Sht: 3/10

Atk: 3/10

Spd: 5/10

Jump: Air Jump Level 3

Combine: no

Moves:

B shot: Triple Beam

B attack: Nitoryu

B charge atk: n/a

X: Random Slash

X charge atk: n/a

Bio: Modeled on the Musha Borg, the upgraded Zeta IV has two Death Eyes that emit deadly beams!

090. Death Borg Theta

Stats:

Cost: 100

Rarity: C

Tribe: Death Borg; Support Type

HP: 50/???

Def: 1/10

Sht: 1/10

Atk: 1/10

Spd: 2/10

Jump: Air Jump Level 3

Combine: no

Moves: (jamescom1)

B shot: Shot

B attack: Attack
B charge atk: n/a
X: Charge
X charge atk: n/a

Bio: A rescue-type Death Borg who was created by the evil Galactic Emperor. She practices Darkside medical arts and heals wounded Death Borgs by injecting mysterious energy into them.

091. Death Borg Iota

Stats:

Cost: 190
Rarity: C
Tribe: Death Borg; Short Range Type
HP: 70/???
Def: 1/10
Sht: 1/10
Atk: 0/10
Spd: 2/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Flame Thrower
B attack: n/a
B charge atk: n/a
X: n/a
X charge atk: n/a

Bio: This Death Borg belongs to the Emperor's special attack unit. She can incinerate whole cities with her flame thrower!

092. Death Borg Lambda

Stats:

Cost: 100
Rarity: C
Tribe: Death Borg; Speed Type
HP: 50/???
Def: 1/10
Sht: 1/10
Atk: 2/10
Spd: 8/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Shot
B attack: Attack
B charge atk: n/a
X: Fly
X charge atk: n/a

Bio: A flying-type Death Borg who belongs to the Emperor's air attack unit. Due to her swift attacks from the air, people have begun calling her the "Angel of death".

093. Death Borg Lambda II

Stats:

Cost: 150
Rarity: C
Tribe: Death Borg; Speed Type
HP: 50/???
Def: 1/10
Sht: 2/10
Atk: 2/10

Spd: 8/10
Jump: Boost Jump
Combine: no

Moves: (jamescom1)
B shot: Shot
B attack: Attack
B charge atk: n/a
X: Fly
X charge atk: n/a

Bio: A flying Death Borg who was born when Death Borg Lambda was possessed by a Death Eye. With the Death Eye's power, Lambda II is almost invincible!

094. Death Borg Mu

Stats:

Cost: 60
Rarity: C
Tribe: Death Borg; Long Range Type
HP: 20/???
Def: 1/10
Sht: 1/10
Atk: 0/10
Spd: 5/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Beam
B attack: n/a
B charge atk: n/a
X: n/a
X charge atk: n/a

Bio: A Death Borg who belongs to the Emperor's air scouting unit. His mission is to scan the ground and report back to his fellow Death Borgs.

095. Death Borg Nu

Stats:

Cost: 40
Rarity: C
Tribe: Death Borg; Long Range Type
HP: 30/???
Def: 1/10
Sht: 1/10
Atk: 0/10
Spd: 2/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Shot
B attack: n/a
B charge atk: n/a
X: n/a
X charge atk: n/a

Bio: A cannon-type Death Borg, created by the Emperor to defend bases. This cannon automatically attacks intruders as soon as they are detected!

096. Death Borg Nu II

Stats:

Cost: 50
Rarity: C
Tribe: Death Borg; Long Range Type
HP: 40/???

Def: 1/10
Sht: 1/10
Atk: 0/10
Spd: 2/10
Jump: Boost Jump
Combine: no

Moves: (jamescom1)

B shot: Beam
B attack: n/a
B charge atk: n/a
X: n/a
X charge atk: n/a

Bio: A cannon-type Death Borg, created by the Emperor to defend bases. Attacks intruders with an enhanced cannon!

097. Death Borg Nu III

Stats:

Cost: 70
Rarity: C
Tribe: Death Borg; Long Range Type
HP: 50/???
Def: 1/10
Sht: 2/10
Atk: 0/10
Spd: 2/10
Jump: Boost Jump
Combine: no

Moves: (jamescom1)

B shot: Buster Laser
B attack: n/a
B charge atk: n/a
X: n/a
X charge atk: n/a

Bio: A cannon-type Death Borg, created by the Emperor to defend bases. This cannon is equipped with the latest technology, the BUSTER LASER!

098. Death Borg Omicron

Stats:

Cost: 350
Rarity: C
Tribe: Death Borg; Short Range Type
HP: 180/???
Def: 1/10
Sht: 1/10
Atk: 0/10
Spd: 6/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: n/a
B attack: n/a
B charge atk: n/a
X: n/a
X charge atk: Metamorphose

Bio: A special attack-type Death Borg who was created by the evil Galactic Emperor. He has the ability to transform anyone into a Death Eye and is one of top borgs in the Death Force.

099. Death Borg Sigma

Stats:

Cost: 100
Rarity: C
Tribe: Death Borg; Speed Type
HP: 50/???
Def: 1/10
Sht: 1/10
Atk: 2/10
Spd: 8/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Shot
B attack: Sword
B charge atk: n/a
X: Fly
X charge atk: n/a

Bio: A flying-type Death Borg who belongs to the Emperor's air attack unit. He is good at launching quick attacks from the air to take the enemy by surprise.

100. Death Borg Sigma II

Stats:

Cost: 180
Rarity: C
Tribe: Death Borg; Speed Type
HP: 50/???
Def: 1/10
Sht: 2/10
Atk: 2/10
Spd: 8/10
Jump: Boost Jump
Combine: no

Moves: (jamescom1)

B shot: Shot
B attack: Sword
B charge atk: n/a
X: Fly
X charge atk: n/a

Bio: A flying-type Death Borg who was born when Death Borg Sigma was possessed by a Death Eye. He is good at combination attacks from the air!

101. Death Borg Tau

Stats:

Cost: 90
Rarity: C
Tribe: Death Borg; Short Range Type
HP: 60/???
Def: 1/10
Sht: 0/10
Atk: 3/10
Spd: 5/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: n/a
B attack: Physical Attack
B charge atk: n/a
X: n/a
X charge atk: n/a

Bio: A hand combat-type Death Borg created by the evil Galactic Emperor. He uses Darkside Kenpo and uses the evil claws on his arms to attack.

102. Death Borg Chi

Stats:

Cost: 80
Rarity: C
Tribe: Death Borg; Long Range Type
HP: 40/???
Def: 1/10
Sht: 1/10
Atk: 0/10
Spd: 2/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Shot
B attack: n/a
B charge atk: n/a
X: n/a
X charge atk: n/a

Bio: A mobile cannon created by the evil Galactic Emperor. This excellent cannon can navigate small spots easily as well as move over any rough terrain.

103. Death Borg Omega

Stats:

Cost: 130
Rarity: C
Tribe: Death Borg; Short Range Type
HP: 100/???
Def: 2/10
Sht: 0/10
Atk: 3/10
Spd: 3/10
Jump: Boost Jump
Combine: no

Moves:

B shot: n/a
B attack: Claw Attack
B charge atk: n/a
X: Spin Claw
X charge atk: n/a

Bio: A robot-type Death Borg who belongs to the Gotcha Borg murderous machinery unit. He is an evil murder machine who will destroy anything and everything with his claws!

104. Death Borg Omega II

Stats:

Cost: 170
Rarity: C
Tribe: Death Borg; Short Range Type
HP: 100/???
Def: 2/10
Sht: 2/10
Atk: 4/10
Spd: 3/10
Jump: Boost Jump
Combine: no

Moves:

B shot: n/a
B attack: Iron Ball Arm
B charge atk: n/a

X: Iron Ball Shot

X charge atk: n/a

Bio: A robot-type Death Borg who belongs to the murderous machinery unit. Omega's claws have been upgraded into menacing iron balls.

105. Death Borg Omega III

Stats:

Cost: 150

Rarity: C

Tribe: Death Borg; Long Range Type

HP: 150/???

Def: 2/10

Sht: 2/10

Atk: 0/10

Spd: 3/10

Jump: Boost Jump

Combine: no

Moves:

B shot: Machine Gun

B attack: n/a

B charge atk: n/a

X: n/a

X charge atk: n/a

Bio: A long range assist robot-type Death Borg who belongs to the murderous machinery unit. His machine guns can blast away anything!

106. Death Borg Omega IV

Stats:

Cost: 160

Rarity: C

Tribe: Death Borg; Long Range Type

HP: 100/???

Def: 2/10

Sht: 2/10

Atk: 0/10

Spd: 3/10

Jump: Boost Jump

Combine: no

Moves:

B shot: Beam

B attack: n/a

B charge atk: n/a

X: n/a

X charge atk: n/a

Bio: A long range assist robot-type Death Borg who belongs to the murderous machinery unit. An evil robot who can destroy anything with the beam weapons on his arms!

107. Death Eye

Stats:

Cost: 10

Rarity: C

Tribe: Death Borg; Long Range Type

HP: 30/???

Def: 1/10

Sht: 1/10

Atk: 0/10

Spd: 2/10

Jump: Air Jump Level 3

Combine: no

Moves: (jamescom1)

B shot: Shot

B attack: n/a

B charge atk: n/a

X: n/a

X charge atk: n/a

Bio: A creation of the evil Galactic Emperor, the Death Eye is a special-type of Death Borg with the ability to possess objects in order to utilize their powers.

108. Death Bomb

Stats:

Cost: 20

Rarity: C

Tribe: Death Borg; Short Range Type

HP: 30/???

Def: 1/10

Sht: 0/10

Atk: 3/10

Spd: 5/10

Jump: n/a

Combine: no

Moves:

B shot: n/a

B attack: n/a

B charge atk: n/a

X: Fall

X charge atk: n/a

Bio: A destructive weapon that was created when a bomb was possessed by a Death Eye. The Death Eye has full control over the bomb and can attack Gotcha Borgs with it.

109. Death ICBM

Stats:

Cost: 400

Rarity: B

Tribe: Death Borg; Speed Type

HP: 100/118 (jamescom1)

Def: 2/10

Sht: 0/10

Atk: 10/10

Spd: 9/10

Jump: n/a

Combine: no

Moves: (boost with 'A' button) ((jamescom1))

B shot: n/a

B attack: n/a

B charge atk: n/a

X: n/a

X charge atk: n/a

Bio: A destructive weapon that was born when a huge bomb was possessed by a Death Eye. The Death Eye controls the bomb and can use it to attack Gotcha Borgs. The incredible power of the ICBM is feared by all.

110. Fire Dragon

Stats:

Cost: 1000

Rarity: D

Tribe: Dragon Borg; Long Range Type

HP: 500/???

Def: 5/10

Sht: 6/10
Atk: 1/10
Spd: 1/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Fire Bomb
B attack: n/a
B charge atk: n/a
X: Fire Breath
X charge atk: n/a

Bio: A Gotcha Borg from the volcano area of the planet Mega Borg, this incarnation of flame can handle magma heat and incinerates everything with his FIRE BREATH!

111. Wing Dragon

Stats:

Cost: 450
Rarity: D
Tribe: Dragon Borg; Speed Type
HP: 250/???
Def: 3/10
Sht: 3/10
Atk: 4/10
Spd: 6/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Beam Cannon
B attack: n/a
B charge atk: Wing Attack
X: Fly
X charge atk: n/a

Bio: A Gotcha Borg who from the deep valley of Mega Borg. An incarnation of the wind, he flies around at high speed. Crush enemies with the WING ATTACK move, which rips through foes like a gale!

112. Thunder Dragon

Stats:

Cost: 1100
Rarity: D
Tribe: Dragon Borg; Long Range Type
HP: 500/???
Def: 5/10
Sht: 6/10
Atk: 1/10
Spd: 1/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Thunder Bomb
B attack: n/a
B charge atk: n/a
X: Thunder Breath
X charge atk: n/a

Bio: A Gotcha Borg who was born from a huge storm cloud. The Thunder Dragon is an incarnation of electricity and can control lightning, using his horn as a lightning rod!

113. Ice Dragon

Stats:

Cost: 1050
Rarity: D
Tribe: Dragon Borg; Long Range Type
HP: 500/???
Def: 5/10
Sht: 6/10
Atk: 1/10
Spd: 1/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Ice Bomb
B attack: n/a
B charge atk: n/a
X: Ice Breath
X charge atk: n/a

Bio: A Gotcha Borg who was born from a huge iceberg. This incarnation of ice holds a fragment of permafrost inside his body and can deliver cold blasts of ICE BREATH!

114. Flame Ninja

Stats:

Cost: 590
Rarity: B
Tribe: Ninja Borg; Short Range Type
HP: 250/???
Def: 3/10
Sht: 2/10
Atk: 6/10
Spd: 5/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Fire Ball
B attack: Flame Thrower
B charge atk: n/a
X: Ninpo Dragon Explosion
X charge atk: n/a

Bio: The leader of the assassination unit. Fire pours forth from the twin flame-throwers on his arms. Envelop enemies in a blazing furnace with his NINPO DRAGON EXPLOSION!

115. Switching Ninja

Stats:

Cost: 380
Rarity: C
Tribe: Ninja Borg; Almighty Type
HP: 200/???
Def: 4/10
Sht: 2/10
Atk: 3/10
Spd: 7/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Crescent Kamaitachi
B attack: Shinobi Claw
B charge atk: n/a
X: Ninpo Change

X charge atk: n/a

Bio: A lone wolf who has quit the assassination unit. Through hard training, he has mastered the NINPO CHANGE move, and can swap his position with that of the enemy he shoots!

116. Gatling Gunner

Stats:

Cost: 420

Rarity: B

Tribe: Gun Borg; Long Range Type

HP: 250/???

Def: 3/10

Sht: 6/10

Atk: 0/10

Spd: 4/10

Jump: Air Jump Level 3

Combine: no

Moves:

B shot: Special Gatling

B attack: n/a

B charge atk: n/a

X: Hand Grenade

X charge atk: n/a

Bio: A Gotcha Borg who was in the military. This great man with a pivoted jaw sweeps away the bad guys with deadly fire from his SPECIAL GATLING!

117. Spike Knight

Stats:

Cost: 520

Rarity: C

Tribe: Knight Borg; Short Range Type

HP: 250/???

Def: 6/10

Sht: 3/10

Atk: 6/10

Spd: 4/10

Jump: Air Jump Level 3

Combine: no

Moves:

B shot: Spike Shot

B attack: Spike Hammer

B charge atk: Rolling Hammer

X: Rolling Spike

X charge atk: n/a

Bio: A Gotcha Borg from the Knight Borg corps. He has a shield and a very powerful SPIKE HAMMER! Swing it and you can destroy everything!

118. Axe Knight

Stats:

Cost: 590

Rarity: B

Tribe: Knight Borg; Short Range Type

HP: 250/???

Def: 3/10

Sht: 4/10

Atk: 6/10

Spd: 4/10

Jump: Air Jump Level 3

Combine: no

Moves:

B shot: n/a
B attack: Great Axe
B charge atk: Axe Boomerang
X: Rolling Axe
X charge atk: n/a

Bio: The Axe Knight belongs to the Knight Borg corps. He wields a huge axe and can also attack enemies from a distance with the AXE BOOMERANG. Wipe out swarming enemies with the ROLLING AXE!

119. Cyber Girl

Stats:

Cost: 440
Rarity: C
Tribe: Girl Borg; Almighty Type
HP: 200/???
Def: 3/10
Sht: 3/10
Atk: 3/10
Spd: 6/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Quaternary Beam
B attack: Beam Claw
B charge atk: n/a
X: Double Beam Claw
X charge atk: n/a

Bio: A robot Gotcha Borg created by the intelligence bureau. She is equipped with four beam cannons and her DOUBLE BEAM CLAW can easily penetrate even a large Gotcha Borg's armor!

120. Cyber Girl Super

Stats:

Cost: 590
Rarity: B
Tribe: Girl Borg; Long Range Type
HP: 250/???
Def: 3/10
Sht: 6/10
Atk: 2/10
Spd: 6/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Quaternary Beam
B attack: Plasma Circle
B charge atk: n/a
X: Remote Beam
X charge atk: n/a

Bio: The strongest Gotcha Borg at the intelligence bureau! Her eagle eyes can spot an enemy up to 6 miles away. She can also control her weapons remotely!

121. Samurai Shogun

Stats:

Cost: 620
Rarity: A
Tribe: Musha Borg; Short Range Type
HP: 300/???
Def: 3/10
Sht: 5/10

Atk: 5/10
Spd: 5/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Shinku Slash
B attack: Shogun Nitoryu
B charge atk: n/a
X: n/a
X charge atk: Shogun Slash

Bio: A Gotcha Borg who has mastered the art of swordsmanship and possesses incredible combat abilities. His SHOGUN SLASH rips through air, water, and earth!

122. Gold Hero

Stats:

Cost: 420
Rarity: C
Tribe: Hero Borg; Short Range Type
HP: 200/???
Def: 2/10
Sht: 2/10
Atk: 3/10
Spd: 4/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Power Shot
B attack: Ogon Ken
B charge atk: n/a
X: Gold Set Up
X charge atk: n/a

Bio: This Hero Borg dons invincible armor to gain additional power! GOLD SET UP is the password of justice!

123. Cyber Hero

Stats:

Cost: 450
Rarity: B
Tribe: Hero Borg; Almighty Type
HP: 200/???
Def: 3/10
Sht: 5/10
Atk: 5/10
Spd: 4/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: n/a
B attack: Hero Attack
B charge atk: Hero Spin
X: Hero Shot
X charge atk: Hero Beam

Bio: A wandering Hero Borg, who travels the globe in search of new opponents to test his strength. No-one has seen the face that lies under his helmet. His HERO BEAM and combo attacks are world-renowned!

124. Metal Hero

Stats:

Cost: 380

Rarity: C
Tribe: Hero Borg; Short Range Type
HP: 200/???
Def: 2/10
Sht: 0/10
Atk: 3/10
Spd: 4/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: n/a
B attack: Metal Karate
B charge atk: n/a
X: Metal Set Up
X charge atk: n/a

Bio: A Hero Borg whose mission is to protect the central city of the Mega Borg planet. Unless he's in trouble, he usually takes off his battle equipment so he doesn't hurt any citizens.

125. Tar Diver

Stats:

Cost: 340
Rarity: C
Tribe: Knuckle Borg; Short Range Type
HP: 180/???
Def: 3/10
Sht: 2/10
Atk: 4/10
Spd: 5/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Tar Shot
B attack: Tar Punch
B charge atk: n/a
X: Tar Scope
X charge atk: n/a

Bio: A Knuckle Borg filled with a strange fluid. His TAR SCOPE covers enemies in a sticky liquid and slows them down. Get them where you want them and attack!

126. Bug Witch

Stats:

Cost: 300
Rarity: C
Tribe: Wizard Borg; Support Type
HP: 150/???
Def: 2/10
Sht: 1/10
Atk: 1/10
Spd: 3/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Magic Shot
B attack: Stick of Transform
B charge atk: n/a
X: Bug Spell
X charge atk: n/a

Bio: A fearsome witch from Mega Borg, the Bug Witch has a nasty habit of turning

people into cockroaches. Crush those annoying bugs with the STICK OF TRANSFORM!

127. Bastet Witch

Stats:

Cost: 230
Rarity: C
Tribe: Wizard Borg; Support Type
HP: 150/???
Def: 2/10
Sht: 1/10
Atk: 1/10
Spd: 3/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Magic Shot
B attack: Stick of Reduction
B charge atk: n/a
X: Small Spell
X charge atk: n/a

Bio: A witch from Mega Borg who is something of a bully. When she confronts a tough-looking opponent she shrinks them with a SMALL SPELL and then attacks them with the STICK OF REDUCTION!

128. Angel Rescue

Stats:

Cost: 300
Rarity: C
Tribe: Nurse Borg; Support Type
HP: 180/???
Def: 2/10
Sht: 1/10
Atk: 1/10
Spd: 3/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Rescue Shot
B attack: Rescue Attack
B charge atk: n/a
X: Ultra Healing
X charge atk: n/a

Bio: As the battle heats up, more and more Gotcha Borgs are wounded. Hurry Angel, and rescue them! Give your allies courage with your super healing ability!

129. Isis Witch

Stats:

Cost: 190
Rarity: C
Tribe: Wizard Borg; Support Type
HP: 180/???
Def: 2/10
Sht: 1/10
Atk: 1/10
Spd: 3/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Magic Shot

B attack: Stick of S. Enlarge

B charge atk: n/a

X: Very Big Spell

X charge atk: n/a

Bio: A witch who used to be a dropout but has finally obtained magical powers through hard training! Her VERY BIG SPELL reverberates around the battlefield!

130. Beam Wing Blue

Stats:

Cost: 350

Rarity: C

Tribe: Wing Borg; Speed Type

HP: 200/???

Def: 3/10

Sht: 4/10

Atk: 4/10

Spd: 8/10

Jump: Boost Jump

Combine: no

Moves:

B shot: Twin Beam

B attack: Future Sword

B charge atk: Acceleration Scope

X: Fly

X charge atk: n/a

Bio: This member of the Time Patrol arrived suddenly from the future, hot on the trail of a criminal who was trying to change history. His ACCELERATION SCOPE sends shots hurtling!

131. Beam Wing Red

Stats:

Cost: 400

Rarity: C

Tribe: Wing Borg; Speed Type

HP: 200/???

Def: 3/10

Sht: 4/10

Atk: 4/10

Spd: 8/10

Jump: Boost Jump

Combine: no

Moves:

B shot: Twin Beam

B attack: Future Sword

B charge atk: Wing Beam

X: Fly

X charge atk: n/a

Bio: A Gotcha Borg who suddenly appeared from the future. It seems that a certain event in history caused his world to end, and he has come back to try and stop the event from happening.

132. Blade Wing

Stats:

Cost: 650

Rarity: C

Tribe: Wing Borg; Almighty Type

HP: 400/???

Def: 5/10

Sht: 5/10

Atk: 4/10

Spd: 8/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Fire Ball
B attack: Wing Blade
B charge atk: Blade Boomerang
X: Fly
X charge atk: n/a

Bio: A Gotcha Borg who obtained ancient powers using a secret spell, which he cast by accident! The spell caused him to be possessed by the spirit of destruction.

133. Slow Valkrie

Stats:

Cost: 350
Rarity: B
Tribe: Angel Borg; Support Type
HP: 120/???
Def: 2/10
Sht: 2/10
Atk: 2/10
Spd: 8/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Magic Shot
B attack: Stick of Time (Silver)
B charge atk: Slow Spell
X: Fly
X charge atk: n/a

Bio: If you are stuck against agile enemies, try calling for the Slow Valkrie. This red-eyed angel will come down to give you power!

134. Drill Robot

Stats:

Cost: 500
Rarity: D
Tribe: Machine Borg; Short Range Type
HP: 350/???
Def: 5/10
Sht: 3/10
Atk: 6/10
Spd: 4/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Drill Missile
B attack: Drill Arm
B charge atk: n/a
X: Tunnel Attack
X charge atk: n/a

Bio: A robot-type Gotcha Borg designed for surprise attacks! Using his seven super penetrating drills, he can sneak into enemy bases and destroy them from the inside!

135. Hammer Robot

Stats:

Cost: 460
Rarity: C

Tribe: Machine Borg; Short Range Type
HP: 400/???
Def: 5/10
Sht: 3/10
Atk: 6/10
Spd: 4/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Double Hammer Shot
B attack: Double Hammer
B charge atk: n/a
X: Lay The Mine
X charge atk: n/a

Bio: A robot-type Gotcha Borg who belongs to the steel machinery unit. His hammer attack is designed for close range battle! Stop enemy movements by setting marking out a trap with air mines!

136. Army Robot

Stats:

Cost: 400
Rarity: D
Tribe: Machine Borg; Support Type
HP: 350/???
Def: 5/10
Sht: 2/10
Atk: 5/10
Spd: 4/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Army Machine Gun
B attack: Army Arm
B charge atk: n/a
X: Set Pillar
X charge atk: n/a

Bio: A Machine Borg from the army. His main job is to set up bases in unique environments such as the jungle. He also has an ARMY MACHINE GUN for use in battle!

137. Proto Red

Stats:

Cost: 850
Rarity: B
Tribe: Machine Borg; Almighty Type
HP: 500/???
Def: 5/10
Sht: 5/10
Atk: 5/10
Spd: 5/10
Jump: Boost Jump
Combine: no

Moves: (jamescom1)

B shot: Beam Rifle
B attack: Beam Sword
B charge atk: n/a
X: Buster Laser
X charge atk: n/a

Bio: One of the famous founding fathers of the Machine Borg corps and the ancestor of Machine Red. His type may be outdated now, but he's still super

powerful!

138. Proto Blue

Stats:

Cost: 800
Rarity: B
Tribe: Machine Borg; Long Range Type
HP: 550/???
Def: 6/10
Sht: 5/10
Atk: 4/10
Spd: 5/10
Jump: Boost Jump
Combine: no

Moves: (jamescom1)

B shot: Arm Missile
B attack: Punch Kick
B charge atk: n/a
X: Shoulder Cannon
X charge atk: n/a

Bio: One of the famous founding fathers of the Machine Borg corps and the ancestor of Machine Blue! His type may be outdated now, but he still beats the rest!

139. Proto Titan

Stats:

Cost: 800
Rarity: B
Tribe: Machine Borg; Short Range Type
HP: 420/???
Def: 5/10
Sht: 3/10
Atk: 5/10
Spd: 5/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Titan Vulcan
B attack: Beam Javelin
B charge atk: n/a
X: Javelin Shot
X charge atk: n/a

Bio: A Gotcha Borg from the Machine Borg corps, Proto Titan is the ancestor of Titan Robot. His JAVELIN SHOT makes light work of enemy shields!

140. Proto Eagle

Stats:

Cost: 850
Rarity: B
Tribe: Machine Borg; Almighty Type
HP: 380/???
Def: 5/10
Sht: 5/10
Atk: 5/10
Spd: 6/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Eagle Vulcan
B attack: Beam Tonfa

B charge atk: n/a

X: Eagle Buster

X charge atk: n/a

Bio: A Gotcha Borg from the Machine Borg corps. Proto Eagle shares much of his DNA with Eagle Robot, and it is thought they share a common ancestor.

141. Proto Mars

Stats:

Cost: 900

Rarity: B

Tribe: Machine Borg; Almighty Type

HP: 500/???

Def: 5/10

Sht: 5/10

Atk: 5/10

Spd: 5/10

Jump: Boost Jump

Combine: no

Moves:

B shot: Beam Rifle

B attack: Beam Sword

B charge atk: n/a

X: Buster Laser

X charge atk: n/a

Bio: One of the famous founding fathers of the Machine Borg corps and the ancestor of Cyber Mars. Despite his advanced age, he still has the power to take out enemies!

142. Proto Atlas

Stats:

Cost: 850

Rarity: B

Tribe: Machine Borg; Long Range Type

HP: 550/???

Def: 6/10

Sht: 7/10

Atk: 4/10

Spd: 5/10

Jump: Boost Jump

Combine: no

Moves: (jamescom1)

B shot: Arm Beam

B attack: Punch Kick

B charge atk: Remote Beam

X: Shoulder Beam

X charge atk: A. R. B.

Bio: One of the famous founding fathers of the Machine Borg corps and the ancestor of Cyber Atlas. His shots are powerful and make other Gotcha Borgs look weak in comparison!

143. Proto King

Stats:

Cost: 800

Rarity: B

Tribe: Machine Borg; Almighty Type

HP: 400/???

Def: 4/10

Sht: 4/10

Atk: 5/10

Spd: 5/10

Jump: Boost Jump

Combine: no

Moves:

B shot: Victory Beam

B attack: Twin Beam Saber

B charge atk: n/a

X: Windmill Slash

X charge atk: n/a

Bio: A bodyguard in the Machine Borg corps. Related to the Victory King. Fend off enemy attacks and then wipe them out with the TWIN BEAM SABER!

144. Proto Panther

Stats:

Cost: 800

Rarity: B

Tribe: Machine Borg; Short Range Type

HP: 400/???

Def: 4/10

Sht: 3/10

Atk: 5/10

Spd: 5/10

Jump: Boost Jump

Combine: no

Moves:

B shot: Panther Vulcan

B attack: Panther Sword

B charge atk: n/a

X: Wheel Attack

X charge atk: n/a

Bio: A Gotcha Borg from the Machine Borg corps, Proto Panther is the ancestor of Panther Robot! He cannot transform since he is an old unit type, but he can fight well in close combat!

145. Ultimate Cannon

Stats:

Cost: 1500

Rarity: A

Tribe: Tank Borg; Long Range Type

HP: 500/???

Def: 6/10

Sht: 10/10

Atk: 0/10

Spd: 1/10

Jump: Boost Jump

Combine: no

Moves:

B shot: Vulcan & Missile

B attack: n/a

B charge atk: n/a

X: Quaternary Beam

X charge atk: Ultimate Beam

Bio: This Gotcha Borg possesses the greatest destructive power in Mega Borg's history! His high density ULTIMATE BEAM attack must be charged up before use, but will vaporize any enemy it touches.

146. Victory Machine

Stats:

Cost: 600

Rarity: C

Tribe: Tank Borg; Long Range Type

HP: 400/???
Def: 4/10
Sht: 5/10
Atk: 0/10
Spd: 3/10
Jump: Boost Jump
Combine: no

Moves: (jamescom1)

B shot: Victory Vulcan
B attack: n/a
B charge atk: Victory Cannon
X: Transform
X charge atk: n/a

Bio: The Victory Machine has the most unique transformation ability of all the Machine Borg corps members. He can transform from a tank into a fighter! This borg is the ancestor of Victory King.

147. Red Attacker

Stats:

Cost: 290
Rarity: D
Tribe: Air Borg; Speed Type
HP: 150/???
Def: 2/10
Sht: 4/10
Atk: 0/10
Spd: 9/10
Jump: n/a
Combine: no

Moves:

B shot: Napalm Bomb
B attack: n/a
B charge atk: n/a
X: Power Bomb
X charge atk: n/a

Bio: A fighter-type Gotcha Borg who fought during the interplanetary Mega Borg War! He can move freely in the sky as he drops bombs. His NAPALM and POWER bombs will destroy any target!

148. Beam Satellite

Stats:

Cost: 800
Rarity: C
Tribe: Fortress Borg; Long Range Type
HP: 1000/???
Def: 9/10
Sht: 6/10
Atk: 0/10
Spd: 2/10
Jump: n/a
Combine: no

Moves:

B shot: Reflector Beam
B attack: n/a
B charge atk: n/a
X: Satellite Beam
X charge atk: n/a

Bio: A satellite-type Fortress Borg that bombs from outer space! The Beam Satellite absorbs sunlight to create a powerful ray. Also has an attack called REFLECTOR BEAM, which is almost impossible to dodge.

149. Flame Dragon

Stats:

Cost: 1500
Rarity: C
Tribe: Dragon Borg; Long Range Type
HP: 1000/???
Def: 8/10
Sht: 7/10
Atk: 2/10
Spd: 1/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Flame Bomb
B attack: n/a
B charge atk: n/a
X: Flame Breath
X charge atk: n/a

Bio: A Gotcha Borg who was born in the volcano area of Mega Borg. He is made of flame itself, and can survive amazing temperatures! Burns and melts everything with his FLAME BREATH!

150. Phoenix Dragon

Stats:

Cost: 800
Rarity: C
Tribe: Dragon Borg; Speed Type
HP: 500/???
Def: 5/10
Sht: 4/10
Atk: 5/10
Spd: 6/10
Jump: Boost Jump
Combine: no

Moves: (jamescom1)

B shot: Beam Cannon
B attack: n/a
B charge atk: Phoenix Attack
X: Fly
X charge atk: n/a

Bio: A Gotcha Borg who was born in a deep volcanic rift, somewhere on Mega Borg. He is the fastest-moving of all the dragons, and they say that when he nears death, he dives into the flames to revive himself!

151. Plasma Dragon

Stats:

Cost: 1600
Rarity: C
Tribe: Dragon Borg; Long Range Type
HP: 1000/???
Def: 8/10
Sht: 7/10
Atk: 2/10
Spd: 1/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Plasma Bomb
B attack: n/a

B charge atk: n/a

X: Plasma Breath

X charge atk: n/a

Bio: A Gotcha Borg who was born in an everlasting plasma vortex. He uses his antenna like a lightning conductor, and summons electricity from above!

152. Blizzard Dragon

Stats:

Cost: 1550

Rarity: C

Tribe: Dragon Borg; Long Range Type

HP: 1000/???

Def: 8/10

Sht: 7/10

Atk: 2/10

Spd: 1/10

Jump: Boost Jump

Combine: no

Moves:

B shot: Blizzard Bomb

B attack: n/a

B charge atk: n/a

X: Blizzard Breath

X charge atk: n/a

Bio: A Gotcha Borg who was born in an eternal ice wall. He holds a cold sun within his body and uses its cold fusion to generate ice winds!

153. Cyber Ninja

Stats:

Cost: 640

Rarity: A

Tribe: Ninja Borg; Almighty Type

HP: 300/???

Def: 4/10

Sht: 5/10

Atk: 5/10

Spd: 10/10

Jump: Boost Jump

Combine: no

Moves:

B shot: Shinobi Beam

B attack: Cyber Karate

B charge atk: Plasma Tackle

X: Beam Shuriken

X charge atk: n/a

Bio: The ultimate ninja, created using the battle records of the entire assassination unit! Combines ninja techniques with advanced technology to fell enemies at a stroke.

154. Beam Gunner

Stats:

Cost: 650

Rarity: A

Tribe: Gun Borg; Long Range Type

HP: 300/???

Def: 3/10

Sht: 6/10

Atk: 2/10

Spd: 6/10

Jump: Boost Jump

Combine: no

Moves:

B shot: Beam Shot
B attack: Punch Kick
B charge atk: Shoulder Beam
X: Giga Beam Cannon
X charge atk: n/a

Bio: An elite Gotcha Borg equipped with beam weapons. The GIGA BEAM CANNON whose beam reflects off satellites is a special weapon granted only to the elite! Show them what an elite Gotcha Borg can do!

155. Sapphire Knight

Stats:

Cost: 630
Rarity: B
Tribe: Knight Borg; Almighty Type
HP: 300/???
Def: 6/10
Sht: 6/10
Atk: 5/10
Spd: 6/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Beam
B attack: Beam Lance
B charge atk: n/a
X: Mega Lance Beam
X charge atk: n/a

Bio: The Sapphire Knight has armor with a deep blue sheen, and carries a BEAM LANCE. His MEGA LANCE BEAM can penetrate anything, so there's no place for enemies to hide!

156. Ruby Knight

Stats:

Cost: 590
Rarity: B
Tribe: Knight Borg; Short Range Type
HP: 300/???
Def: 6/10
Sht: 5/10
Atk: 5/10
Spd: 6/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Bomb Shot
B attack: Beam Lance
B charge atk: n/a
X: Hexa Bomb
X charge atk: n/a

Bio: This Knight Borg shines scarlet. He is equipped with a beam shield. His HEXA BOMB can be used for both attack and defense. Forms a team with the Sapphire Knight.

157. Cyber Girl Hyper

Stats:

Cost: 620
Rarity: A
Tribe: Girl Borg; Long Range Type

HP: 300/???
Def: 3/10
Sht: 6/10
Atk: 2/10
Spd: 6/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Quaternary Beam
B attack: Plasma Circle
B charge atk: n/a
X: Remote Beam
X charge atk: n/a

Bio: A robot-type Gotcha Borg who was created by the intelligence bureau.
Using the latest technology, she can control four REMOTE BEAMS at once!

158. Panther Robot

Stats:

Cost: 1000
Rarity: A
Tribe: Machine Borg; Short Range Type
HP: 450/???
Def: 5/10
Sht: 3/10
Atk: 5/10
Spd: 5/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Panther Vulcan
B attack: Panther Sword
B charge atk: Wheel Attack
X: Transform
X charge atk: n/a

Bio: The king of the road, who transforms into a car and can run around on the ground! Panther Robot has a friendly rivalry with Titan Robot.

159. Beam Samurai

Stats:

Cost: 550
Rarity: B
Tribe: Musha Borg; Short Range Type
HP: 350/???
Def: 4/10
Sht: 0/10
Atk: 7/10
Spd: 5/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: n/a
B attack: Beam Blade
B charge atk: n/a
X: Beam Charge
X charge atk: n/a

Bio: A samurai Gotcha Borg who came from the future! His BEAM BLADE can penetrate through anything and will even reach enemies who think they're too far away!

160. Star Hero

Stats:

Cost: 520
Rarity: B
Tribe: Hero Borg; Short Range Type
HP: 250/???
Def: 3/10
Sht: 3/10
Atk: 5/10
Spd: 5/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Star Shot
B attack: Ginga Ken
B charge atk: n/a
X: Enlargement
X charge atk: n/a

Bio: A Gotcha Borg whose mission is to protect the galaxy. He has the ability to change his body size. The power of his GINGA KEN is proof of his title as guardian of the galaxy!

161. Planet Hero

Stats:

Cost: 530
Rarity: B
Tribe: Hero Borg; Short Range Type
HP: 250/???
Def: 3/10
Sht: 3/10
Atk: 5/10
Spd: 5/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: Planet Shot
B attack: Neio Ken
B charge atk: n/a
X: Enlargement
X charge atk: n/a

Bio: A Hero Borg who was born to protect the planet. He has the ability to make himself gigantic so he can block huge meteors that come falling from space. Save the day with the power of the NEIO KEN!

162. Sekhmet Witch

Stats:

Cost: 330
Rarity: B
Tribe: Wizard Borg; Support Type
HP: 180/???
Def: 2/10
Sht: 1/10
Atk: 1/10
Spd: 3/10
Jump: Air Jump Level 3
Combine: no

Moves: (jamescom1)

B shot: Magic Shot
B attack: Stick of S. Reduction
B charge atk: n/a
X: Very Small Spell

X charge atk: n/a

Bio: Those with large bodies and big egos, watch out! When the Sekhmet Witch's VERY SMALL SPELL echoes through the battle-field, you're in for a nasty surprise!

163. Anubis Wing

Stats:

Cost: 750

Rarity: B

Tribe: Wing Borg; Almighty Type

HP: 400/???

Def: 5/10

Sht: 6/10

Atk: 4/10

Spd: 8/10

Jump: Boost Jump

Combine: no

Moves: (jamescom1)

B shot: Fire Ball

B attack: Anubis Blade

B charge atk: Fire Bomb

X: Fly

X charge atk: n/a

Bio: An ancient Gotcha Borg who was revived in a secret ceremony! Legend says the Mega Borg planet has been ruined 3 times by the Anubis Force...

164. Machine Red

Stats:

Cost: 900

Rarity: A

Tribe: Machine Borg; Almighty Type

HP: 500/???

Def: 5/10

Sht: 5/10

Atk: 5/10

Spd: 5/10

Jump: Boost Jump

Combine: yes; w/ Machine Blue = Cyber Machine Seiryu

w/ Cyber Atlas = Cyber Machine Byakko

Moves:

B shot: Beam Rifle

B attack: Beam Sword

B charge atk: n/a

X: Buster Laser

X charge atk: n/a

Bio: A Gotcha Borg of justice who protects the peace of the universe! He destroys enemies with lightning speed, but his true power is only realized when he teams up with Machine Blue...

165. Machine Blue

Stats:

Cost: 850

Rarity: A

Tribe: Machine Borg; Long Range Type

HP: 550/???

Def: 6/10

Sht: 5/10

Atk: 4/10

Spd: 5/10

Jump: Boost Jump

Combine: yes; w/ Machine Red = Cyber Machine Seiryu
w/ Cyber Mars = Cyber Machine Genbu

Moves:

B shot: Arm Missile
B attack: Punch Kick
B charge atk: n/a
X: Shoulder Cannon
X charge atk: n/a

Bio: A powerful Gotcha Borg who fights for justice! Defeat huge enemies using his dual cannons! His true power is unleashed when he teams up with Machine Red!

166. Titan Robot

Stats:

Cost: 1000
Rarity: A
Tribe: Machine Borg; Short Range Type
HP: 450/???
Def: 5/10
Sht: 3/10
Atk: 5/10
Spd: 5/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Titan Vulcan
B attack: Beam Javelin
B charge atk: Javelin Shot
X: Transform
X charge atk: n/a

Bio: Titan Robot is the army unit's secret weapon! He can transform into a tank. Use the robot form for a close combat and the tank form for distant enemies.

167. Eagle Robot

Stats:

Cost: 1000
Rarity: A
Tribe: Machine Borg; Almighty Type
HP: 400/???
Def: 5/10
Sht: 5/10
Atk: 5/10
Spd: 6/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Eagle Beam
B attack: Beam Tonfa
B charge atk: n/a
X: Transform
X charge atk: n/a

Bio: The Commander of the Machine Borg airforce! He transforms into a fighter. Use the aircraft form for high speed chases, and the robot form for ground battles.

168. Cyber Mars

Stats:

Cost: 950
Rarity: A

Tribe: Machine Borg; Almighty Type
HP: 500/???
Def: 5/10
Sht: 5/10
Atk: 5/10
Spd: 5/10
Jump: Boost Jump
Combine: yes; w/ Cyber Atlas = Cyber Machine Suzaku
w/ Machine Blue = Cyber Machine Genbu

Moves:

B shot: Beam Rifle
B attack: Beam Sword
B charge atk: n/a
X: Buster Laser
X charge atk: n/a

Bio: The platoon leader of the Machine Borg corps. His invincible power is realized when he teams up with Cyber Atlas!

169. Cyber Atlas

Stats:

Cost: 900
Rarity: A
Tribe: Machine Borg; Long Range Type
HP: 550/???
Def: 6/10
Sht: 7/10
Atk: 4/10
Spd: 5/10
Jump: Boost Jump
Combine: yes; w/ Cyber Mars = Cyber Machine Suzaku
w/ Machine Red = Cyber Machine Byakko

Moves:

B shot: Arm Beam
B attack: Punch Kick
B charge atk: Remote Beam
X: Shoulder Beam
X charge atk: A. R. B.

Bio: He is a good partner for Cyber Mars but can also team up with Machine Red. Use the REMOTE BEAM to aim at enemies from extreme angles.

170. Victory Duke

Stats:

Cost: 850
Rarity: B
Tribe: Machine Borg; Almighty Type
HP: 420/???
Def: 4/10
Sht: 4/10
Atk: 5/10
Spd: 5/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Victory Beam
B attack: Twin Beam Saber
B charge atk: Windmill Slash
X: Transform
X charge atk: n/a

Bio: A decoy double of Victory King, who is the commander of the

Machine Borg corps. Victory Duke can transform into a tank! He works as the sub-commander of the corps.

171. Victory Baron

Stats:

Cost: 850
Rarity: B
Tribe: Machine Borg; Almighty Type
HP: 380/???
Def: 4/10
Sht: 4/10
Atk: 5/10
Spd: 5/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Victory Beam
B attack: Twin Beam Saber
B charge atk: Windmill Slash
X: Transform
X charge atk: n/a

Bio: A decoy double of Victory King, who is the commander of the Machine Borg corps. Victory Baron can transform into a fighter. He surveys the fight from above and analyzes battle strategies!

172. Beam Tank

Stats:

Cost: 780
Rarity: B
Tribe: Tank Borg; Almighty Type
HP: 400/???
Def: 5/10
Sht: 5/10
Atk: 4/10
Spd: 4/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Triple Shot
B attack: Drill Attack
B charge atk: n/a
X: Mega Beam
X charge atk: n/a

Bio: The Beam Tank attacks enemies close by with the drill and saves the MEGA BEAM for distant targets.

173. Sirius

Stats:

Cost: 1000
Rarity: C
Tribe: Fortress Borg; Long Range Type
HP: 2000/???
Def: 9/10
Sht: 7/10
Atk: 0/10
Spd: 1/10
Jump: n/a
Combine: no

Moves:

B shot: Antiaircraft Gun

B attack: n/a
B charge atk: n/a
X: Beam Gun
X charge atk: Max Shot

Bio: A warship-type flying Fortress Borg, who showed his prowess during the Mega Borg War. He doesn't flinch at even the strongest attack, and soon wears enemies down with his awesome firepower.

174. Antares

Stats:

Cost: 1300
Rarity: C
Tribe: Fortress Borg; Long Range Type
HP: 2000/???
Def: 9/10
Sht: 6/10
Atk: 0/10
Spd: 1/10
Jump: n/a
Combine: no

Moves:

B shot: Beam Gun
B attack: n/a
B charge atk: n/a
X: Alpha Wing
X charge atk: n/a

Bio: An aircraft carrier-type Fortress Borg, who fought during the Mega Borg war. Carries a small aircraft called the Alpha Wing, which seems to have a mind of its own...

175. Victory King

Stats:

Cost: 1000
Rarity: A
Tribe: Machine Borg; Almighty Type
HP: 450/???
Def: 5/10
Sht: 4/10
Atk: 6/10
Spd: 5/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Victory Beam
B attack: Twin Beam Saber
B charge atk: Windmill Slash
X: Transform
X charge atk: n/a

Bio: The commander of the Machine Borg corps! The Victory King is an almighty Gotcha Borg who can deal with any war situation by transforming into one of his 3 different forms!

176. Cyber Machine Seiryu

Stats:

Cost: 1750
Rarity: A
Tribe: Machine Borg; Almighty Type
HP: 1050
Def: 9/10
Sht: 7/10

Atk: 7/10
Spd: 5/10
Jump: Boost Jump
Combine: Machine Red + Machine Blue

Moves: (manocheese)

B shot: Laser (Machine Red) / Missile (Machine Blue)

B attack: n/a

B charge atk: n/a

X: Buster Laser (Machine Red)

X charge atk: n/a

Bio: A borg created when Machine Red and Machine Blue united and used the super transformation! His perfect defense and overwhelming attack power will bring fear even to the Galactic Emperor!

Note: Can only be obtained through Borg combination

177. Cyber Machine Suzaku

Stats:

Cost: 1850

Rarity: A

Tribe: Machine Borg; Almighty Type

HP: 1050

Def: 9/10

Sht: 8/10

Atk: 7/10

Spd: 5/10

Jump: Boost Jump

Combine: Cyber Mars + Cyber Atlas

Moves: (manocheese)

B shot: Double Laser (Cyber Mars) / Remote Beam (Cyber Atlas)

B attack: n/a

B charge atk: n/a

X: Buster Laser (Cyber Mars)

X charge atk: n/a

Bio: The strongest Gotcha Borg of the corps is created when Cyber Mars and Cyber Atlas unite! They say the creator of the Mega Borg planet was afraid of the power of Suzaku and therefore split him into two robots!

Note: Can only be obtained through Borg combination

178. Cyber Machine Byakko

Stats:

Cost: 1800

Rarity: A

Tribe: Machine Borg; Almighty Type

HP: 1050

Def: 9/10

Sht: 8/10

Atk: 7/10

Spd: 5/10

Jump: Boost Jump

Combine: Machine Red + Cyber Atlas

Moves: (manocheese)

B shot: Laser (Machine Red) / Remote Beam (Cyber Atlas)

B attack: n/a

B charge atk: n/a

X: Buster Laser (Machine Red)

X charge atk: n/a

Bio: A legendary Gotcha Borg created when Machine Red and Cyber Atlas unite! However, since Byakko requires so much energy, he cannot maintain his appearance for long!

Note: Can only be obtained through Borg combination

179. Cyber Machine Genbu

Stats:

Cost: 1800
Rarity: A
Tribe: Machine Borg; Almighty Type
HP: 1050
Def: 9/10
Sht: 7/10
Atk: 7/10
Spd: 5/10
Jump: Boost Jump
Combine: Cyber Mars + Machine Blue

Moves: (manoecheese)

B shot: Double Laser (Cyber Mars) / Missile (Machine Blue)
B attack: n/a
B charge atk: n/a
X: Buster Laser (Cyber Mars)
X charge atk: n/a

Bio: A powerful Gotcha Borg that is created when Cyber Mars and Machine Blue unite. This is a rare Gotcha Borg that only a few have ever encountered!

Note: Can only be obtained through Borg combination

180. Shadow Girl

Stats:

Cost: 340
Rarity: C
Tribe: Girl Borg; Speed Type
HP: 100/???
Def: 2/10
Sht: 0/10
Atk: 3/10
Spd: 5/10
Jump: Air Jump Level 3
Combine: no

Moves:

B shot: n/a
B attack: Shadow Sword
B charge atk: n/a
X: Shadow Slash
X charge atk: n/a

Bio: A loner, this informer sells information. Her incredible agility enables her to sneak in and out of the battle field quickly and will confuse any opponent!

181. Killer Girl

Stats:

Cost: 580
Rarity: B
Tribe: Girl Borg; Long Range Type
HP: 150/???
Def: 2/10
Sht: 5/10
Atk: 2/10
Spd: 6/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Assault Rifle

B attack: Killer Sword

B charge atk: n/a

X: Buster Killer Laser

X charge atk: n/a

Bio: A beautiful assassin who never misses her target. She can defeat any enemy with her "straight to the heart" special shot!

182. Imperial Knight

Stats:

Cost: 550

Rarity: B

Tribe: Knight Borg; Short Range Type

HP: 250/???

Def: 6/10

Sht: 3/10

Atk: 5/10

Spd: 4/10

Jump: Air Jump Level 3

Combine: no

Moves:

B shot: n/a

B attack: Alpha Sword

B charge atk: Alpha Cross Slash

X: Omega Sword

X charge atk: Omega Cross Slash

Bio: This Knight Borg has a shield and a sword on each arm! Beginning with the ALPHA SWORD and ending with the OMEGA, his sword techniques run the full gamut.

183. Dark Knight

Stats:

Cost: 610

Rarity: A

Tribe: Knight Borg; Almighty Type

HP: 300/???

Def: 7/10

Sht: 5/10

Atk: 5/10

Spd: 5/10

Jump: Air Jump Level 3

Combine: no

Moves: (jamescom1)

B shot: Sol / Star Blade

B attack: Sol / Star Crash

B charge atk: n/a

X: Switching

X charge atk: n/a

Bio: In his search for true power, this Knight Borg turned to evil. Wrapped in armor as dark as the night, he attacks with twin swords Sol and Star.

184. Chrono Samurai

Stats:

Cost: 600

Rarity: B

Tribe: Musha Borg; Short Range Type

HP: 220/???

Def: 5/10

Sht: 2/10

Atk: 5/10

Spd: 5/10

Jump: Air Jump Level 3

Combine: no

Moves:

B shot: Shikku Slash

B attack: Space-Time Nitoryu

B charge atk: n/a

X: n/a

X charge atk: Time Stop

Bio: This Musha Borg has mastered the legendary art of SPACE-TIME NITORYU!

With this technique, he can even slash at the fabric of time!

185. Akuma Samurai

Stats:

Cost: 480

Rarity: D

Tribe: Demon Borg; Short Range Type

HP: 250/???

Def: 3/10

Sht: 3/10

Atk: 6/10

Spd: 5/10

Jump: Air Jump Level 3

Combine: no

Moves:

B shot: Akuma Beam

B attack: Akuma Nitoryu

B charge atk: n/a

X: Random Slash

X charge atk: n/a

Bio: A samurai who rose from the dead to fight again. His bloodthirsty sword demands new victims each day, and grows as it feeds!

186. Demon Samurai

Stats:

Cost: 480

Rarity: D

Tribe: Demon Borg; Short Range Type

HP: 220/???

Def: 3/10

Sht: 3/10

Atk: 6/10

Spd: 5/10

Jump: Air Jump Level 3

Combine: no

Moves:

B shot: Soul Ball

B attack: Demon Nitoryu

B charge atk: n/a

X: Random Slash

X charge atk: n/a

Bio: A Gotcha Borg who rose from a samurai grave. His blood-thirsty sword grows as it absorbs spirits! His special RANDOM SLASH move shows unbelievable power.

187. Demon Wing

Stats:

Cost: 610

Rarity: B

Tribe: Demon Borg; Speed Type

HP: 210/???
Def: 2/10
Sht: 3/10
Atk: 3/10
Spd: 8/10
Jump: Boost Jump
Combine: no

Moves: (jamescom1)

B shot: Creeping Soul
B attack: Demon Scythe
B charge atk: n/a
X: Fly
X charge atk: n/a

Bio: A demonic Gotcha Borg who resulted from a freak mutation. He can summon evil spirits for use in attacks!

188. Death Wing

Stats:

Cost: 550
Rarity: A
Tribe: Demon Borg; Almighty Type
HP: 200/???
Def: 2/10
Sht: 5/10
Atk: 4/10
Spd: 8/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Scythe Shot
B attack: Death Scythe
B charge atk: Triple Scythe
X: Fly
X charge atk: n/a

Bio: A demonic Gotcha Borg who resulted from a freak mutation. His DEATH SCYTHE is summoned from the other world, and all who see it run for their lives!

189. Roach

Stats:

Cost: 30
Rarity: D
Tribe: Bug Borg; Short Range Type
HP: 60/???
Def: 1/10
Sht: 1/10
Atk: 0/10
Spd: 2/10
Jump: Air Jump Level 1
Combine: no

Moves:

B shot: Bomb
B attack: n/a
B charge atk: n/a
X: n/a
X charge atk: n/a

Bio: A Bug Borg that has evolved to survive in any location. It looks identical to an earth cockroach. Some say it's a mech life form that came from outer space.

190. Alien Insect

Stats:

Cost: 350
Rarity: D
Tribe: Bug Borg; Short Range Type
HP: 200/???
Def: 5/10
Sht: 3/10
Atk: 5/10
Spd: 4/10
Jump: Air Jump Level 4
Combine: no

Moves:

B shot: Insect Bomb
B attack: Insect Slicer
B charge atk: n/a
X: Insect Scope
X charge atk: n/a

Bio: A mech life form from outer space. Its gate shield protects it from enemy attacks while its right arm is sharp as a blade. Its INSECT SCOPE reduces the power of enemy shots.

191. Claw Worm

Stats:

Cost: 390
Rarity: D
Tribe: Bug Borg; Almighty Type
HP: 150/???
Def: 3/10
Sht: 3/10
Atk: 3/10
Spd: 4/10
Jump: Boost Jump
Combine: no

Moves:

B shot: String Shot
B attack: Jaw Claw
B charge atk: n/a
X: Set String
X charge atk: n/a

Bio: This mech life form catches enemies with sticky strings. Once enemies are caught in the web, it sinks its sharp fangs into them!

192. Poison Worm

Stats:

Cost: 300
Rarity: D
Tribe: Bug Borg; Almighty Type
HP: 150/???
Def: 3/10
Sht: 3/10
Atk: 3/10
Spd: 4/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Poison Shot
B attack: Poison Claw
B charge atk: n/a
X: Poison Trap

X charge atk: n/a

Bio: A mech life form from outer space. It emits poison gas that corrods the body of all those it touches!

193. Alien Worm

Stats:

Cost: 600

Rarity: D

Tribe: Bug Borg; Almighty Type

HP: 300/???

Def: 4/10

Sht: 4/10

Atk: 4/10

Spd: 4/10

Jump: Boost Jump

Combine: no

Moves:

B shot: String Shot

B attack: Jaw Claw

B charge atk: n/a

X: Set String

X charge atk: n/a

Bio: A mech life form who came from outer space in order to invade earth! It catches enemies with sticky strings and then chews them up into little pieces!

194. Venom Worm

Stats:

Cost: 500

Rarity: D

Tribe: Bug Borg; Almighty Type

HP: 300/???

Def: 4/10

Sht: 4/10

Atk: 4/10

Spd: 4/10

Jump: Boost Jump

Combine: no

Moves:

B shot: Venop Shot

B attack: Venom Claw

B charge atk: n/a

X: Venom Trap

X charge atk: n/a

Bio: A mech life form from outer space. The highly poisonous gas it emits will decay anyone it touches.

195. Flying Saucer

Stats:

Cost: 600

Rarity: C

Tribe: Air Borg; Speed Type

HP: 250/???

Def: 3/10

Sht: 4/10

Atk: 0/10

Spd: 10/10

Jump: n/a

Combine: no

Moves:

B shot: Maser
B attack: n/a
B charge atk: n/a
X: Devastation Laser
X charge atk: n/a

Bio: A mysterious high speed mini flying saucer! It is equipped with unique weapons that no-one has ever seen before! What is the truth behind this strange UFO?

196. Death Saucer

Stats:

Cost: 1000
Rarity: B
Tribe: Fortress Borg; Long Range Type
HP: 2000/???
Def: 9/10
Sht: 7/10
Atk: 0/10
Spd: 2/10
Jump: n/a
Combine: no

Moves:

B shot: Bizarre Beam
B attack: n/a
B charge atk: n/a
X: Hyper Death Beam
X charge atk: n/a

Bio: A mothership created by the evil Galactic Emperor, it is sent to various planets to collect brains... One of the strongest of the Death Force members.

197. Space Dragon

Stats:

Cost: 1200
Rarity: C
Tribe: Dragon Borg; Long Range Type
HP: 650/???
Def: 6/10
Sht: 7/10
Atk: 1/10
Spd: 1/10
Jump: Boost Jump
Combine: no

Moves:

B shot: Space Beam
B attack: n/a
B charge atk:n/a
X: Space Breath
X charge atk: Black Hole

Bio: A huge dragon that lives in outer space! His body contains super-heavy material that can absorb time and space. Fragments of this material form a black hole that can absorb any shot!

198. Machine Head

Stats:

Cost: 300
Rarity: B
Tribe: Dragon Borg; Long Range Type
HP: 250/???
Def: 3/10

Sht: 4/10
Atk: 0/10
Spd: 4/10
Jump: Boost Jump
Combine: yes; w/ Mechanical Dragon = Machine Dragon

Moves:

B shot: Machine Beam
B attack: n/a
B charge atk: n/a
X: Machine Breath
X charge atk: n/a

Bio: An aircraft made to order from super-hard metal by the Galactic Emperor, the Machine Head can fire a powerful beam. His true power is revealed when he is used with the Mechanical Dragon.

199. Mechanical Dragon

Stats:

Cost: 1200
Rarity: B
Tribe: Dragon Borg; Long Range Type
HP: 1000/???
Def: 8/10
Sht: 6/10
Atk: 1/10
Spd: 1/10
Jump: Boost Jump
Combine: yes; w/ Machine Head = Machine Dragon

Moves: (jamescom1)

B shot: Machine Destruction
B attack: n/a
B charge atk: n/a
X: Mechanical Beam
X charge atk: n/a

Bio: A dragon made to order from super-hard metal by the Galactic Emperor. He can fire a powerful beam from each part of his body! Shows his true power when teamed up with Machine Head.

200. Machine Dragon

Stats:

Cost: 1500
Rarity: B
Tribe: Dragon Borg; Long Range Type
HP: 1250
Def: 8/10
Sht: 7/10
Atk: 1/10
Spd: 1/10
Jump: Boost Jump
Combine: Machine Head + Mechanical Dragon

Moves: (manocheese)

B shot: Laser (Machine Head) / Remote Beam (Mechanical Dragon)
B attack: n/a
B charge atk: Machine Destruction (Machine Head)
X: n/a
X charge atk: n/a

Bio: A machine dragon made from super-hard metal. He can control 4 remote beams using the Death Borg firearm control system!

Note: Can only be obtained through Borg combination

201. Cosmic Dragon

Stats:

Cost: 1700
Rarity: B
Tribe: Dragon Borg; Long Range Type
HP: 1300/???
Def: 9/10
Sht: 8/10
Atk: 2/10
Spd: 1/10
Jump: Boost Jump
Combine: no

Moves: (jamescom1)

B shot: Cosmic Beam
B attack: n/a
B charge atk: n/a
X: Cosmic Breath
X charge atk: Black Hole

Bio: A legendary monster who inhabits deep space! His body is packed with super-heavy material that can absorb time and space. Fragments of this material form a black hole that can absorb enemy shots!

202. Death Head

Stats:

Cost: 500
Rarity: A
Tribe: Dragon Borg; Long Range Type
HP: 500/???
Def: 5/10
Sht: 5/10
Atk: 0/10
Spd: 4/10
Jump: Boost Jump
Combine: yes; w/ Cyber Dragon = Cyber Death Dragon

Moves:

B shot: Death Beam
B attack: n/a
B charge atk: n/a
X: Death Breath
X charge atk: n/a

Bio: A flying ship made to order from super-hard metal by the Galactic Emperor. It fires a super-powerful beam!

203. Cyber Dragon

Stats:

Cost: 1500
Rarity: A
Tribe: Dragon Borg; Long Range Type
HP: 2000/???
Def: 9/10
Sht: 8/10
Atk: 2/10
Spd: 1/10
Jump: Boost Jump
Combine: yes; w/ Death Head = Cyber Death Dragon

Moves:

B shot: Cyber Destruction
B attack: n/a
B charge atk: n/a
X: Cyber Beam
X charge atk: n/a

Bio: A dragon made from super-hard metal by the Galactic Emperor. He fires a super-powerful beam!

204. Cyber Death Dragon

Stats:

Cost: 2000
Rarity: A
Tribe: Dragon Borg; Long Range Type
HP: 2500
Def: 10/10
Sht: 9/10
Atk: 2/10
Spd: 1/10
Jump: Boost Jump
Combine: Death Head + Cyber Dragon

Moves: (manocheese)

B shot: Laser (Death Head) / Remote Beam (Cyber Dragon)
B attack: n/a
B charge atk: Cyber Destruction (Death Head)
X: n/a
X charge atk: n/a

Bio: This Death Dragon is made of super-hard metal. He controls four ultra-thick remote beams using the Death Borg firearm control system.

Note: Can only be obtained through Borg combination

205. Galactic Emperor

Stats:

Cost: 3000
Rarity: A
Tribe: Fortress Borg; Long Range Type
HP: 2000
Def: 10/10
Sht: 8/10
Atk: 0/10
Spd: 0/10
Jump: n/a
Combine: no

Moves: (Yoshi6400)

B shot: Lower Laser Shot
B attack: n/a
B charge atk: n/a
X: Lower Laser Shot
X charge atk: n/a

Bio: An evil life form who aims to conquer the universe and has invaded many planets. Responsible for the destruction of Mega Borg. His evil hands are now reaching for the planet earth...

Note: Galactic Emperor cannot be obtained

206. G Black

Stats: (jamescom1)

Cost: 600
Rarity: S
Tribe: Machine Borg; Almighty Type
HP: 350
Def: 4/10
Sht: 5/10
Atk: 6/10
Spd: 6/10
Jump: Boost Jump
Combine: no

Moves: (mushroomscout89)

B shot: Beam Gun

B attack: Black Sword

B charge atk: Buster Laser

X: Black Crash

X charge atk: Black Buster

Bio: A mysterious Gotcha Borg who may have more power than G Red!

Nothing is known about this borg, except that he resembles G Red
in appearance. (jamescom1)

Note: G Black cannot be obtained

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