

Super Robot Taisen OG Saga: Masou Kishin II - Revelation of Evil God (Import) Character/Mecha Guide

by joekage

Updated to v1.3 on Jun 15, 2017

```
=====
SRW OG Saga LOE 2 Character and Mecha Guide
Written by Joekage (minako1412@yahoo.com)
Version 1.1
=====
```

Table of Contents

1. Copyright
2. Version Notes
3. Introduction
4. Game Mechanics
5. Units
6. FAQ
7. Credits and Contacts

(Author's note: If you want to suggest any correction on names, you've to be very careful with your contribution. First of all, please point out the official source OR, give me reasons why it is like that. I've to say this first because:

- I've 5 years of experience in Japanese (Katakana, Kanji, etc...).
- I do know Japanese.
- I awared that Japanese often make error on spelling English name, not to mention Katakana can't display the exactness in spelling. This is why, pay respect to non-Japanese native spell the names of the characters in English.
- I've a funny example:

A Vietnamese argue with me whether Zamzeed and Diablo' combination should be Gaia's bond or Gaia's bind. I hope he read this new version of my FAQ and learn his lesson. At that time, I only study Japanese for 1 year. Of course I don't have much experience and I accept his wrong interpretation as Gaia's bind. Now I can be sure: the correct answer is Gaia's bond. If you read the weapon's name, it is in Kanji and it means ''bond'', not bind. Or in case you don't know, look up the 2 Kanji letters in an online Japanese - English dictionary. My funny mistake is I edited the correct ''bond'' to ''bind'', maybe at that time I've no evidence. Despite this guy has zero knowledge in Japanese, he stubbornly declared that he is right, just by listening to the audio.

Please consider this example to make sure you've knowledge in Japanese first before argue with me the correct name.

```
*****
1. Copyright Information
*****
```

If you want to use this FAQ you must ask for my permission first. Normally I will granted as long as there isn't any change with this document.

All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders.

2. Version Notes

1/29/2012: Started writing this FAQ.

2/1/2012: Completed. May be I will add enemy data in the future. Who knows?

2/13/2012: Fixed names translation, grammar and added enemies data.

11/15/2013: Fixed names translation

3. Introduction

This guide is basically written to provide significant informations about mecha and it's pilot. The purpose is to help those who are unfamiliar with Japanese to get a brief picture of machines and pilot in Lord of Elemental. There are hidden weapons and skills need to be unlock which are listed here as well.

In this guide, I will try to translate names as accurate as possible, but remember, don't email me about names pronunciation unless you've proved that those names are officially translated by the producer.

4. Game Mechanics

This section will explain how the game's statistics work and its properties. For those who are already familiar with Super Robot Wars series, you should find it simple to understand and for those who never played Super Robot Wars before, well what can I say, learn!

=====

4.1 Pilot Status

=====

At intermission click on the Status Bar (ステータス), then click on pilot's catalog (操者一覧). You can now view pilot's stats as below:

Lv ??	Will 気力	
SP ??/??	PN ??/??	
Experience Value 経験値	NEXT	
Kill Count 撃墜数	Rank (Ace/Not Ace)	
Melee 格闘	Shooting 射撃	
Accuracy 命中	Dodge 回避	
Ace Bonus エースボーナス (+5 will when sortie)		

Spirit Command 精神コマンド

Special Skill 特殊スキル

Lv: pilot's current level (start at lvl)

SP: number of points for using a spirit (seishin)

Experience Value: number of exp you earn throughout the game

Kill Count: number of enemies you shot down

Melee: number of points for melee combat. The higher the more powerful melee

attacks are.

Accuracy: the higher the more accurate (%) you can when aiming a certain enemy

Will: affect offense/defense. Max at +50 and min at -50

PN: Prana require when using special weapons

NEXT: number of exp left for advancing to next level

Rank: show a letter 'A' if pilot is aced.

Shooting: number of points for long ranged combat. The higher the more powerful long range attacks are

Dodge: the higher the more chance (%) you can dodge enemy's attack

=====

4.2 Spirit Command

=====

Guts/Konjou 根性 (10 SP): Heal 1/3 HP of your own

Great Guts/Dokonjou 大根性 (18 SP): Full heal HP of your own

Alert/Hirameki ひらめき (14 SP): Successfully dodge an enemy's attack

Strike/Hicchuu 必中 (12 SP): Successfully hit an enemy for one time

Faith/Shinrai 信頼 (17 SP): Heal 1/3 HP of an ally

Friendship/Yuujou 友情 (23 SP): Full heal HP of an ally

Supply/Hokyyu 補給 (36 SP): Full recover unit's MG and ammunition (-10 Will)

Hard Training/Renkou 錬功 (34 SP): Recover 50% PN of an ally

Fighting Spirit/Kiai 気合 (20 SP): +10 Will of your own

Encourage/Gekirei 激励 (45 SP): +10 Will of an ally

Accel/Kazoku 加速 (6 SP): +3 Movement of your own mecha

Luck/Kouun 幸運 (28 SP): x2 Money when destroy an enemy

Iron Wall/Teppeki 鉄壁 (40 SP): For one turn, mecha's armor is tripple

Valor/Nekketsu 熱血 (26 SP): For one time, attack's power is double

Spy/Teisatsu 偵察 (1 SP): Able to view an enemy's statistics

Analyze/Funseki 分析 (20 SP): For one turn, the given damage to enemy x1.1 and the suffering damage x0.9

Courage/Yuuki 勇氣 (55 SP): Cast Valor, Strike, Accel, Invincible, Fury, Fighting Spirit

Invincible/Fukutsu 不屈 (20 SP): For one battle, damage suffering is 10

Assault/Totsugeki 突撃 (24 SP): Able to use weapon (except MAP weapon) after moving

Daunt/Datsuryoku 脱力 (25 SP): Drain 10 Will of an enemy

Soul/Tamashii 魂 (48 SP): For one time, attack's power x2.5

Love/Ai 愛 (60 SP): Full heal all ally

Focus/Shuuchuu 集中 (10 SP): +30% accuracy and dodge for one turn

Sense/Chokkan 直感 (15 SP): Cast Alert and Strike

Great Effort/Doryoku 努力 (22 SP): x2 exp in one battle

Mercy/Tekagen 手加減 (4 SP): Leave an enemy with 10 HP left instead of successfully destroy (only doable if lv of pilot is higher)

Absorb/Kyuushuu 吸収 (20 SP): Take 50 MG of an enemy to your own

Disturbance/Kakuran 覚乱 (40 SP): For one turn, enemies' accuracy -50%

????: Player choses one spirit from chart list which isn't the same spirit the character already had.

=====
4.3 Special Skill
=====

Special Skill is the skill which a pilot can learn and can be used in battle for player's favor. Each skill requires an amount of in-game combats to level up. Equip a special skill cost you a number of slot (square shape). The number of slots of a character increase by character's level. To be more specific, level 1 = 2 slots, level 10 = 3 slots, level 20 = 4 slots, level 30 = 5 slots. The maximum slots for a character is 5.

Melee Type:

Slash Back 切り返し: Chance to completely nullify melee-type attack (activation rate goes up with skill level). Cost 1 slot. Maximum level 4.

Last Stand 背水の陣: Deal 120% damage with melee attack and defense drops 80% when enemy counter attack (activates only if the attack connects, activation rate goes up with skill level). Cost 2 slots. Maximum level 3.

Potential 底力: When your unit's HP is less than 1/4, all of its attacks become criticals. Cost 3 slots.

Strong Arm 豪腕: Increases a chance of a critical for melee-type attacks by 5% (skill level affects activation rate). Cost 3 slots. Maximum level 3.

Ferocity 獅子奮迅: +1 Morale when hit by a melee attack. Cost 3 slots.

Reckless 猪突猛进: (?) (Tsurein exclusive) Take no element's effect when attack with melee weapon (both advantage and disadvantage). Cost 1 slot. (*)

Ranged Type:

Illusion 幻影: Chance to completely nullify ranged-type attack (activation rate goes up with skill level). Cost 1 slots. Maximum level 4.

Infallible 百発百中: Chance for an attack to sure-hit an enemy for 80% of normal damage (activates when enemy should dodge the attack, skill level affects activation rate). Cost 2 slots. Maximum level 3.

Range Extension 射撃延長: Ranged-type weapons attack range +1. Cost 3 slots.

Expert 名手: Increases a chance of a critical hit for ranged-type attacks by 5% (skill level affects activation rate). Cost 3 slots. Maximum level 3.

Triumphant Spirit 意気揚々: +1 Morale when hit by a ranged attack. Cost 3 slots.

Ammo Load 弾薬装填: Maximum ammo +2 (Mefil exclusive). Cost 1 slot. (**)

Support Type:

Detection 気配察知: When attacked from the back or side, there's a chance unit will turn to face the attacker (activation rate goes up with skill level). Cost 1 slot. Maximum level 5.

Fortune 一攫千金: +10% money gained from battles (more on the next skill levels). Cost 2 slots. Maximum level 3.

Fortune of War 武運長久: +10% EXP gained from battles (more on the next skill levels). Cost 2 slots. Maximum level 3.

Support Attack 援護攻撃: Enables one support attack for one map (number of attacks goes up with skill level). Cost 3 slots. Maximum level 3.

Support Defense 援護防御: Enables one support defence for one map (number of defense goes up with skill level). Cost 3 slots. Maximum level 3.

Prana Regeneration PN回復: Doubles the amount of prana restored at the beginning of each turn. Cost 3 slots.

Indomitable Fortitude 堅忍不拔: Damage taken while defending is reduced by an additional 50% (Precia exclusive). Cost 2 slots. (***)

Repair Ability 修理性能: When using repair command, +10% more HP of repairing. (more on the next skill levels). Cost 1 slot. Maximum level 3.

Demon Subjugation 亡魔征討: (?) +10% attack power when face non-elemental. Cost 2 slots. (Gaen exclusive) (****)

Secret Action 隠密行動: Detection activation rate 100%, nullifies enemy's detection. Cost 1 slots. (Gido exclusive) (*****)

Status Type:

Unrivaled Accuracy 正確無比: Accuracy goes 5% up (more on the next skill levels). Cost 2 slots. Maximum level 4.

Lightning Speed 電光石火: Evasion goes 5% up (more on the next skill levels). Cost 2 slots. Maximum level 4.

Freedom 縦横無尽: Movement cost for all terrains becomes 1. Cost 2 slots.

Movement Extension 移動拡大: Movement range +1. Cost 3 slots.

Battle Instinct 闘争本能: Morale +3 at the beginning of the scenario. Cost 3 slots.

Clear Mind 無念無想: Ranged weapon deal 110% damage, +10% accuracy (damage and accuracy goes up with skill level). Cost 4 slots.

High Spirit 気炎万丈: Melee weapon deal 110% damage, +10% accuracy (damage

and accuracy goes up with skill level). Cost 4 slots.

Initiation 免許皆伝: Melee weapon deal 110% damage, +10% evade (damage and evade goes up with skill level). Damage receive becomes front treatment. Cost 5 slots.

Complex Type:

Will Enhancement 士気高揚: Will +1 when receive an attack. Cost 4 slots.

Sharp Virgo 精確俊敏: Accuracy and evade +5%. (more on the next skill levels). Require Unrivaled Accuracy and Lightning Speed level 4 to unlock. Cost 3 slots. Maximum level 4.

Killing Two Birds With One Stone 一挙兩得: +10% money and exp gained from battles (more on the next skill levels). Require Fortune of War and Fortune level 3 to unlock. Cost 3 slots. Maximum level 3.

Mastery 達人: Increases a chance of a critical for melee and ranged attacks by 5% (skill level affects activation rate). Cost 4 slots. Require Strong Arm and Expert level 3 to unlock. Maximum level 3.

Flawless Backing 援護無欠: Enables one support attack and one support defense for one map (number of attack and defense goes up with skill level). Require Support Attack and Support Defense level 3 to unlock. Cost 4 slots. Maximum level 3.

(*): Require going through scenario 19 暗躍する影 by do not attack in scenario 18 死の商人. You also have to call out Tsurein and have him 10 kill count or more by scenario 18.

(**): Clear scenario 15 それぞれの思惑 and have Mefil's kill count at 5 or higher.

(***): Going through scenario 8 赦されざる者 by let Precia counters Wolf in scenario 7.

(****): Clear stage 21 エランの目的 with Gaen's kill count at 15 or higher.

(*****): Clear stage 26 どきっ☆男だらけの戦闘シーン with Gido having high kill count.

=====
4.4 Mecha Status
=====

At intermission click on the Status Bar (ステータス). In order to view your mecha, chose Machine Catalog (機体一覧) or Weapon Catalog (武器一覧). You will see something as below:

--Mecha's Name--

--Element Property of Mecha--

--HP--

--MG--

--Movement--

--Armor--

--Repair Cost--

--Special Ability--

For example if you click on Valsione R you will see this:

--Valsione R--
--Non Elemental--
--HP 10880 (9200+1680)--
--MG 224 (140+84)--
--Movement 9 (7+2)--
--Armor 2340 (1500+840)--
--Repair Cost 8900--
--Special Ability--

HP Regen 30% MG Regen 5

The only unchange status is repair cost. Other than that other statistics are variable base on pilot's level and will.

5. Units

This section contains data on the machines and its pilots. Like the game I divide the Masouki's data into two parts: machine's body and armament. There will be explanation and info to get them as well. The character's data is more simple, with only a list of spirit command for all characters.

Lastly I'm sorry for couldn't provide the exact method to get all hidden weapons, but however if you know what to do with it you can surely achieve what you want.

=====

5.1 Character's Spirit Command

=====

マサキ・アンドー Masaki

1: Guts
4: Alert
12: Strike
17: Luck
25: Valor
34: ????

ホワン・ヤンロン Yanglong

1: Focus
6: Battle Spirit
15: Alert
22: Accel
28: Valor
35: ????

テュッティ・ノールバック Tyutti

1: Sense
3: Faith
11: Absorb
21: Assault
29: Hard Training
36: ????

ミオ・サスガ Mio

1: Great Guts
7: Iron Wall
13: Luck
20: Hard Training
30: Valor
37: ????

リユース・ゾルダーク Ryune

1: Great Guts
6: Fighting Spirit
10: Invincible
18: Mercy
27: Valor
33: ????

ゲンナジー・I・コズイレフ Gennadii

1: Guts
4: Focus
12: Great Effort
21: Iron Wall
30: Soul
36: ????

アハマド・ハムディ Ahmed

5: Strike
7: Accel
11: Spy
19: Mercy
28: Valor
33: ????

ロドニー・ジェスハ Rodney

9: Great Guts
10: Sense
14: Accel
21: Encourage
28: Soul
35: ????

ザシュフォード・ザン・ヴァルハレヴィア Zashford

21: Great Guts
21: Invincible
21: Great Effort
23: Accel
30: Valor
37: ????

サナン・ティアンプラサート Tian

5: Guts
5: Fighting Spirit
8: Strike
15: Invincible
26: Valor

34: ????

デメクサ・シーエ Demexor

10: Friendship

11: Sense

17: Daunt

24: Fighting Spirit

31: Soul

38: ????

シモーヌ・キュリアン Simone

5: Accel

6: Sense

14: Absorb

21: Supply

28: Encourage

33: ????

ジノ・バレンシア Gino

23: Faith

23: Sense

23: Mercy

26: Absorb

30: Encourage

35: ????

プレシア・ゼノサキス Precia

1: Faith

3: Strike

10: Invincible

22: Encourage

31: Valor

39: ????

レベッカ・ターナー Rebecca

1: Guts

5: Alert

13: Iron Wall

19: Mercy

26: Assault

34: ????

セニア・グラニア・ビルセイア Cenia

1: Alert

4: Strike

11: Analyze

18: Disturbance

27: Friendship

34: ????

ロザリー・セルエ Rothery

23: Friendship

23: Alert

23: Luck

26: Daunt
31: Valor
38: ????

ツレイン・ザン・レカニバン Tsurein

1: Guts
3: Accel
10: Invincible
17: Great Effort
28: Soul
36: ????

メフィル・ザニア・ポーラング Mefil

1: Strike
3: Friendship
13: Analyze
21: Assault
26: Encourage
35: ????

シュウ・シラカワ Shuu

40: Alert
40: Analyze
40: Mercy
40: Hard Training
40: Fighting Spirit
40: Valor

サフィーネ・グレイス Saphine

34: Strike
34: Iron Wall
34: Encourage
34: Absorb
34: Disturbance
38: Soul

モニカ・グラニア・ビルセイア Monica

38: Friendship
38: Luck
38: Hard Training
38: Sense
38: Encourage
39: Love

テリウス・グラン・ビルセイア Terius

38: Faith
38: Spy
38: Guts
38: Focus
38: Daunt
38: Supply

ライコウ・ゼフェンバー Raikou

20: Guts
20: Sense
20: Fighting Spirit
20: Hard Training
29: Encourage
35: Valor

ユノー・ヌイーゼン Yuno

20: Strike
20: Faith
20: Alert
20: Accel
26: Analyze
33: Supply

スメラ・パラオム Sumera

20: Great Guts
20: Focus
20: Invincible
20: Assault
27: Great Effort
34: Valor

アオイ・カレント Aoi

20: Great Effort
20: Friendship
20: Accel
20: Strike
25: Invincible
32: Fighting Spirit

ゴシン・オーダ^ダ Goshin

20: Spy
20: Iron Wall
20: Daunt
20: Mercy
23: Hard Training
34: Disturbance

ニコ・サンドリーブ^ブ Nico

37: Great Guts
37: Sense
37: Invincible
37: Fighting Spirit
37: Faith
37: Valor

リコ・サンドリーブ^ブ Rico

37: Guts
37: Alert
37: Accel
37: Luck
37: Fighting Spirit
37: Friendship

ブラッドロイ・ザン・ベリファイト Braddroy

16: Great Guts
16: Analyze
16: Encourage
27: Spy
27: Supply
27: Disturbance

ガエン Gaen

13: Focus
13: Alert
13: Guts
19: Fighting Spirit
27: Hard Training
36: ????

ギド・ゼーホーファー Gido

1: Faith
8: Sense
13: Spy
19: Accel
25: Disturbance
33: ????

ファング・ザン・ビシ阿斯 Fang

22: Focus
22: Great Guts
22: Fighting Spirit
24: Hard Training
29: Valor
37: ????

ベッキー Becky

1: Guts
5: Alert
13: Iron Wall
19: Mercy
26: Assault
34: ????

エリス・ジェスハ Eris

9: Faith
10: Focus
15: Assault
22: Iron Wall
27: Encourage
34: ????

=====

5.2 Unit's Data

=====

5.2.1 Ally Unit Data

1. サイバスター - Cybaster

HP: 3800 -> 7300

MG: 60 -> 160

Move: 6

Armor: 500 -> 1500

Special Ability: HP Regen 10%, MG Regen 5, Possession

Element: Wind

Full Upgrade Bonus: Move +2, HP Regen 30%

Weapon Properties:

Type/Name/Trait		Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R) Cyflash	PM	1100	1-3	+15/5%	-	-	-	30
(M) Discutter	P	1200	1	+15/10%	-	-	-	-
(M) Vanity Ripper (*)	P	2700	1	+20/10%	-	-	-	-
(R) Prana Discharge (**)		2500	2-5	-20/-	3	-	20	-
(R) Teki Zangeki Engetsu		4000	3-6	-15/-	5	-	20	-
(R) Hi Familiar		1500	1-5	+15/5%	5	-	-	-
(R) Archaic Buster	P	3500	1	+15/5%	-	+10	30	40
(R) Archaic Buster (***)	P	5000	1-3	+20/10%	-	+10	30	40
(M) Ranbu no Tachi	P	6000	1	+15/10%	-	+20	40	100
(R) Cosmo Nova		7700	2-5	-20/5%	-	+25	60	110
(M) Shibaraku (****)	P+	5400	1	+10/10%	-	+20	50	60

(*) New weapon achieve by upgrading Discutter 8 blocks.

(**) Clear stage 24 回瀾を既倒に反す

(***) New weapon achieve by upgrading Archaic Buster 8 blocks.

(****) Use Ranbu no Tachi and Engetsu Sappou 5 times each by stage 32

篡奪者オンガレット (Wendy/Precia Route)

Possession: Able to use if will is +30 or higher. Use one time/one map. Once used full recover HP, MG and Prana. BGM changes to 'Possession'. Attack's power x1.5. Turn last: 30-39 will -> 3 turns, 40-49 will -> 4 turns, 50 will -> 5 turns.

2. ヴァルシオーネR - Valsione R

HP: 3700 -> 7200

MG: 40 -> 140

Move: 5

Armor: 500 -> 1500

Special Ability: HP Regen 10%, MG Regen 5

Element: None

Full Upgrade Bonus: Move +2, HP Regen 30%, HP +2000

Weapon Properties:

Type/Name/Trait		Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R) Psycho Blaster	PM	1000	1-3	+10/5%	-	-	-	30
(M) Divine Arm	P	1200	1	+15/10%	-	-	-	-
(M) Divine Blade (*)	P	2700	1	+20/10%	-	-	-	-
(R) Cross Saucer		1300	1-5	-15/-	4	-	-	-
(R) Mirage Ball (**)	P	2800	2-4	+10/-	6	-	-	-
(R) Cross Smasher		3100	2-5	-/5%	-	+10	-	40
(R) Kakusan Cross Smasher (***)		4600	3-6	+5/10%	-	+10	-	40

(R) Mobius Jade (****)	5100	1-7	-15/5%	2	+20	-	-
(M) Engetsu Sappou	P 5600	1	+10/10%	-	+25	50	100
(M) Shibaraku	P+ 5400	1	+10/10%	-	+20	50	60

(*) New weapon achieve by upgrading Divine Arm 8 blocks.

(**) New weapon achieve by upgrading Cross Saucer 8 blocks.

(***) New weapon achieve by upgrading Cross Smasher 8 blocks.

(****) You must call out Ryune in stage 33 ヤーマーナ会戦 (Wendy's Route) and have her high number of kill count.

3. グランヴェール - Granvale

HP: 3600 -> 7100

MG: 50 -> 150

Move: 5

Armor: 400 -> 1400

Special Ability: HP Regen 10%, MG Regen 5

Element: Fire

Full Upgrade Bonus: Armor +200, MG Regen 30

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R) Megido Flame	PM 1200	1-6	+10/5%	-	-	-	25
(M) Flame Cutter	P 1300	1	+20/10%	-	-	-	-
(R) Hi Familiar	1500	1-5	+15/5%	5	-	-	-
(M) Kouen Banjou (*)	2700	1-3	-25/-	3	-	20	-
(R) Haja Kouen Banjou (**)	P 4200	1-3	+20/-	5	-	10	-
(R) Denkou Eiri	P 3700	1-2	+20/5%	-	+15	30	40
(M) Denkou Eiri Shunpuu Zan (***)	P 5200	1-2	+25/10%	-	+15	30	40
(R) Taikyoku Inyou Haja Hou (****)	+ 5300	1-6	-20/5%	-	+20	50	60
(M) Kafuu Seiun Ken	P 6200	1	+20/10%	-	+25	40	100
(M) Hougu Kafuu Seiun Ken (*****)	P 6600	1-3	+20/10%	-	+30	50	110

(*) Unlocked after Stage 25 光強ければ、闇もまた深し. Require having Yanglong has high number of kill count.

(**) New weapon achieve by upgrading Kouen Banjou 8 blocks.

(***) New weapon achieve by upgrading Denkou Eiri 8 blocks.

(****) You must call out both Yanglong and Tyutti in stage 30 調和神と破壊神.

(*****) Unlocked after Stage 39 南部紊乱 (Yanglong's Route).

4. ガッデス - Gadress

HP: 3800 -> 7300

MG: 60 -> 160

Move: 4

Armor: 500 -> 1500

Special Ability: Repair Ability, HP Regen 10%, MG Regen 5

Element: Water

Full Upgrade Bonus: HP +2000, MG Regen 30

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R) Kelvin Blizzard	PM 1200	2-3	+25/5%	-	-	-	20
(M) Gungnir	P 1300	1-2	+10/10%	-	-	-	-
(R) Hi Familiar	1500	1-5	+15/5%	5	-	-	-
(R) Cataract Splash (*)	2300	2-4	-10/-	3	-	10	-
(R) Bifrost Fall (**)	3800	2-5	-5/-	5	-	10	-
(R) Hydro Pressure	3300	1-4	-10/5%	-	+10	30	40

(R)Jormungandr Ouroboros (***)	P	4800	1-5	+5/10%	-	+10	40	40
(R)Taikyoku Inyou Haja Hou	+	5300	1-6	-20/5%	-	+20	50	60
(R)Fenrir Crash	P	5500	1-4	-10/5%	-	+20	40	100
(R)Voluspa (****)	P	6100	2-5	-10/5%	-	+25	50	110

(*) Unlocked after Stage 25 光強ければ、闇もまた深し. Require having Tyutti has high number of kill count.

(**) New weapon achieve by upgrading Cataract Splash 8 blocks.

(***) New weapon achieve by upgrading Hydro Pressure 8 blocks.

(****) By stage 34 国境線の攻防 (Yanglong's Route), Tyutti must use Fenrir Crash at least 5 times. Also probably require she having high number of level and kill count.

5. ザムジード - Zamzeed

HP: 4000 -> 7500

MG: 50 -> 150

Move: 4

Armor: 600 -> 1600

Special Ability: HP Regen 10%, MG Regen 5

Element: Earth

Full Upgrade Bonus: Move +2, HP Regen 30%

Weapon Properties:

Type/Name/Trait		Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R)Resonance Quake	PM	1000	1-3	+20/5%	-	-	-	25
(M)Boost Knuckle	P	1400	1	+25/10%	-	-	-	-
(R)Hi Familiar		1500	1-5	+15/5%	5	-	-	-
(R)Twin Fracture (*)		2100	1-3	-15/-	3	-	10	-
(R)Cassini's Gap (**)		3600	4-6	-10/-	5	-	10	-
(M)Chou Shindo Ken	P	3200	1	+10/10%	-	+5	40	40
(M)Chou Dokyuu Shindo Ken (***)	P	4700	1	+15/15%	-	+5	40	40
(R)Gaia's Bond (****)	P+	5100	1-2	-15/5%	-	+20	50	60
(M)Gorou Nyuudou Masamune	P	5800	1	+10/10%	-	+15	50	100
(R)Ura Aiki Tooate Kodama (*****)		6500	1-3	-15/5%	-	+20	50	110

(*) To get it you must:

- Go through stage 19 暗躍する影 by do not attack in stage 18 死の商人
- Call out Mio in stage 19 暗躍する影
- Do not let any enemy touch the ware houses in stage 19 暗躍する影
- Have Mio has high number of killcount by stage 19 暗躍する影

(**) New weapon achieve by upgrading Twin Fracture 8 blocks.

(***) New weapon achieve by upgrading Chou Shindo Ken 8 blocks.

(****) Call out both Mio and Precia in stage 29 ラムズフェア会戦 (Yanglong's Route).

(*****) Go through stage 33 卑劣な同盟 (Precia's Route) and use Gorou Nyuudou Masamune at least 5 times.

6. ディアブロ - Diablo

HP: 3200 -> 6700

MG: 40 -> 140

Move: 4

Armor: 420 -> 1420

Special Ability: HP Regen 10%, MG Regen 5

Element: Earth

Full Upgrade Bonus: HP +2000, HP Regen 30%

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R)Missile	900	2-5	-5/-	6	-	-	-
(M)Brush Blade	P 1300	1	+20/10%	-	-	-	-
(R)Hyper Railgun	1500	2-6	-20/5%	5	-	-	-
(R)Hyper Rail Cannon (*)	3000	2-7	-15/5%	7	-	-	-
(R)Midori no Bohyou	P 3300	1-2	+10/5%	-	+5	30	40
(R)Yuusui no Okutsuki (**)	P 4800	1-3	+15/10%	-	+5	30	40
(M)Kurumiwari Ningyou	P 4400	1	+10/10%	-	+15	40	60
(R)Gaia's Bond	P+ 5100	1-2	-15/5%	-	+20	50	60
(M)Haru no Saiten (***)	P 5600	1-3	+10/10%	-	+15	50	100

(*) New weapon achieve by upgrading Hyper Railgun 8 blocks.

(**) New weapon achieve by upgrading Midori no Bohyou 8 blocks.

(***) Achieve at stage 40 封印の二重螺旋 (Precia's Route).

7. ジャオーム - Jaohm

HP: 3100 -> 6600

MG: 50 -> 150

Move: 5

Armor: 420 -> 1420

Special Ability: MG Regen 5

Element: Wind

Full Upgrade Bonus: Move +2, Armor +200, HP Regen 30%

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R)Beam Cannon	1000	1-4	-10/5%	5	-	-	-
(M)Discutter	P 1200	1	+15/10%	-	-	-	-
(R)Hyper Railgun	1500	2-6	-20/5%	5	-	-	-
(R)Hyper Rail Cannon (*)	3000	2-7	-15/5%	7	-	-	-
(M)Dead Soul	P 4000	1	+15/10%	-	+15	30	60
(M)Suprematism (**)	P 5500	1	+20/15%	-	+15	30	60

(*) New weapon achieve by upgrading Hyper Railgun 8 blocks.

(**) New weapon achieve by upgrading Dead Soul 8 blocks.

8. ソルガディ - Sorguddy

HP: 3200 -> 6700

MG: 50 -> 150

Move: 5

Armor: 400 -> 1400

Special Ability: MG Regen 5

Element: Wind

Full Upgrade Bonus: HP +2000, Move +2, MG Regen 30

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(M)Discutter	P 1200	1	+15/10%	-	-	-	-
(R)Gigasort Cannon	1600	1-4	-10/5%	5	-	-	-
(M)Azrail	P 4200	1	+15/10%	-	+15	30	60
(R)Enmi Kodoku no Hou	1900	2-5	-20/-	-	-	20	-
(R)Juso Kaeshi no Kaze (*)	3400	3-6	-15/-	-	-	20	-
(M)Mukey Renkou Saiha	P 4600	1	+15/10%	-	+15	30	60
(M)Ninokata Koutekiryuda (**)	P 6100	1	+20/15%	-	+20	30	60

(*) New weapon achieve by upgrading Enmi Kodoku no Hou 8 blocks.
(**) New weapon achieve by upgrading Mukei Renkou Saiha 8 blocks.

9. ギオラスト - Geolast

HP: 3000 -> 6500
MG: 50 -> 150
Move: 5
Armor: 380 -> 1380
Special Ability: MG Regen 5
Element: Wind
Full Upgrade Bonus: HP +2000, Armor +200

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(M) Discutter	P 1200	1	+15/10%	-	-	-	-
(R) Hyper Railgun	1500	2-6	-20/5%	5	-	-	-
(R) Hyper Rail Cannon (*)	3000	2-7	-15/5%	7	-	-	-
(R) Gigasort Cannon	1600	1-4	-10/5%	5	-	-	-
(M) Burning Dive	P 3200	1	+15/10%	-	+10	20	40
(M) Bon Sanga e wo Koita	P 3600	1	+15/10%	-	+15	30	60
(M) Kokuuzan Hagakure	P 3800	1	+15/10%	-	+15	30	60
(M) Yuumyou Ken Mizuchi (**)	P 5300	1	+20/15%	-	+15	30	60

(*) New weapon achieve by upgrading Hyper Railgun 8 blocks.
(**) New weapon achieve by upgrading Kokuuzan Hagakure 8 blocks.

10. デインフォース - Dinforce

HP: 2900 -> 6400
MG: 40 -> 140
Move: 5
Armor: 320 -> 1320
Special Ability: MG Regen 10
Element: Fire
Full Upgrade Bonus: HP +2000, HP Regen 30%, MG Regen 30

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R) Twin Cannon	1200	1-5	-/5%	7	-	-	-
(M) Boost Knuckle	P 1400	1	+25/10%	-	-	-	-
(R) Grand Napalm	P 1900	1-3	+20/-	-	-	10	-
(M) Shinkuu Kau Roy	P 4400	1	+20/10%	-	+20	30	60

11. ガルガード - Galgard

HP: 3500 -> 7000
MG: 40 -> 140
Move: 5
Armor: 360 -> 1360
Special Ability: MG Regen 10
Element: Fire
Full Upgrade Bonus: HP +2000, Armor +200, MG Regen 30

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
-----------------	-------	-------	---------	------	------	----	-------

(M)Brush Blade	P 1300	1	+20/10%	-	-	-	-
(R)Hyper Railgun	1500	2-6	-20/5%	5	-	-	-
(R)Gigasort Cannon	1600	1-4	-10/5%	5	-	-	-
(R)Assault Cannon (*)	3100	1-5	-5/5%	7	-	-	-
(R)Ousen Jinrai	P 3700	1-2	-25/5%	-	+15	30	40
(M)Meiou Kassatsu Ken	P 4600	1	+20/10%	-	+20	30	60
(M)Kassatsu Ken Honoo (**)	P 6100	1	+25/15%	-	+20	30	60

(*) New weapon achieve by upgrading Gigasort Cannon 8 blocks.

(**) New weapon achieve by upgrading Meiou Kassatsu Ken 8 blocks.

12. ジェイファー - Jeifar

HP: 2800 -> 6300

MG: 40 -> 140

Move: 5

Armor: 340 -> 1340

Special Ability: MG Regen 10

Element: Fire

Full Upgrade Bonus: HP +2000, Armor +200, MG Regen 30

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(M)Discutter	P 1200	1	+15/10%	-	-	-	-
(R)Hyper Railgun	1500	2-6	-20/5%	5	-	-	-
(R)Hyper Rail Cannon (*)	3000	2-7	-15/5%	7	-	-	-
(R)Grand Napalm	P 1900	1-3	+20/-	-	-	10	-
(M)Kokuu Zan	P 3600	1	+20/10%	-	+10	30	60
(M)Shin Kokuu Zan (**)	P 5100	1	+25/15%	-	+10	30	60

(*) New weapon achieve by upgrading Hyper Railgun 8 blocks.

(**) New weapon achieve by upgrading Kokuu Zan 8 blocks.

13. レオゲイラ - Leogeira

HP: 3000 -> 6500

MG: 40 -> 140

Move: 5

Armor: 340 -> 1340

Special Ability: MG Regen 10

Element: Fire

Full Upgrade Bonus: Move +2, Armor +200, MG Regen 30

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R)Prominence Blazer	P 1000	1-2	-10/-	5	-	-	-
(R)Photon Phaser	1300	2-4	-25/-	-	-	20	-
(R)Soliton Phaser (*)	2800	2-5	-20/-	-	-	20	-
(M)Strike Tallon	1400	1	+25/10%	-	-	-	-
(M)Tenkou Seiken	P 4000	1	+20/10%	-	+20	30	60
(M)Tenkou Chijuku Shuku Seiken (**)	P 5500	1	+25/15%	-	+20	30	60

(*) New weapon achieve by upgrading Photon Phaser 8 blocks.

(**) New weapon achieve by upgrading Tenkou Seiken 8 blocks.

14. デインフレイル - Dinflail

HP: 2900 -> 6400

MG: 40 -> 140

Move: 5

Armor: 320 -> 1320

Special Ability: MG Regen 10

Element: Fire

Full Upgrade Bonus: Move +2, HP Regen 30%, MG Regen 30

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(M)Deep Cover	P 1000	1	+15/10%	-	-	-	-
(R)Mega Beam Cannon	1100	1-4	-5/5%	6	-	-	-
(R)Short Railgun	P 1300	2-3	-15/5%	6	-	-	-
(R)Assault Railgun (*)	P 2800	2-4	-10/5%	8	-	-	-
(M)View to a kill	P 4200	1	+20/10%	-	+20	30	60
(M)Your Eyes Only (**)	P 5700	1	+25/15%	-	+20	30	60

(*) New weapon achieve by upgrading Short Railgun 8 blocks.

(**) New weapon achieve by upgrading View to a kill 8 blocks.

15. ザイン - Zain

HP: 3000 -> 6500

MG: 50 -> 150

Move: 4

Armor: 400 -> 1400

Special Ability: Repair Ability, MG Regen 5

Element: Water

Full Upgrade Bonus: HP +2000, HP Regen 30%, MG Regen 30

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R)Kirai	P 900	1-3	-20/-	3	-	-	-
(M)Misericorde	P 1100	1	+15/10%	-	-	-	-
(R)Veil Etoile	2100	4-6	-10/-	-	-	10	-
(R)Etoile La Seine (*)	P 3600	1-3	+5/-	-	-	20	-
(M)Arcenciel	P 3600	1	+5/10%	-	+15	40	60
(M)La Pucelle (**)	P 5100	1	+10/15%	-	+15	40	60

(*) New weapon achieve by upgrading Veil Etoile 8 blocks.

(**) New weapon achieve by upgrading Arcenciel 8 blocks.

16. ファルク - Falck

HP: 3100 -> 6600

MG: 50 -> 150

Move: 4

Armor: 420 -> 1420

Special Ability: Repair Ability, MG Regen 5

Element: Water

Full Upgrade Bonus: HP +2000, Armor +200, MG Regen 30

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R)Missile	900	2-5	-5/-	6	-	-	-
(M)Damocles Sword	P 1300	1	+20/10%	-	-	-	-
(R)Sonic Blast	P 1500	1-3	+5/-	-	-	20	-
(M)Gordian's Knot	P 3800	1	+5/10%	-	+15	40	60

17. ラストール - Lastoll

HP: 3200 -> 6700

MG: 50 -> 150

Move: 4

Armor: 380 -> 1380

Special Ability: Repair Ability, MG Regen 5

Element: Water

Full Upgrade Bonus: HP +2000, Armor +200, Move +2

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(M) Discutter	P 1200	1	+15/10%	-	-	-	-
(R) Sonic Blast	P 1500	1-3	+5/-	-	-	20	-
(R) Smash Blast (*)	P 3000	1-4	+10/-	-	-	20	-
(R) Tana Kiriru Youchou	3300	1-5	-10/5%	-	+10	20	40
(M) Saigo no Shinpan	P 4200	1	+5/10%	-	+15	40	60
(M) Taema Naki Danzai (**)	P 5700	1	+10/15%	-	+15	40	60

(*) New weapon achieve by upgrading Sonic Blast 8 blocks.

(**) New weapon achieve by upgrading Saigo no Shinpan 8 blocks.

18. ラ・ウェンター - La Wenter

HP: 3400 -> 6900

MG: 40 -> 140

Move: 4

Armor: 460 -> 1460

Special Ability: Resupply Ability, HP Regen 10%, MG Regen 5

Element: Earth

Full Upgrade Bonus: HP Regen 30%, MG Regen 30, HP +2000

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R) Barrage Fire	1000	1-3	-5/-	5	-	-	-
(M) Buffalo Horn	P 1400	1	+25/10%	-	-	-	-
(R) Buster Cannon	1700	3-6	-15/5%	4	-	-	-
(R) Frame Buster (*)	3200	3-7	-10/5%	6	-	-	-
(R) Eye of Providence	3700	2-5	-15/5%	-	+15	30	60
(R) Vision Quest (**)	5200	2-6	-10/10%	-	+15	30	60

(*) New weapon achieve by upgrading Buster Cannon 8 blocks.

(**) New weapon achieve by upgrading Eye of Providence 8 blocks.

19. デルギラン - Delgiran

HP: 3300 -> 6800

MG: 40 -> 140

Move: 4

Armor: 440 -> 1440

Special Ability: Resupply Ability, HP Regen 10%, MG Regen 5

Element: Earth

Full Upgrade Bonus: HP Regen 30%, MG Regen 30, Move +2

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
-----------------	-------	-------	---------	------	------	----	-------

(R)Missile	900	2-5	-5/-	6	-	-	-
(M)Hyper Plasma Sword P	1200	1	+15/10%	-	-	-	-
(R)Buster Cannon	1700	3-6	-15/5%	4	-	-	-
(R)Frame Buster (*)	3200	3-7	-10/5%	6	-	-	-
(R)Hikari no Souseiki	4300	2-5	-15/5%	-	+15	30	50
(R)Gouga Sha Hou	3900	2-5	-15/5%	-	+15	30	60
(R)Asougi Hou (**)	5400	2-6	-10/10%	-	+15	30	60

(*) New weapon achieve by upgrading Buster Cannon 8 blocks.

(**) New weapon achieve by upgrading Gouga Sha Hou 8 blocks.

20. デュラクシール - Dulakseal

HP: 4600

MG: 80

Move: 5

Armor: 800

Special Ability: HP Regen 10%, MG Regen 10

Element: None

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R)Taos Tail	PM 1500	1-6	+10/5%	-	-	-	30
(R)Entirely Buster	1600	1-5	-10/5%	10	-	-	-
(M)Chou Shindou Claw P	1700	1	+30/10%	-	-	-	-
(R)Buster Cannon	3300	2-6	-15/10%	-	+10	30	40

21. スヴェント・ニーダム - Svend Needham

HP: 3200 -> 6700

MG: 50 -> 150

Move: 5

Armor: 600 -> 1600

Special Ability: HP Regen 10%, MG Regen 5

Element: Depend on pilot

Full Upgrade Bonus: HP +2000, Move +1, Armor +200

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R)Gunsendo	1800	1-4	-20/5%	6	-	-	-
(M)Sou Gyokuto Katana P	2000	1	+20/10%	-	-	-	-
(M)Juuou Mujin Giri P	3300	1	+15/10%	-	+15	20	30

22. スヴェント・ゲハード - Svend Gehad

HP: 2800

MG: 40

Move: 4

Armor: 500

Special Ability: MG Regen 10

Element: Depend on pilot

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R)Kiriyoku Kazen Dan P	1900	1-4	-10/5%	8	-	-	-
(R)Chou Kyori Kyuudo	3000	1-7	-10/5%	-	-	20	30

23. スヴェンド・オラン - Svend Oran

HP: 3000

MG: 40

Move: 4

Armor: 700

Special Ability: HP Regen 10%, MG Regen 5

Element: Depend on pilot

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R)Zoufuku Kousha Hou	2000	1-4	-25/5%	8	-	-	-
(M)Fuetsu Gekisai Jin P	3100	1	+20/10%	-	-	20	30

24. キヨウメイ朱 - Kyoumei Aka

HP: 3600 -> 7100

MG: 60 -> 160

Move: 5

Armor: 650 -> 1650

Special Ability: HP Regen 10%, MG Regen 10

Element: Fire

Full Upgrade Bonus: HP +2000, Armor +200, Move +2

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(M)Break Blade	P 1800	1-2	+15/10%	-	-	-	-
(R)Wave Lazer	2000	2-5	-10/5%	7	-	-	-
(M)Tenchi Yuumei Ken Murakumo P	3500	1	+15/10%	-	-	20	30

25. キヨウメイ蒼 - Kyoumei Ao

HP: 3600 -> 7100

MG: 60 -> 160

Move: 5

Armor: 650 -> 1650

Special Ability: HP Regen 10%, MG Regen 10

Element: Water

Full Upgrade Bonus: HP +2000, Armor +200, Move +2

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(M)Break Blade	P 1800	1-2	+15/10%	-	-	-	-
(R)Wave Lazer	2000	2-5	-10/5%	7	-	-	-
(M)Tenchi Yuumei Ken Yuukumo P	3500	1	+15/10%	-	-	20	30

26. フリングホルニ - Hringhorni

HP: 15700

MG: 100

Move: 5

Armor: 1000

Special Ability: Resupply Ability, MG Regen 5

Element: None

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R)Kakusan Hadou Yuudou Lazer	PM 1100	1-4	+10/5%	-	-	-	10
(R)Ren Kaden Ryuushi Hou	PM 1600	1-7	+10/5%	-	-	-	20

27. グランゾン - Granzon

HP: 4400 -> 7900

MG: 60 -> 160

Move: 5

Armor: 1000 -> 2000

Special Ability: HP Regen 20%, MG Regen 20%

Element: None

Full Upgrade Bonus: HP +2000, Move +2, Armor +200

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R)Gravitron Cannon	M 1400	1-4	+10/5%	-	-	-	20
(M)Gran Worm Sword	P 2000	1	+20/10%	-	-	-	-
(R)Distortion Break	2200	1-5	-5/5%	7	-	-	-
(R)Black Hole Cluster	3900	2-7	-5/5%	-	-	-	30

28. ウィーゾル改 - Wizol Kai

HP: 4200 -> 7700

MG: 40 -> 140

Move: 5

Armor: 460 -> 1460

Special Ability: HP Regen 20%, MG Regen 20%

Element: None

Full Upgrade Bonus: HP +2000, Move +2, Armor +200

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(M)Rose Cutter	P 1500	1	+20/10%	-	-	-	-
(R)Dreischtahl	1800	1-5	-5/5%	-	-	10	-
(R)Darkness Bondage	P 3700	1-3	-5/5%	-	-	20	30

29. ノルス・レイ - Nols Rei

HP: 2400 -> 5900

MG: 40 -> 140

Move: 5

Armor: 360 -> 1360

Special Ability: Repair, Resupply, MG Regen 5

Element: Water

Full Upgrade Bonus: HP +2000, Armor +200, HP Regen 30%

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(M)Defense Dagger	P 810	1	+10/10%	-	-	-	-
(R)Evil Eye	1700	1-4	-10/-	-	-	10	-
(R)Charm Eye (*)	P 3200	1-4	+5/-	-	-	20	-
(R)Angel Whisper	P 3300	1-2	-10/5%	-	+10	30	40

(*) New weapon achieve by upgrading Evil Eye 8 blocks.

(**) To get it you must go through stage 26 男達の受難 (average level of female characters is higher than male characters) with Cenia at high level and kill count and use Angel Whisper at least 5 times.

30. ガディフォール - Gadyfall

HP: 2600 -> 6100

MG: 50 -> 150

Move: 5

Armor: 360 -> 1360

Special Ability: MG Regen 5

Element: Wind

Full Upgrade Bonus: HP +2000, Move +2, HP Regen 30%

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R) Beam Cannon	1000	1-4	-10/5%	5	-	-	-
(M) Discutter	P 1200	1	+15/10%	-	-	-	-
(R) Linear Railgun	1400	2-5	-25/5%	3	-	-	-

5.2.2 Enemy Unit Data

1. ナグツアート改 - Nagzart Kai

HP: 25600

MG: 60

Move: 5

Armor: 1350

Repair Cost: 23800

Credit: 24000

Special Ability: HP Regen 20%, MG Regen 20

Element: None

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(M) Pragmatic Blade	P 1500	1	+20/10%	-	-	-	-
(R) Phantom Bullet	2100	2-5	-5/5%	-	-	10	-
(R) Shigi Domain Tilden	3400	1-4	-5/5%	-	-	20	30

2. ヴォルクルス - Volkruss

HP: 5800

MG: 40

Move: 5

Armor: 200

Repair Cost: -

Credit: 8000

Special Ability: HP Regen 10%, MG Regen 10

Element: None

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R)Claw	P 2000	1-4	-10/5%	-	-	10	-
(R)Hyper Sonic Wave	3000	2-7	+5/5%	-	-	20	30

3. デモンゴーレム - Demon Golem

HP: 1300
 MG: 10
 Move: 3
 Armor: 200
 Repair Cost: -
 Credit: 1200
 Special Ability: MG Regen 5
 Element: None

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(M)Power Knuckle P	1600	1	+25/10%	-	-	-	-
(R)Dead Scream	1800	2-3	-15/5%	-	-	10	-

4. ナグロッド - Nagrod

HP: 2500
 MG: 40
 Move: 4
 Armor: 350
 Repair Cost: 7000
 Credit: 2300
 Special Ability: MG Regen 5
 Element: Wind

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(M)Knuckle Part P	1600	1	+25/10%	-	-	-	-
(R)Generic Lazer	2300	2-6	-20/5%	-	-	10	-

5. スヴェンド - Svend

HP: 5200
 MG: 40
 Move: 4
 Armor: 400
 Repair Cost: 8600
 Credit: 2900
 Special Ability: MG Regen 5
 Element: Water

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R)Gouha Shuriken	1600	1-3	-15/5%	5	-	-	-
(M)Soukyoku Naginatou P	1800	1	+15/10%	-	-	-	-
(R)Rasen Soukyoku Hou	2800	1-5	-15/5%	-	-	20	30

6. グラフ・ドローン極 - Grafdrone Climax

HP: 1800
 MG: 10

Move: 3
Armor: 200
Repair Cost: 3900
Credit: 1300
Special Ability: MG Regen 5
Element: None

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R)Pulse Balkan P	1500	1	-5/5%	8	-	-	-
(R)Thunder Bowl	1800	1-4	-15/5%	3	-	-	-

7. ベンディッド極 - Bendiddo Climax

HP: 3400
MG: 40
Move: 4
Armor: 400
Repair Cost: 7700
Credit: 2600
Special Ability: HP Regen 10%, MG Regen 5
Element: Earth

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R)Pulse Kaon	1600	2-5	-15/5%	6	-	-	-
(M)Moukototsu Satsugeki P	1900	1	+25/10%	-	-	-	-

8. バゾーダン極 - Bazodun Climax

HP: 6900
MG: 50
Move: 4
Armor: 600
Repair Cost: 11000
Credit: 3700
Special Ability: HP Regen 10%, MG Regen 5
Element: Fire

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R)Kazen Jigoku Uchi	1500	2-5	-5/5%	8	-	-	-
(M)Tenchi Messatsu Ken P	1700	1	+25/10%	-	-	-	-
(M)Ougi Zenbu Funsai Ha P	3100	1-3	+20/10%	-	-	20	30

9. ゴリアテ - Goliath

HP: 3000
MG: 30
Move: 4
Armor: 550
Repair Cost: 7800
Credit: 2600
Special Ability: MG Regen 5
Element: Earth

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R)Pulse Cluster	1600	1-3	-15/5%	-	-	10	-
(M)Plasma Sword P	1800	1	+15/10%	-	-	-	-
(R)Buster Cannon	2100	3-6	-15/5%	4	-	-	-

10. チーエン - Jiwen

HP: 7200
 MG: 40
 Move: 4
 Armor: 550
 Repair Cost: 10400
 Credit: 3500
 Special Ability: HP Regen 10%, MG Regen 10
 Element: None

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(M)Calamity Claw	P 1700	1	+30/10%	-	-	-	-
(R)Calamity Strange Mystery	2000	2-6	-10/5%	-	-	10	-
(M)Massacre Light	P 2700	1	+20/10%	-	-	20	30

11. 死霊装兵 - Ghost Soldier

HP: 3300
 MG: 30
 Move: 4
 Armor: 400
 Repair Cost: -
 Credit: 2400
 Special Ability: MG Regen 5
 Element: None

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(M)Plasmatic Scythe P	1500	1	+20/10%	-	-	-	-
(R)Demon's Shock	1900	1-4	-15/5%	-	-	10	-

12. ギルドーラ - Guildolla

HP: 3200
 MG: 50
 Move: 4
 Armor: 500
 Repair Cost: 8600
 Credit: 2900
 Special Ability: MG Regen 5
 Element: Water

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R)Missle	1300	2-5	-5/5%	6	-	-	-
(R)Beam Cannon	1400	1-4	-10/5%	5	-	-	-
(M)Twin Plasma Sabre P	1800	1	+15/10%	-	-	-	-

13. ギルドーラ? - Guildolla 2

HP: 2700
MG: 40
Move: 4
Armor: 500
Repair Cost: 7900
Credit: 2600
Special Ability: MG Regen 5
Element: Water

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R)Gatling	P 1400	1-3	-5/5%	5	-	-	-
(M)Plasma Sword	P 1800	1	+15/10%	-	-	-	-

14. バフォーム - Baform

HP: 3500
MG: 40
Move: 4
Armor: 400
Repair Cost: 7800
Credit: 2600
Special Ability: MG Regen 10
Element: Fire

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(M)Plasma Axe	P 1500	1	+20/10%	-	-	-	-
(R)Lightning Pressure	2000	1-5	-25/5%	-	-	10	-
(R)Grand Napalm	P 2300	1-3	+20/5%	-	-	10	-

15. ローゼルライ - Roserurai

HP: 6000
MG: 50
Move: 5
Armor: 450
Repair Cost: 10300
Credit: 3400
Special Ability: MG Regen 5
Element: Wind

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R)4 Tribe Phalanx	1300	1-4	-20/5%	8	-	-	-
(M)Wing Spinner	P 1900	1	+15/10%	-	-	-	-
(M)Blast Charge	P 2600	1-2	+15/10%	-	-	20	30

16. ダイオン - Dion

HP: 5800
MG: 50
Move: 5
Armor: 500
Repair Cost: 10400
Credit: 3500

Special Ability: MG Regen 5
Element: Wind

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(M)Power Weiss	P 1600	1	+25/10%	-	-	-	-
(R)Linear Railgun	1800	2-5	-25/5%	3	-	-	-
(M)Mass Driver	P 2300	1-3	+15/10%	-	-	20	30

17. ジンオウ - Jinou

HP: 10900
MG: 50
Move: 4
Armor: 750
Repair Cost: 14200
Credit: 14000
Special Ability: HP Regen 10%, MG Regen 5
Element: Fire

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R)Gain Dosh	P 1600	1-3	-25/-	8	-	-	-
(M)Gale Blade	P 1900	1	+25/10%	-	-	-	-
(R)Guile Cutter	3100	1-6	+20/10%	-	-	20	30

18. デモンゴーレム - Demon Golem (Gold)

HP: 3100
MG: 10
Move: 3
Armor: 300
Repair Cost: -
Credit: 10000
Special Ability: MG Regen 5
Element: None

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(M)Dominate Fist	P 1800	1	+25/10%	-	-	-	-
(R)Golden Scream	2000	2-4	-15/5%	-	-	10	-

19. ドーゼル - Dozel

HP: 8200
MG: 20
Move: 3
Armor: 300
Repair Cost: -
Credit: 2700
Special Ability: MG Regen 5
Element: None

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R)Loud Bark	1600	2-5	-25/5%	-	-	10	-

(M) Testa Cresta P 1800 1 +30/10% - - - -

20. エンバローズ - Emburrows

HP: 7500

MG: 40

Move: 4

Armor: 650

Repair Cost: 11000

Credit: 3700

Special Ability: HP Regen 10%, MG Regen 5

Element: Earth

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R) Fractal Cannon	1700	2-5	-15/5%	7	-	-	-
(R) Duel Knuckle	P 1900	1-2	+10/5%	-	-	10	-
(M) Pile Striker	P 3000	1	+10/10%	-	-	20	30

21. ゼルヴォイド - Zelvoid

HP: 18700

MG: 80

Move: 6

Armor: 900

Repair Cost: 20900

Credit: 21000

Special Ability: HP Regen 10%, MG Regen 10

Element: Nothing

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R) Void Regression	PM 1700	1-5	+10/5%	-	-	-	20
(R) Phlogiston Missile	1800	2-7	-10/5%	10	-	-	-
(M) Strain Grave	P 2000	1	+20/10%	-	-	-	-
(R) Astral Ruiner	P 3800	1-5	-5/5%	-	-	20	30

22. 強化ドーゼル - Strengthen Dozel

HP: 10600

MG: 20

Move: 3

Armor: 350

Repair Cost: -

Credit: 3200

Special Ability: MG Regen 5

Element: None

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R) Loud Bark	2000	2-5	-25/5%	-	-	10	-
(M) Testa Cresta P	2200	1	+30/10%	-	-	-	-

23. ザイオス - Syoss

HP: 4500

MG: 20

Move: 5
Armor: 200
Repair Cost: -
Credit: 2300
Special Ability: MG Regen 5
Element: None

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(M)Bain Stinger P	1200	1	+10/10%	-	-	-	-
(R)Dazzle Orb	1400	2-6	-10/5%	-	-	10	-

24. 強化サイオス - Strengthen Syoss

HP: 5800
MG: 20
Move: 5
Armor: 250
Repair Cost: -
Credit: 2600
Special Ability: MG Regen 5
Element: None

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(M)Bain Stinger P	1500	1	+10/10%	-	-	-	-
(R)Dazzle Orb	1700	2-6	-10/5%	-	-	10	-

25. エウリード - Eureed

HP: 14300
MG: 100
Move: 6
Armor: 1000
Repair Cost: 20200
Credit: 20000
Special Ability: HP Regen 10%, MG Regen 10
Element: None

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R)Big Bang Wave	M 1800	1-5	+20/5%	-	-	-	15
(R)Hyper Railgun	1900	2-6	-20/5%	5	-	-	-
(M)Hyper Plasma Sword P	2000	1	+15/10%	-	-	-	-
(R)Hyper Beam Cannon	3200	1-6	-15/5%	-	-	20	30

26. デュラクシール? - Dulakseal 2

HP: 16500
MG: 100
Move: 5
Armor: 1100
Repair Cost: 21300
Credit: 21000
Special Ability: HP Regen 10%, MG Regen 10
Element: None

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R) Taos Tail	PM 1800	1-6	+10/5%	-	-	-	20
(R) Mega Smasher	2000	1-5	-10/5%	10	-	-	-
(M) Chou Shindou Claw P	2300	1	+30/10%	-	-	-	-
(R) Distant Gunner	3300	2-6	-15/5%	-	-	20	30

27. インバローズ - Emburrows (Yellow)

HP: 6200

MG: 40

Move: 4

Aarmor: 600

Repair Cost: 10100

Credit: 3400

Special Ability: HP Regen 10%, MG Regen 5

Element: Earth

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R) Fractal Cannon	1500	2-5	-15/5%	7	-	-	-
(R) Duel Knuckle P	1700	1-2	+10/5%	-	-	10	-
(M) Pile Striker P	2800	1	+10/10%	-	-	20	30

28. バイラヴァ - Bhairava

HP: 19800

MG: 50

Move: 5

Aarmor: 1200

Repair Cost: 20900

Credit: 21000

Special Ability: HP Regen 20%, MG Regen 20

Element: Earth

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R) Big Bang Wave M	1800	1-5	+20/5%	-	-	-	15
(R) Buster Cannon	2100	3-6	-15/5%	4	-	-	-
(M) Spiral Knuckle P	2400	1	+25/10%	-	-	-	-
(R) Meteor Buster	3500	1-5	-15/5%	-	-	20	30

29. ボーキン - Bowin

HP: 12700

MG: 70

Move: 5

Aarmor: 900

Repair Cost: 16000

Credit: 5300

Special Ability: HP Regen 10%, MG Regen 10

Element: None

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(M) Oomagatsume	P 2000	1	+30/10%	-	-	-	-

(R)Tanfu Agito 2300 2-6 -10/5% - - 10 -
(R)Kyouten no Zareru 3200 1-5 -5/5% - - 20 30

30. ヴォルクルス - Volkruss

HP: 54800
MG: 60
Move: 5
Armor: 1000
Repair Cost: -
Credit: 38000
Special Ability: HP Regen 20%, MG Regen 20
Element: None

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R)Claw	P 2500	1-4	-10/5%	-	-	10	-
(R)Hyper Sonic Wave	3800	2-7	+5/5%	-	-	20	30

31. ボランゾルン - Boranzorn

HP: 40600
MG: 60
Move: 5
Armor: 1500
Repair Cost: 33300
Credit: 33000
Special Ability: HP Regen 20%, MG Regen 20
Element: None

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R)Derenda	M 2000	1-6	+10/5%	-	-	-	20
(R)Attunement	P 2300	1-3	-5/5%	-	-	10	-
(R)Gran Catastrophe	3600	1-7	-5/5%	-	-	20	30

32. ラスフィット - Rasphitot

HP: 59300
MG: 60
Move: 5
Armor: 1100
Repair Cost: -
Credit: 41000
Special Ability: HP Regen 20%, MG Regen 20
Element: None

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R)Arbitration Arm	P 2300	1-3	-10/5%	-	-	10	-
(R)Tranquil Balance	4000	1-8	+5/5%	-	-	20	30

33. ヴォルクルス - Volkruss

HP: 10600
MG: 40
Move: 5

Armor: 200
Repair Cost: -
Credit: 11000
Special Ability: HP Regen 10%, MG Regen 10
Element: None

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R)Claw	P 2000	1-4	-10/5%	-	-	10	-
(R)Hyper Sonic Wave	3000	2-7	+5/5%	-	-	20	30

34. R・ラスフィット - Ruzamuno Rasphitot

HP: 84700
MG: 80
Move: 5
Armor: 2200
Repair Cost: -
Credit: 60000
Special Ability: HP Regen 30%, MG Regen 30
Element: None

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R)Arbitration Arm	P 2300	1-3	-10/5%	-	-	10	-
(R)Tranquil Balance	4000	1-8	+5/5%	-	-	20	30

35. S・ヴォルクルス - Sever Volkruss

HP: 78300
MG: 80
Move: 5
Armor: 2000
Repair Cost: -
Credit: 56000
Special Ability: HP Regen 30%, MG Regen 30
Element: None

Weapon Properties:

Type/Name/Trait	Power	Range	Hit/Crt	Ammo	Will	MG	Prana
(R)Claw	P 2500	1-4	-10/5%	-	-	10	-
(R)Hyper Sonic Wave	3800	2-7	+5/5%	-	-	20	30

6.FAQs

Q: Can all the hidden weapons be unlocked in 1st playthrough?

A: No. Play the game again several times to get all the secrets, since your characters' kill count will be carried over to new game +. That's what the game meant to be.

Q: Can I play this game even if I have no knowledge in Japanese?

A: IMO yes. The battle system of this game is really simple.

Q: Are your translation correct?

A: I think so, though I'm not sure if they're all correct. I tried to pay attention to the videos (youtube) then use the dictionary. If you want to suggest, remember read my introduction.

Q: I finished all routes and noticed event CG #55 is missing. How can I find it?

A: On stage 35/36 Yanglong's route move Yanglong next to Elaine and convince her. You should get the CG after that.

Well, that's all for now.

7. Credits and Contacts

<http://wikiwiki.jp/srw-series/?masoukishin2>: Units and pilots data.

<http://hiki.cre.jp/SRW>: Names of units and pilots.

<http://fate-wiki.com/masoukishin2/p20.html>: Some units and pilots data.

<http://akurasu.net>: translation of some skills. I took some informations from there. Hope you guys don't mind.

Montegoraon: I steal your format of SRW W units guide. Hope you don't mind. Thanks!

Gamefaqs.com for hosting this guide.

Any contact should go to minako1412@yahoo.com.

EOF

This document is copyright joekage and hosted by VGM with permission.