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|---... 2.Intro ...-----|
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Gundam Battle Assault 2! The second in the Gundam Battle Assault fighting game series. Now featuring more than 30 mobile suits and 8 mobile suits for story mode. This guide covers on the mobile suit "Epyon".

Epyon is one of the deadliest mobile suits in the game. With awesome speed and dealy attacks, it is a force to be reckoned with. It's heat-rod can be abused oh-so badly.

First off, the strategies in this guide are mine, so they may not work for everyone, as they are based off how I play the game.

Also, reading this guide will not make you good. As much as I would love for that to happen, it's not. To get better, you must practice practice practice! So, after you get the general consensus of the game(hopefully from this faq) you will go get better!

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|---... 3.Controls/Key ...-----|
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- Up- Jump
- Down- Crouch
- Away(from opponent)- Block/Walk back
- Forward- Walk forward
- Double forward- Run
- Double backward- Backdash

- X- Weak Kick(WK)
- O- Strong Kick(SK)
- Square- Weak Punch(WP)
- Triangle- Strong Punch(SP)

- R1- Boost
- L1- Boost

- QCF- Quarter Circle Forward
- QCB- Quarter Circle Backward
- HCF- Half Circle Forward
- HCB- Half Circle Backward

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|---... 4.Epyon ...-----|
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General and Technical Data

Model number: OZ-13MS
Code name: Gundam Epyon
Unit type: transformable mobile suit
Manufacturer: OZ (Organization of Zodiac)
Operator(s): White Fang; Gundam pilots

First deployment: AC 195

Accommodation: pilot only, in standard cockpit in torso

Dimensions: head height 17.4 meters

Weight: empty 8.5 metric tons; max gross weight unknown

Construction: gundanium alloy

Powerplant: ultracompact fusion reactor, power output rating unknown

Performance ability levels: fighting 160; weapons 140; speed 160; power 150; armor 140

Equipment and design features: sensors, range unknown; Epyon System combat computer/pilot interface in cockpit

Fixed armaments: beam sword, directly powered by generator via cable, stored in rack on right hip armor, hand-carried in use

Optional fixed armaments: shield, mounted on left forearm, mounts heat rod, retractable

Technical and Historical Notes

Designed and built by OZ leader Treize Khushrenada during the political and military chaos occurring in AC 195, the OZ-13MS Gundam Epyon was intended to be the physical manifestation of Treize's martial ideals. Based on combat data acquired on the Gundams fighting OZ and the Romefeller Foundation, the Gundam Epyon ("epyon" is Greek for "next") was intended to be the perfect weapon for Treize's envisioned perfect soldier.

Rather than incorporating ranged weapons used by "cowardly" soldiers with no warrior's sense of fulfillment, Treize armed the Epyon with only two weapons: a razor-sharp, retractable tentacle heat rod - effective for both grappling and slicing enemies at high speed - and a large beam sword, connected directly to the mobile suit's generator via a power cable. These "duelist's" weapons were the only weapons a "true" soldier would need, and Treize, seeing the personal philosophies he lived by embodied in the Gundam pilots, waited until the day he could give his perfect weapon to one of these perfect soldiers. In addition to these melee weapons, the Epyon could transform into a mobile armor mode for atmospheric flight and added speed and mobility.

That day came when Treize - having withdrawn his support for the Romefeller Foundation's new direction of purpose - was under siege in his Luxembourg headquarters by Romefeller loyalists attempting to take out Treize and his proud supporters. Gundam pilot Heero Yuy arrived on the scene, and his meeting with Treize ended in Heero's acquiring the Gundam Epyon for his personal use. To Heero's surprise, the Epyon incorporated a dangerous cockpit system similar to that of the XXXG-00W0 Wing Gundam Zero - one that interfaced directly with the pilot's mind, eliminating all doubts and fears and providing its pilot with unquestionable knowledge of his enemies and the ability to achieve total victory. Heero, having already had this disturbing experience with the Wing Zero, quickly mastered this new Gundam's "Epyon System," though he would later end up trading mobile suits with former OZ pilot Zechs Merquise, who had just recently acquired the Wing Zero himself. Zechs would keep the Gundam Epyon for the remainder of the fighting occurring that year, leading his own soulless mobile doll "troops" on the front lines against Treize's World Nation and the Gundam pilots.

[EDIT: It has come to my attention that mahq's info was flawed. Indeed, the Epyon uses the actual Zero system(not one "similar" to it). Which was acquired while the Trieze Faction forced Heero to pilot Wing Zero. Thanks to princeofdragons for the info]

Miscellaneous Information

Pilot(s): Zechs Merquise (aka Milliardo Peacecraft), Heero Yuy

Appearances: New Mobile Report Gundam W; Gundam W Dual Story: G-UNIT; Gundam

Battle Assault 2

Original mechanical designer: Kunio Okawara

thanks to maqh.net for the info!!!

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|--:. 5.Basics :.-----|
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- WP - Slow jab move
- SP - Whip
- SK - Bicycle kick
- WK - Thrust knee forward

AIR:

- WP - Whip
- SP - Overhead whip
- SK - Same as ground
- LK - goes horizontal and kicks both legs out

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|--:. 6.Move List :.-----|
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Specials:

Torpedo Rush.....QCF + P
 Epyon will encase itself into a ball and fly towards the enemy. This will knock down the enemy if it hits, and can be done either on the ground or in mid-air. The attack ranges about 3/4 of the screen. You can also use this move twice by doing the motion again right after you completed the first. Also, you can completely control this move with the directions. Pressing up will burst Epyon into the air, pressing back after the move is a good escape route.

Rising Wing.....QCB + P
 Epyon will spread it's wings out and thrust itself into the air. This is Epyon's sole way of an anti-air, so make sure to use it!!! The move DOES NOT use thrusters(it won't drain your thrust gauge) and goes to the top of the screen (seen from the ground level while both mechs are on the ground).

Thruster Knee.....QCB + K
 The thruster knee does nothing damage-wise. What it DOES do is allow you to cancel into ANY move. This is great to catch opponents off guard, as it's really easily linkable with the torpedo rush. If you think your torpedo rush won't make the range to an opponent, do this first and then follow it with the rush.

Beam Sword.....HCB + P
 Epyon will pull the sword, then thrust forward and sling upwards. If you connect, it will send the opponent flying into the air. Please note that this move is UNBLOCKABLE, but is still PARRYABLE.

Super Special:

Hyper Beam Sword.....QCF + (any two buttons)
 Epyon will pull out the sword once again. The move order goes like this:

-1 upward thrust;
-1 downward thrust;
-1 upward thrust

A successful hit at close range results in an 11 hit combo.

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|---.. 7.Combo's ..-----|  
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(Run in) WP, QCF+P(x2) - 14 hit

Good surprise or stun combo. The WP counts a few hits and is followed by a double torpedo rush.

QCB+K, SP(all 4 hits), QCF+P(x2) - ~16 hit

High-damage combo, and the knee gets the opponent REALLY off guard.

QCB+K, WP, SP, QCF+P(x2) - ~17 hit

Same combo as before with the WP added, which is less likely to hit.

Bolt Gundam-

Stay out of Bolt's range, wait for a chance while it isn't blocking and then run in with a flurry of weak punches.

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|---.. 8.Strategies ..-----|  
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Dragon Gundam-

The whip is the ONLY way to go. It keeps Dragon Gundam out of it's wanted range and it also keeps you in a favorable one. If you back it into a corner, pummel it the torpedo.

Burning Gundam-

You're better off blocking and turtling your way to make this guy go into a corner. Then start pummeling him. If he attempts a jump-in, use your riser and pummel him.

Rose Gundam-

Don't get backed into a corner, otherwise you are screwed. If you do, use the torpedo or clear the way with your whip. You could also do a jump-WP to clear.

Gundam Maxter-

Keep the range! Use the whip to it's fullest extent. Do not try to be balsy and use the knee move or the torpedo.

Master Gundam-

Don't get under Master Gundam, if you do, jump-out. You can also escape via the torpedo + B. Master Gundam's hand extend, so watch out for those.

Gundam Sandrock Custom-

Sandrock has air-superioty. You can take this from him by using the torpedo move and running about the air freely.

Gundam Heavyarms Custom-

Long range is Heavyarms forte. Don't play keep-away. Instead, get as close-in as possible and use the your whip. It does wonders. If you have trouble getting

in, knee it in the air.

Gundam Deathscythe Hell Custom-

Stay out of range of the scythe, it is very damaging. Deathscythe will teleport around and try to damage you. Stay one step ahead of him and disable him when he reappears.

Gundam Wing Zero Custom-

Wing Zero likes to try and take the air, but your super special won't allow that. Keep him busy with your whip, then do the real damage when you surprise him when he hits the earth again, use your parry a lot, because most of his attack will go through it.

Altron Gundam-

Do not allow yourself to be pushed into a corner. Altron is a master at not letting you out. Bait and lure him, then wail on him with WP's.

Tallgeese 3-

Plays almost exactly like the Wing Zero Custom. Watch out for the heat whip though. Use the same strategy as on the Wing Zero Custom.

Zeong-

Watch for the Zeong's extending hands. Zeong also has a hell of a projectile attack, so parry or block when you hear the "Shot Down!" from the announcer. Tripping Zeong seems to work well, and just spamming it with the WP also seems to do the trick.

Sazabi-

Avoid Sazabi's projectile. Also try to avoid the funnel attacks it throws at you. It IS POSSIBLE to destroy the funnels, and the whip works WONDERS on doing that,

RX-78 Gundam-

Gundam has many flaws. First off, low range, staying away means an instant win. However, close range could mean death. The Gundam LOVES to use it's beam saber, but it is fairly predictable. Also, when it uses it's hammer, there is lag between when it hits the ground and retracts, use this time to hit it with something huge.

Zaku II-

Zaku II is fast. So try to keep up. It does some good damage in the form of it's grenades and projectile, and it's saber isn't bad either. But, if you catch it in the air, it's dead.

Nu Gundam-

Nu Gundam has no super special, but makes up for it in it's powerful 3 hit combo attack. Watch for the "spikes" on it's back to detach and fly forward. When this happens, parry or block, cause they are really really damaging. Do not use your special move unless Nu Gundam is in the air, or disabled. Jump in torpedo seems to stump Nu Gundam players.

Zaku IIS-

Same as Zaku II, but 2x as fast, use the same strategy.

Quin Mantha-

Quin Mantha is the first of the behemoths. It is slow, big and does an assload of damage. However, it won't attack unless you let it. Keep it busy with whips, and jump over it constantly as to confuse it on what direction it is going (big Mobile Suit's have trouble with that).

Acguy-

Very fast. Use the same method with this as you did with Zaku II and Zaku II S.

Hygogg-

Hygogg is small and fast. It has very damaging combos and focuses mostly on it's low and high game, it won't really go for the mid section. Use your knee cancel into torpedo a lot.

GP-O2A Phsyalis-

Use the same method as with Quin Mantha, but watch it when GP-O2 fires it cannon into the air, because some fire will rain down afterwards.

Neue Ziel-

Neue Ziel won't block, but it has much more health than the average gundam. Your whip is pretty much god on this thing. You can pummel it all day long for some MASSIVE damage. Just keep maching triangle and you will see the health bar just drop and drop.

Big-Zam-

Use the same strategy as Neue Ziel, but keep greater distance, the kicks from the Big-Zam are punishing.

Ball-

Much like Hygogg, use the same strategy. But make sure that you disable it a lot to minimize its mobility advantage.

Hydra Gundam-

Hydra Gundams porjectile attacks are really good. They usually consist of 2 shots each, but all of those can be parried. Just keep your distance.

Dark Gundam-

Dark Gundam is all luck, it will block just about anything then rape you. Try to figue out your own strategy for him

Pshyco Gundam-

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|---.. 9.Contact Info ..-----  
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Questions? Comments? Concerns? Email me at Wasabi.X@gmail.com, or you can catch me on AIM under the screen name RedAlertZero. Please, try not to spam me with anything stupid. If I see an email or an IM that looks like the Babel Fish itself won't even be able to do the job for me, I am just going to have to ignore it. I don't want to, but I am forced to.

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|---.. 10.Thanks ..-----  
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-My family, for supporting me.

-Hitchhikers Guide to the Galaxy(the book) for being awesome and also spwaning a pretty good movie.

-Sunrise, for creating...ball.

-Sunrise, for the Gundam anime. They are really good!

-Bandai, for localizing all the Gundam series'.
-Toaster Oven, for being an awesome board.
-The voices of all the chcraters in this game, they really do add a lot.
-Bawls energy drink. The boredom of the middle of the night drove me to write this quickie.
-Princeofdragons, for the info regarding Epyons systems.

And remeber kids...

*****Winners don't do drugs*****

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|--.:. 11.Rate My Work .:-----|  
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