

Gundam Wing: Endless Duel (Import) FAQ/Move List

by Zero IX

Updated to v1.5 on Mar 23, 2004

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NEW MOBILE REPORT GUNDAM W: GUNDAM WING ENDLESS DUEL FAQ/MOVE LIST*****
By Zero IX (busylife5@NOSPAMPeoplePC.com) v.1.5*****
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INTRODUCTION*****
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Welcome to my FAQ for Gundam Wing: Endless Duel. If you need any help on any aspect of the game, this is definitely the place to be. GWED is one of my favorite games of all time, and the best fighting game ever, make no mistake. It isn't some sorry imitation of Street Fighter or KoF either, and in my opinion, surpasses those two, hands down. It is also much, much better than G-Gundam (heh, no contest there). Anyway, here's where you'll find only the best in strategies, tactics, and anything else you could possibly want for this great game. ^_^

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UPDATES*****

v. 1.0 . . . Veni, vidi, vici . . . GWED finally gets the FAQ it deserves. Even though this is the initial release, this FAQ is fairly complete. All that needs to be done is completing the Miscellaneous section and adding some (if any =P) of my reviewer's comments. It took me a good few months to write, too, so you better be thankful. BTW, it would have been completed sooner, but I'm lazy, what can I say? =) =) =)

v. 1.1 . . . Updated the Miscellaneous section with various some popular combos from other players and some further notes, mostly from Will, The Ulukai, and W012345. And also various extra hits you can land after certain throws. Also, I decided against a "GWED 101" section. This guide is for meant for serious gamers, not lamers with short attention spans.

v. 1.5 . . . When I first wrote this monster, I was a hard-core GWED addict. Well, I've found life beyond GWED so to speak, but thanks to firestarter, I have revamped the FAQ. Along with many touch-ups and notes, there has been another addition to the Miscellaneous section (which has been cleaned up some) on bounced hits (thank you, Survy) as well as tidied up a lot here and there, and generally made things a bit more readable.

GWED IN-DEPTH*****

You can't rule the world without knowing how to rule the playground, can you? The mechanics of GWED are fairly (and deceptively) easy to master, but there are some important differences between it and other SFA-style fighters, as well as some other tricks you should know . . .

By the way, this is a must read if you are a serious beginner.

MOVEMENT AND BLOCKING*****

Press left or right to walk slowly in that corresponding direction. Gundams, while responsive, are pretty slow, and vulnerable to quick attacks while walking, so keep it to a minimum. Dashing and jumping are much faster, safer ways to advance towards an opponent.

Press up to jump as high as possible; you can press up along with left or right to jump in that direction. Once airborne, you cannot control your fall, other than blocking, boosting, or attacking (provided the attack you do is able to be executed while airborne). You can attack in mid-air, but it will cause you to fall while performing the attack; however, you can still buffer from your attack into quick special or super attack. Your basic attacks are altered slightly while airborne. (On another note, many players become too reliant on jumping. Jumping is a very necessary tactic and an integral part of this game, but it can still be abused. Try to keep your jumps and jump-in attacks to a minimum; it reduces the risk of being countered greatly.)

Press down while standing or walking to crouch. While crouching, you cannot move, but you can still block, boost, or attack. Your basic attacks while crouching are altered to fit your position (referred to as low attacks), and will push opponents back farther if they hit than their usual variants. Crouching will allow you to duck under some attacks, but not many.

Holding whichever direction is backwards as you are being attacked will cause you to block, which will negate or reduce the damage done to you if the attack hits. You can block at any time you are not attacking. Blocking while standing and while airborne is blocking high, blocking while crouching is

blocking low. Some attacks have to be blocked low to prevent them from hitting (most low attacks must be blocked low, of course), while others cannot be blocked low (most airborne attacks can't be blocked low). Successfully blocking an attack while airborne while cause you to fall. If you get hit more than once while blocking in mid-air, you'll drop like a rock. If block any attack successfully, you will be stunned for a second in which you will be unable to do anything (referred to block stun) for second or two before your block ends; however, you can execute supers during block stun, and are unique in that they are the only attacks which can be used as a counter-attack like this. This is definitely something you should take full advantage of. Be aware that whatever amount of damage ANY normal, special, or super might do, the amount of damage it does if blocked is the same; it's the amount of hits the attack does that counts.

BOOSTING AND DASHING*****

To boost (okay, so I know no one else calls it a boost, but super jump sounds silly to me), press any two attack buttons together. You will make use of your verniers to cause a very rapid ascent. You can boost at any time, unless you are already attacking or blocking. You can also boost forward or backward by tapping the corresponding button twice. This will cause you to dash in that direction. Dashing like this can only be done while standing. Holding forward or backwards while pressing any two attack buttons will cause you to dash in the corresponding direction while blocking high.

While airborne, you can boost twice if necessary. You can also hold down to delay your fall by hovering after boosting. This can't be done if you opt to boost again while airborne. Also, after boosting once, you can hold down or forward as you boost again to dash forward in mid-air, or hold backwards while boosting again to dash backwards in mid-air. Note that if you hold up while air-dashing, your air-dash will go up a little.

Boosting and dashing will be your primary methods of evading and advancing quickly, though they aren't as necessary as some would suggest. Jumping towards an enemy is usually as effective as dashing or boosting (it can be more effective in some cases), but if you do either too much your opponent will get wise, so be wary of that. If you attack while boosting or dashing, you'll cut the boost or dash short and, as you perform the attack, drop or slide to a stop, respectively. You cannot execute an attack while block-dashing. If you get hit by an attack while boosting (whether you block it or not), your flight will come to an abrupt end.

Note that when you dash or even block-dash forward, since you are blocking high, low attacks will still hit you; any attack will hit you while dashing, whether you are dashing forward or back. It is usually safer to block-dash forward if your opponent is jumping or boosting. Even after a block-dash back there is a bit of lag before you can block or attack; if your opponent is fast enough, they can attack you during this time. Because of this, never block-dash back when you are cornered by an opponent.

Also, if you corner your opponent, if you're fast, you can often beat up most opponents by knocking your opponent down, boosting up, then quickly coming down on your opponent with a fast attack (preferably a SP or SW), then repeat. Most inexperienced opponents are helpless against this kind of attack; however, it is fairly easy to escape from by attacking with a good anti-air or simply by dashing under your opponent.

When dashing, attacking early is a general rule. You can't stop yourself when dashing, so your opponent can easily hit you; however, if you attack before them, you can often beat out your opponent's attack.

NORMAL ATTACKS*****

Naturally, you also have several normal (or basic) attacks to use against your opponent. They are are Weak Punch, Weak Weapon, Stong Weapon, and Strong Punch (the buttons for these can be set or changed in the Options menu, but the defaults are Y for Weak Punch, B for Weak Weapon, A for Strong

Weapon, and X for Strong Punch). WP and SP are physical attacks that will do no damage if they are blocked, while SW and WW are attacks with your weapons, which vary (greatly) from MS to MS. The damage normals do varies for each MS, but not by much. However, WP always does the least amount of damage, WW does a little more but never more than SW, SW does a good deal more damage comparatively than either, but never more damage than SP, which always does lots of damage, sometimes even more than some special attacks. Also, generally speaking, low attacks sometimes do a bit more damage than their standing counterparts, but not always.

Certain MS can perform variants of these attacks by holding either forward (if they are on the ground) or down (if they are airborne) as they press the button for the desired normal.

Normals attacks can be interrupted by any kind of boost (except a dash), most special and some super attacks, and sometimes other normal.

Note that if one of your slower normals is blocked, you are a sitting duck for a counter-attack. Avoid this by ALWAYS block-dashing or boosting if your attack is blocked (especially your SP attacks). You may lose the initiative, and may be forced on the defensive, but it's a much safer alternative to sticking around and risking a sucker-punch or a counter-super.

Some players refer to normals by the buttons used for them (the default is Y for WP, B for WW, A for SW, and X for SP). Others refer to them via their Street Fighter counterparts: jab is WP, short is WW, RH is SW, and fierce is SP. I prefer to use the in-game names.

SPECIAL AND SUPER ATTACKS*****

Each MS also has its own few special attacks and super attacks. These attacks are usually a much more damaging than your basic attacks, but usually last longer (increasing your chances of getting hit if you miss), are slower to recover from, and are somewhat limited by your power guage; most specials and all supers will drain it, and if it becomes too low for the cost of a special or a super, you won't be able to execute that attack.

Specials are executed by performing a fireball motion (down, down and forward, then forward), a backwards fireball motion (down, down and backwards, then backwards), or an uppercut motion (forward, down and forward, forward) before pressing an attack button. Note that if you finish a special attack by pressing SP or SW, you will do the strong version of that attack, which will drain 100 power from your power guage, but if you end a special by pressing WP or WW, you will do the attack's weak version, which, while weaker than the strong version, costs nothing on your power guage, which makes them quite useful, especially since the strong specials aren't THAT much stronger than the weak ones. If you execute a strong special but don't have enough power for it, you will do the weak version of the special instead.

Super attacks, on the other hand, are much stronger than specials and are executed by performing either two fireball or backwards fireball motions (most supers require the double fireball motion; because of this, I will refer to supers requiring a reversed double fireball motion as secondary supers). in rapid succession before pressing any attack button. It doesn't matter which; super attacks always drain a hefty 200 power (which is quite a lot considering your maximum power is 300), but always do a great deal of damage (usually) and often hit more than once, and can be deciding factors in any match. As I noted before, super can be executed during block stun (after successfully blocking an attack). This makes it easy to punish an overzealous opponent. Be careful how you much you counter-super, though. It can backfire if your opponent begins to expect it; it will also take its toll on your power. Note that after performing a super, you will be invulnerable to all attacks for a second or two until the attack begins. Be sure to make good use of this.

Not all specials and only a few supers can be done while airborne, but (thanks for this goes to Survy) there is a bug that allows you to perform ANY super while airborne! You heard correctly. To do this, hold Y, B, A, or X before jumping, then performing the super as you would normally (while you're

still holding the button of your choice). The result: you execute the super as if you were on the ground. Because of this, airborne supers are available to everyone. Expect to surprise your opponent if you take advantage of this. Note that this does not work with specials that can not be executed normally while airborne. Also, supers that cannot be normally executed while airborne can only be done so when you're jumping, not when you are boosting, unlike supers that can do so normally.

If lack the necessary power for specials, reduce your aggression. You will recover power faster by blocking your opponent's attacks than by trying to land a hit. Though you will get 15 power for every successful hit (including hits from specials and supers), if your attack is blocked, you will only get 5 power, and your opponent will recover 10 power for blocking. Thus, you can usually recover power faster by playing defensively.

In GWED, to win a match against your opponent, you win two rounds (called missions) before your opponent does. Your remaining power from the previous mission is carried over to the next one (you start the first mission with maximum power). Because of this, abusing your specials and supers can have painful repercussions in the following missions, so be careful.

Some players refer to fireball motions as QCF or QCT (quarter circle forward and quarter circle towards, respectively), backwards fireballs as QCB or QCA (quarter circle backwards and quarter circle away), and uppercuts as FDD or TDD.

VULCANS*****

Every MS, excepting Epyon, is equipped with vulcans. Vulcans are fired simply by pressing WP or SP when at a fair distance from your opponents (you'll know when your vulcans become active when a crosshair is displayed on your opponent). Pressing WP to fire will cause less vulcans to be fired than SP. The amount of vulcans fired is 3 (6 for Heavyarms) per weak round, and 6 (9 for Heavyarms, 5 for Vayeate, and 4 for Mercurius) per strong round. The one advantage weak rounds have over strong rounds is that you aren't stuck firing while your opponent moves in (if you miss, that is).

Vulcans fire multiple very fast projectiles per shot which do rather insignificant damage alone (but together can do an a fair amount) and cost 1 point of power per projectile. They are fired very quickly, and can often surprise opponents. However, they do not replenish your power if they hit (blocked or not), but will still replenish your opponent's power by 10 per projectile if they block, and will do no damage if blocked. Also, vulcans will travel only as far as your crosshair, making it easy for your opponent to dodge them (but why would they when they could block them for free power?). However, the biggest problem with vulcans are that their projectiles can be destroyed with any other projectile, and can't negate any projectile except for another vulcan. This makes it easy for opponents to counter you with any of their fast projectiles. When you add that, while vulcans fire fast, you will still be stuck until you're done firing them, and that vulcans can't be used while airborne, you have to realize that vulcans won't win your battles for you. While they are useful as a quick change-up to keep you opponent on their toes, they are not to be overused. Be aware that when under heavy vulcan fire, you can always block-dash towards your opponent through their vulcans to gain free ground.

They do have some advantages, though. If you crouch, your crosshair will rise slightly, causing your vulcans to be fired at an upward angle, making them a weak anti-air (your opponent can still block or dodge them easily). They can also be used to lead into long-range projectile combos. And of course, the fact that they are one of the fastest projectiles and have the lowest lag for any projectile are their major strength. All in all, vulcans are useful, but are not at all necessary.

If your vulcans are blocked by an opponent, it's usually worth the gamble to wait a second, then fire again. Most opponents won't see the second round coming and will let their guard down; leaving them wide open. Notice the

AI uses this trick a lot, so more experienced opponents will be ready for it. As with anything relating to vulcans, don't attempt to abuse this or you'll soon find yourself in trouble. Be sure to watch out for this, especially if you are Epyon (who has no vulcans).

Also note that a weak volley of vulcans can chain to strong volley for decent damage if all vulcans hit, so it's usually a good idea to use weak volleys whenever you choose to attack with your vulcans.

THROWING*****

Throwing is another method of attack. To attempt to throw your opponent, you must be very close to them. Hold forwards or backwards while pressing either WP or SP. You will grab your opponent and hurl them (the distance you throw them depends on whether you throw with WP or SP; WP simply tosses them down right in front of you, while SP gives them a one-way ticket to the other end of the screen) in the corresponding direction. It's usually best to attempt to throw backwards because if you are attacked before you can actually throw, you will block the it attack (as if that weren't obvious already). Most throws can be done while airborne. Strong throws do more damage than weak ones, naturally.

Throws do good damage and cannot be blocked, but you can easily break out of a throw by quickly performing a throwing motion yourself as soon as you are grabbed (however, you'll still take minimal damage even if you escape).

If you have problems with opponents who like to throw, remember you can stop them easily by simply keeping them away from you with a fast attack, such as WPs, which are perfect for this (this particular anti-throw tactic is known as a tick). This also gives you an opening to throw them, or escape with a quick block-dash backwards. You can't throw your opponent if they are recoiling from a successful attack or if they're in block stun. Note that you don't get any power for most throws, even if they are successful.

If you corner your opponent, you can force them to be thrown. Grab them, and if they escape from your throw, wait a second before trying to throw again. Time it right, and you can attempt a throw again and again without letting them go anywhere, forcing them to allow you to toss them around or take nasty damage from the repeated throw attempts. It's very cheap, and though it requires near-perfect timing, your opponent is helpless (unless they manage to grab you before you can try again).

Also, be ready for your opponent to try to throw you after jumping in. This is probably the most abused tactic in every fighting game. However, if you are prepared, you should little trouble with them.

Throwing is a very important tactic that you should become thoroughly familiar with. It can save your gundanium rear more often than you might think.

COMBOS AND CHAINING*****

A combo is a series of attacks in which one attack interrupts the previous attack as it ends, causing the following attack to begin immediately and (provided the previous attack hit) hit your opponent without giving them a chance to block or make a counter-attack. This method of interrupting is known as chaining. Combos consist of many chained attacks. Combos are very important in GWED. Smaller combos are more practical and oftentimes more effective than big ones, but if you really want to be deadly, learning a few monsters like Wing Zero's Seraphic Radiance, Mercurius's Obliterator, or Epyon's Dark Messiah won't hurt one bit. :)

Chaining is fairly simple, and should be taken advantage of at every opportunity. Always try to combine a few chained hits into a combo. Every good combo will involve a special or super. Note that you can only combo from a basic attack to a special or super if the basic attack hits. Thus you should always try to chain into a special or even better, a super whenever attacking; if you hit, you'll be sure to make the most of that hit, but if you miss, you've lost nothing. Specials can be interrupted and buffered into a super,

but this depends on the special. Airborne normals can be chained to almost any standing or crouching attack after they hit a standing opponent to lead into a ground combo, but you cannot lead ground combo into an airborne combo, juggles excepted, of course (e.g. if I say Epyon's WP can chain to all normals, it means all your ground normals only). WP attacks will (almost, there are exceptions to every rule, as the saying goes) always chain to themselves.

Yes, I a lot of this should go without saying but I'm trying to be as clear as possible. ^_~

Note that (for example) while a super might be able to interrupt your WP it is not chaining because your opponent can block it, whereas if you chained from say, WW and interrupted it into a super, the super will hit everytime. Of course, it also depends on the WP, the WW, and the super.

When chaining from a normal to a special, the trick is to perform the motion for the special immediately AFTER the normal hits, then press the desired button to execute the special just as the spark-like animation from hitting your opponent disappears. (Some normals hit twice; with these, you must wait until the second hit is done before buffering it into a special).

Airborne WPs and most WWs can be interrupted into a special even if they aren't hitting anyone- just perform the desired special before the attack ends. This makes a good surprise to pull every now and then.

Sometimes, it is possible to chain certain attacks repeatedly, resulting in an unbreakable, endless combo, also known as infinites. There are very few of these, however, if you can master them, you'll be invincible. Some hold that infinites are unfair because there's no way your opponent can escape the combo or retaliate. However, infinites are not at all easy to keep up; if someone manages to become proficient at one, it isn't somehow unfair or cheap if they are able to kill you with it. It simply means they are more skilled than you. =P

A few choice combos are given individually with each MS, as well as the attacks each attack can chain into for grounded attacks, as all airborne attacks can chain into (almost, there are a few exceptions) any ground attack after hitting a grounded opponent, and can be buffered or interrupted into any special or super that can be performed while airborne.

KNOCKING DOWN, LAUNCHING, AND JUGGLING*****

Certain attacks will knock your opponent down; while they are lying on the ground, they are vulnerable to any low attacks until they can get back on their feet. Though you take less damage from attacks when knocked down, you can do nothing to stop your opponent from attacking you. You can try to get up quicker by mashing buttons as fast as possible, but it gets harder to if your opponent keeps hitting you. Be ready to block (preferably block low) as soon as you are standing. Your opponent can also push you around by walking or dashing into you while you are down.

Also, some attacks will launch your opponent into the air when they hit. When hit with one of these, your opponent will be unable to do anything until they land (note that if they are hit while being launched by an attack other than a launcher, they will fall normally), so it's a perfect time to hit them with a special or super. It's also a good time to juggle them.

Juggling is simply done by hitting an airborne opponent multiple times, not allowing them to come down. This is difficult to do and takes practice; if you are too slow, your opponent will block, and if you try to juggle with an attack that would knock them down, they will be knocked down. =P

However, there is no limit on the amount of times you can juggle your opponent, it's just hard to do for any real length of time.

***** MS SPECIFIC ANALYSIS***** *****

Now, what I'm sure you've all been waiting for, MS specific analyses!

For each of them, I will start with a thorough run-down of every MS's attacks, many combos, strategies and tactics for each MS, which takes note of their strengths and weaknesses, and a few closing notes on the MS in question. If you don't know what "fireball" and "uppercut" mean, look in GWED 101. Remember these are suggestions and ideas which you will modify and customize to fit your own distinctive style and situation. Anyway, read on!

GUNDAM HEAVYARMS*****

WP: Fairly fast, but has poor range. You have to be looking up your opponent's nose to hit with this. As with all WPs, it is very weak. Its only purpose is to add more damage to your combos. Chains to WP, low WP, WW, and low WW.

low WP: Alone, this slow, weak, but launching punch is pretty worthless. It's best used only when chaining from WP. Chains to WW, SP, low SW, your fireball, and your super. It hits low, so it can be a useful sucker-punch if used sparingly.

airborne WP: Weak, and has no range to speak of. It is useless as an air-to-air attack. Use it to tick your opponent, as it will prevent them from throwing you as you land (it also leaves you in a good position to try to throw them).

WW: It does small damage, but is fast and has good range. Probably your best poke. Use it to annoy your opponent and stop them from jabbing at you with their fast attacks. Chains to low WW, fireball, and your super if you are slick.

low WW: Same as WW, but with less range. Mix it in with WW and SP to throw off your opponent. This is important because you can chain into a super or a fireball more easily than WW. Aside from that, this is only so-so. It chains to low SP also.

airborne WW: This is an odd attack. While it is the exact same thing as WW, it will always hit standing opponents, even if they are blocking, but can be blocked by crouching and airborne opponents. O_o This makes it a good attack to jump in with (but don't use it so much that your opponent begins to expect it). Not a bad air-to-air, either.

SW: Similar to its weak fireball, but only has about half the range, since Heavyarms is aiming a little low. Still, it has very good range (especially for a normal), and hits multiple times for good damage (if all three shots connect), making it one of Heavyarms's better attacks, but it will be countered if you use it often. It's great for hitting fallen opponents when if you want to keep your distance.

low SW: Pretty good range and it covers a wide area, making Heavyarms difficult to approach, especially from the air. It will also trade hits with pretty much everything. You can chain this to a super without much trouble if it hits. A great anti-air, but you'll have to be quick on the draw as it's a little slow. It launches too, but recovers too slowly to make anything of it.

airborne SW: It's pretty fast and does good damage, but it's difficult to hit grounded opponents with. An okay anti-air (especially if your opponent is above you), but airborne WW or SP is usually more effective.

SP: Heavyarms shows you just how heavy that arm is. =P It isn't that fast, but has high priority, does heavy damage (pun not intended), and has great range. Don't over-use it, but it will annoy your opponent if well-timed. It knocks down. Chains to SW, low SW, and to your super (all of which hit your opponent

while they are down). Remember that many matches can be won by simply using this at the right time.

low SP: It's fairly fast and does good damage, but its range leaves something to be desired, even for a sweep. Like every other low SP, it will knock your opponent down. Chains to SW and low SW, which hit your opponent while they're down. Also, after a weak throw, you can hit your opponent with this just as they are landing to knock them back into the air briefly before they do land.

airborne SP: Same as SP, but it's faster, and, thanks to Heavyarms's bad jumps, it's difficult to miss with. Use it to put pressure on grounded opponents. A decent air-to-air, too.

fireball: Like SW, Heavyarms fires its big gun, but for this, it fires three shots straight forward. The strong version fires six shots. Good damage if not blocked. It starts a little slow, and the recovery time after the attack is not good, but the shots are fast, making this a great way to counter vulcans if you're fast enough. Even so, don't use it too often, because it will be blocked or dodged, and if your opponent is ready for it, they can destroy the shots and hurt you badly with a super. Still, it's very important, and makes a pressure-tactic against long range opponents. A big problem with this special is that, like vulcans, opponents can block-dash through them without being stopped; if they get close enough after a block-dash, they can easily hurt you while you are recovering. The strong version does the most blocked damage of any attack (supers not included, of course); that'll teach those turtling opponents!

backwards fireball: This special is the same as a throw; it cannot be blocked, but it can be escaped from. The strong version does more damage and has a longer range. Damage is pitiful, though, especially for the weak version (a normal throw hurts more than this). Don't get carried away with it. It's difficult to execute fast enough to stop surprise attacks, and opponents can always escape it (if they're fast enough. They have to be very fast to escape this). If you want to keep your opponent from getting close, attack with this as soon as they are within range. It's very effective if used right.

uppercut: Heavyarms launches a semi-homing missile at its opponent that starts slow but picks up speed. The strong version launches two, one after the other. Each missile does very good damage, and if both hit, your opponent will be hurting very badly. It is slow to fire, and a little slow to end, so it will be countered if you overuse it. It makes a good anti-air, and is good for trading hits if your opponent is trying to fire some projectile at you while airborne. Can also be used to prevent your opponent from trying to jump in. It can be done while airborne, unlike the rest of Heavyarms's fireball and backwards fireball.

super: For a super, it could be better. It doesn't reach across the entire screen, making it weak at a distance. Don't try to counter-super with this at long-distance. Damage is very good, but only if your opponent is close; otherwise it is horrible. However, it is one of the best counter-supers at close range. Use it to punish opponents when necessary. It is also possible to combo into it from most of your basic attacks, making it easier to hit with. I've had it hit up to 11 times (it depends on how close you are), but will usually hit for 6 or 7. Damage is not good if blocked. If your opponent is out of range, they can easily execute their super to do lots of damage to you (except for Deathscythe, Mercurius, and of course, Heavyarms). Like most supers, it cannot be normally be executed while airborne.

Get Down: WW, low WW, low SP

The usual knock-down combo. Follow it up with the Low Bash combo for maximum

damage. Nothing too special.

Ticked: WP, WP, backwards fireball

This quick combo relies on surprise more than anything else, so don't try to abuse it, especially when playing against the AI. However, against most opponents, it's still very effective. Remember, like all throws, the reverse fireball will not grab your opponent if they are in hit or block stun. Only use the strong backwards fireball if you are confident you won't miss.

Smackdown: WP, WP, low WP, SP

It works like a charm, except it can be difficult to hit with WP. Follow it up with the Low Bash when they're down.

Low Bash: low WW, low SP, SW

This is primarily for fallen opponents. If you pull this off every time they're down, they will begin to feel it before too long.

Spacedust: WP, WP, WP, WW, SP, super

An easy, damaging, fast combo. Nothin' more, nothin' less.

Sniper: weak vulcan, strong vulcan, fireball

If you manage to hit with a weak round of vulcans, you can chain it for surprisingly good damage, especially if the fireball is strong.

Sniper Extra: weak vulcan, strong vulcan, super

Same as Sniper, but you have to be closer than farther to get many hits from the super.

Burning: WP, low WP, super

Probably the easiest way to chain to your super; it can be a little difficult to connect with WP, though.

Scorching: WP, low WP, low SW, super

A more damaging alternative to Burning. Lots of damage.

Oblivion: WP, low WP, WW, low SW, super

Better than both Burning and Scorching, but you have to be very close to your opponent.

Psycho Crush: strong throw, low SP, low SP

After a successful strong throw, if you are fast enough, you can hit them with low SP TWICE as they bounce before they land from the throw. While they're down hurt them as much as possible with the Low Bash combo (now we're talking loads of damage!).

Feel It: WP, low WP, WW, fireball or super

Your super will be blocked if you don't time it right. On the other hand, if your opponent has very low health, just use the the super, because even if they block, the damage they take will still kill them.

Big Bang: WW, low WW, fireball or super

An easy excuse to nail them with your super. Practice with the timing a little, and you'll make them pay every time you hit them with low WW. ^_^ If

Devastator: strong uppercut, weak vulcan, strong vulcan, fireball, super

While the timing and positioning are very difficult, the damage of the accumulated 32 hits is incredible, enough, if well done, to kill opponents in one use (!). Quite powerful if you can pull it off. Contributed (*giggles*) by Kumari.

Stiletto Airborne: (while airborne) airborne SW, (jump) airborne SW (repeat)
First, connect (without it being blocked) with airborne SW while you and your opponent are both airborne. Your opponent will be pushed up, and you will land before they do. Now, hold up and forward to jumps towards your opponent, and hit them with this again as they are falling. As before, you will land before them. Repeat it! You can easily shave off at least half their total health with this. But it's difficult to time for more than ten or so hits (because your opponent will be close to the ground by now, and you'll have to time it perfectly to keep them airborne, as well as prevent them from being able to block it), though. This makes it difficult to use for practical purposes. ^_-

Heavyarms is pretty clunky. It has the worst jump (he can't even jump over crouching opponents without boosting) of all the MS. Most of its attacks are slow to start and slow to end. At first glance, it may appear to be one of the worst MS. However, he has some very important tactical advantages.

First off, Heavyarms is the undisputed master when it comes to vulcans. It can fire more vulcans per round than every other MS (at 6 vulcans per weak round and 9 per strong, the extra damage, especially if some of your vulcans are negated by your opponent's vulcan fire really isn't anything to hoot about, though); this is easily enough to put the skids under anyone who abuses their vulcans, but if you add the fact that Heavyarms can also counter vulcans very effectively with its fireball, as well as add even more damage to a successful round of vulcans by chaining to this. Don't even try vulcans against an experienced Heavyarms player.

Second, Heavyarms has many ways to counter-attack. Its super is excellent for this purpose. As soon as your opponent opens themselves up (especially with a slower attack, such as most SPs, for example), make them pay dearly. Does your opponent get trigger-happy with their specials? Heavyarms's fireball, uppercut, and super can put an end to that quickly. Opponents who try to stay away from you will have to face down salvos of fireballs and uppercuts. Don't overuse either, but make sure to annoy your opponent with them.

Third, Heavyarms is difficult to approach if it doesn't want you in close. It can prevent you from jumping in every time with a well timed uppercut or low SW (and if you get hit by this, you can expect a super from most skilled opponents). And if you manage to get by those, Heavyarm's backwards fireball or SP will keep you at bay. You'll have to proceed with caution when trying to come get close.

Fourth, Heavyarms is not as horrible as some seem to think it is when it comes to a melee. SP, if timed well, is very dangerous. Mix its difficult to block airborne WW with its hard-hitting airborne SP for an effective airborne offensive. Use WW and to a lesser extent, WP as pivots for your combos, which you should be generous with, since Heavyarms's combos are easy to perform and do lots of damage.

Finally, Heavyarms can dish out tons and tons of damage. A big part of this comes from the nasty amount of block-damage he can inflict with his specials (especially that fireball!) and super (don't forget those SW attacks either). If your opponent is a bonehead, you can crush the opposition simply by stopping their every effort to get close with low SW (if you are a little more advanced, the backwards fireball and a well-timed uppercut works well also), then barraging them with fireballs when their far away.

On the other hand, Heavyarms's does have some nasty disadvantages. Its aforementioned bad jumps inhibit its mobility (though Heavyarms can use this to its advantage), as do its slowish attacks. That being so, most of the faster MS, especially those with a lot of range to their attacks (i. e. Deathscythe, Shenlong, Mercurius) will be able to easily out-poke Heavyarms, especially from mid-range, where Heavyarms is notoriously weak. Heavyarms is also helpless against pretty much every long-range super. Because its super has such short range when compared to pretty much everybody else's (except Deathscythe's and Mercurius's supers), and because it's a little slow on the

draw, Heavyarms will simply have to take the damage from a blocked super instead of trying to counter-super (even at close range this can result in disaster). This is can be a big problem when facing opponents such as Sandrock and Epyon, who regain their power quickly after executing a super. And while Heavyarms has some of the best projectile specials, if you use them too often, especially against opponents such as Sandrock, Vayeate, and Deathscythe, whose projectiles have higher priority, you will be countered. Heavyarms can't throw while airborne, either. Poor guy. =P

And don't stake too much on Heavyarms's infinite. It's very difficult to keep up for any length of time, but you can usually get good damage from it. Be sure to give it a shot if you get the chance.

In retrospect, don't stake ANYTHING on Heayarms's infinite. =)

Overall, Heavyarms is definitely one of the better MS, but it has a few flaws that prevent it from being all that it could be. While it puts a lot of power at your fingertips, it isn't all that versatile, and can quickly be taken down by superior tactics. Good for beginners and experts alike, but beginners may find his lack of mobility irritating.

With Heavyarms, an all-out onslaught is the best strategy, as long as you are careful. The closer you are, the more effective your attack will be; to advance, I like to use Heavyarms's uppercut before block-dashing forward to distract them momentarily as I approach. Boosting and air dashing towards your opponent also works. When you get close, jab them with WW or low WW while looking for an excuse to use SP. If they try to retreat, follow them. Make the best of Heavyarms's low jumps by attacking with airborne SP. Do this when you need to gain ground quickly. When at a distance, annoy your opponent by occasionally firing a weak fireball at them, especially if they try to vulcan (if you're fast enough to catch it). Whenever you connect, give the likeliest combo your best shot.

Lately, as I've been practicing up with Heavyarms, I've found a far, far more effective strat. Offensively, Heavyarms's SP normals (especially airborne SP), strong throws, fireballs, uppercuts, and supers will be pretty much all you'll use. Everything else is crap. Honestly, I rarely use Heavyarms's other moves outside of the occasional combo, and you shouldn't either. My basic plan of attack is airborne SP and lots of throws and fancy dodging (plenty of block-dashing back and even more boosting and air dashing around), with low SP and to a much lesser extent SP thrown into the mix where necessary. If you corner them, keep pounding on them, and it will be tough for them to get away. Use the fireball to counter their fireballs and the uppercut to bug them, especially if they're camping somewhere. The super is there to save your hide. The minute they mess up, counter with a super. Use a combo and possibly a WW normal where applicable. Oh, don't forget about your backwards fireball. It's easy to forget about and honestly isn't as good as your strong throw because you can't hit them with low SP a bunch of times as they land, but it's tougher to escape from and often surprising, so you might wanna use it now and then. If they attack you, use the general keep-away tactics (look below) and get back on the offensive. If you land a decent combo, you pretty much win the match unless you mess up. =P

However, if you want to keep them away, if they try to jump in, stop them with low SW (if it actually hits, combo to a super), then follow it up with an uppercut before block-dashing back. Occasionally jump back and try with a weak fireball just to mix things up a bit. A well-placed backwards fireball is often enough to deter aggressive opponents, and it's usually worth the power for a strong one. Hit with as much of the Low Bash combo with as much consistency as possible, or at least hit with low SP followed by SW.

Heavyarms is a very solid MS, my biggest problem with it is that it's way too slow for my liking.

The Good:

*Fires more vulcans per round than all other MS.

*Good damage.

- *Some pretty handy projectiles.
- *Normals have nice reach for the most part.
- *Best thrower in the game.

The Bad:

- *Bad mobility.
- *Out of all the MS, Heavyarms gets the least height on its jumps and boosts.
- *Most attacks are slower than faster.
- *Not too hot when it comes to a melee.
- *Can't throw while airborne.

The Verdict:

Heavyarms is a very powerful MS; if you can overcome its disadvantages, it undoubtedly one of the best. Otherwise, you'll end up being the punching bag instead of the one doing the punching. ^_^;;

WING GUNDAM*****

WP: Very fast, poor range. Of course, damage is minimal. Will chain to anything, except for your supers and your fireball. Wing's low WP is (obviously) better, though.

low WP: As fast as WP, good range (especially for a WP) pretty low damage, and it hits low. Like WP, it will chain to anything, and is, overall, a better attack. It can chain to your fireball, unlike WP.

airborne WP: Very similar to Heavyarms's airborne WP; it's weak, and has no range. Not good at all. Avoid using this.

WW: Fast, decent range, low damage. It won't hit crouching opponents, though. An okay poke, but not very good. It chains to anything except WP and low WP can, except it can't chain to itself (of course) or either WP. Not very good outside of combos.

low WW: Same as WW, except it hits low. Like WW, it chains to anything except itself, WW, WP, and low WP. A better poke than WW.

airborne WW: Worthless. Forget about it.

SW: One of your best pokes, second only to low SW. Good damage and speed, too. A good dash-in attack. Chains to low SW, your fireball (only if you're close), your backwards fireball, your uppercut, and your super (difficult at best).

low SW: This move owns. Good damage, remarkable speed, and the reach is invaluable. It chains to all of your special attacks and your super (it's a little easier to chain to your super after hitting with this than after SW). Your best dash-in, as it will beat out any counter-attack your opponent can come up with most the time because of its range, and if not, you can abort it with a boost. Use it often. Chains to your backwards fireball nicely, as long as you are close. Hits crouching opponents and will work as an anti-air.

airborne SW: Same as SW. Your best airborne attack. If you hit a grounded opponent with this, follow it up with a No Mercy combo for good damage. When dropping in with this, especially from a boost, use it just before you land to avoid any chances of an anti-air. Cannot be blocked low.

SP: A good launcher, although the range is poor. It will make a decent anti-air because of its high priority. It will chain to low SP, any special, and your super (though it won't be able to cause that much damage). If you miss with this or if it's blocked, boost or block-dash back, as recovery isn't too

good.

secondary SP: Performed by holding forward as you SP. This is a great jab. It's pretty fast, does lots of damage, and has good range. Chains exactly like SP, but with one major difference . . . you'll get the most damage possible out of your super if you chain to it. Very, very painful . . . The only problem is it comes out a little slowly, so be careful with it.

low SP: A great sweep; good range and speed. As with all SP normals, it does very good damage. As always, it knocks down.

airborne SP: This is low SP airborne. The standard air-to-air. It takes a little timing to hit grounded opponents with, unfortunately.

fireball: Not good at all. Wing fires its buster rifle; once in the weak version, and thrice in the strong version. However, it starts slow, making it impossible to chain to at a distance, and its slow recovery makes it risky at best (you can abort it with a block dash, though). On top of that, the shots don't do that much damage (the damage is good if all three hit) and each move slowly. It can be done while airborne, but its chances of hitting are even worse. The weak version is pretty worthless; it's so easy to dodge, it isn't funny. The strong version is just as easy to dodge and a waste of power besides. It's too slow to counter vulcans effectively, but it can be chained to your super for good damage.

backwards fireball: I like this move. I really do. Wing leaps forward while jabbing with his shield, beam saber ready. After crashing into his opponent, if not blocked, he bashes them with the shield (strong version only) then slashes them as they fall. It will knock your opponent down, does good damage, starts and recovers fast, covers lots of distance, and chains easily. Much better than your fireball. Outside of combos, use the weak version as a poke now and then, but don't abuse it or you'll be countered. One of the better attacks. Its speed makes it difficult to counter, so you are usually safe, though it recovers a little slow.

uppercut: Wing boosts up, shield extended. When he reaches the apex of his boost, hitting or not, he slashes before dropping. It starts just a little slow, and you can't block until you touch the ground, though, so it will hurt you more than help you if you use it too often. However, because it chains so easily (especially while airborne), and because the shield causes several hits on the way up (the strong version goes higher and thus hits more), this is a good attack, though it's not too great of an anti-air, it can serve that purpose if you are careful. The final slash alone makes this better than Wing Zero's uppercut. Because it can be done while airborne, chain into it after hitting an airborne opponent with one of your airborne normals.

super: Wing fires three big beams from its buster rifle. It hits 8 to 13 times if used at close range, otherwise it only hits around 6 times for okay damage. At close range, it does more damage than Wing Zero's super (otherwise, damage is low if used from a distance). Can be executed (normally) while airborne, so be sure to end your airborne chains with this if you have the power. It's easy to combo, too. A great super and counter-super, though it doesn't hit fallen opponents. Potentially devastating. If you are on the receiving end of this, do not try to counter-super until Wing's third and final blast is hitting you; if you counter-super earlier, Wing's subsequent blast will (unless you time your counter-super incredibly well) hit you and bring your counter-attack to an abrupt halt.

secondary super: Wing jumps offscreen, transforms to his mobile armor mode (also known as his bird mode), then flies back and forth across the screen

three times before re-transforming and dropping down to his original position. You are invulnerable to everything until this attack is over. However, it is impossible to chain (it comes out way too slow, obviously), and, even though you have limited control over Wing's height as he flies across the screen, your opponent can avoid you easily by jumping, then hit you after the attack is over. It does nasty damage unless blocked, and trust me, it will be blocked, if not dodged entirely. Utterly worthless, except for the fact that it will counter Epyon's and Sandrock's supers perfectly every time.

Basher: WP, WP, SP, strong uppercut
Usual beat 'em-up combo. Not much to say here.

Crasher: WP, WP, SP, strong backwards fireball
Same as Basher, but it gets a little more damage.

Smasher: low WP, low WP, low WP, low WP, WW, low WW, SW, low SW
You can't chain into a special or super because your opponent will be able to block it (or worse) easily.

Breaker: (opponent airborne) WP, WP, WW, low SW, low SW, backwards fireball
If you can catch an airborne opponent, use this for very nice damage instead of a an uppercut or something similar.

Bakunetsu-Ha: secondary SP, super
Note that it does more damage than Bakunetsu-Ho because your opponent is closer, causing your super to rack up more hits. It does almost half your opponent's health. Deadly effective.

Bakunetsu-Ho: SW, low SW, super
Fast, easy, and fairly risk-free. It can be a little difficult to time properly, though.

Thunderbird: WP, WP, WW, low SW, strong backwards fireball
Easy to do, easy to hit with, and damage is good. Contributed by W012345.

Low Blows: low WP, low WP, low WP, low WP, low WW, low SP
Easy to hit with, easy to do, and it hurts. It works wonders, especially if your opponent isn't expecting anything. Everytime you knock your opponent down, hit them with this for good damage. However, if your opponent doesn't like lying down, or if you're at a distance, you may want to modify the combo to low WP, low WP, low WP, low WW, low SP, or low WP, low WP, low WP, low SP, or even to low WP, low WW, low SP.

Newfound Wrath: WW, low WW, secondary SP, backwards fireball
Very nice damage, but you have to be close and fast.

No Mercy: SW, low SW, backwards fireball
My most-used combo. Good damage and it's easy to do, too.

Thundercat: WW, low WW, SW, low SW, super
Great damage, but you have to be quick when chaining to your super.

Thunderhawk: (corner opponent) WW, low WW, SW, low SW, strong fireball, super
Wing's most damaging combo. Your opponent will be hurt after this, to say the least. =P

Barrager: weak vulcan, strong vulcan, super
Since the beams from your super come out so quickly, the distance really isn't as much of an issue as it is with the Barrager Extra.

Barrager Extra: weak vulcans, strong vulcans, strong fireball, super
Very nice damage, especially if the fireball is strong, but is less effective
if the distance between you and your opponent is too big.

Onslaught: SP, block-dash forward, SP (repeat)

Wing's infinite! It's performed by hitting them with SP, block-dashing
underneath them, then hitting them again from behind just before they hit the
ground, and repeat. It's actually not all that tough to do, but it takes quick
reflexes a little luck.

Onslaught Extra: WP, WP, SP, (block-dash forward) WP, SP, (block-dash forward)
WP, SP, (block-dash forward) SP, (block-dash forward) SP, (block-dash
forward) SP, (block-dash forward) SP, (block-dash forward) SP, strong
backwards fireball

Wing's ultimate "rush-under" combo. Very, very nice damage, more than half
their total health. Contributed by Kumari.

Wing is surprisingly powerful. It's versatile, very flexible, strong,
pretty fast, has good reach, and combos very effeciently. At first glance,
Wing might not look special, but it is one of the most dangerous MS around.

Wing is suited to aggression. Move fast and hit hard are the keys here.
SW and low SW, and to a lesser extent secondary SP and low WP, are your best
pokes (everything won't see much use), but you'll more often than not find
yourself relying on SW and low SW. SW is the poke of choice when you are
within range, as it can be chained easily to low SW, then to your backwards
fireball or super, but when you really need to give your opponent a beating,
low SW is the move you're looking for. Poke with it from a distance or use it
when they try to attack to hit them or trade hits (most of the time). SW and
low SW are also good moves to use when you need to keep your opponent away.
Low WP is a good dash-in and change-up at close range, and can be easily
chained to kick-off a combo. Secondary SP is an okay stand-alone poke, but you
will have to use it a little early because it comes out kinda slowly. Use low
SP to stop opponents from block-dashing in. In the air, your only outstanding
attack is airborne SW. Everything else is not all that good.

When ground-pounding, try to throw your opponent when close if you want
to play it safe, but poking with low WP and SW will get you better results if
you connect. To prevent your opponent from pulling anything while airborne,
block-dash forward whenever they boost or jump back. If they jump in, stop
them with SP (chain into your uppercut if you hit) if they are dropping in on
you, but if they are in front of you, use low SW (chain into your backwards
fireball). It is usually smarter to save your power for strong backwards
fireballs and uppercuts instead of your super, which should be reserved for
countering and the occaisional big combo. Sometimes throw a weak fireball at
them from a distance, especially if you want to get close; fire it, then
block-dash forward. Dash-in with SW if you have your opponent cornered,
otherwise low SW is usually safer. To play the high-low game, boost, airborne
SW, then low WP, and repeat; more often than not, they will get caught by the
low WP. Sometimes mix it in with a weak backwards fireball. If your attack is
blocked, boost to avoid being countered and still stay close (if your attack
misses, on the other hand, block-dash back). When boosting, especially when
your opponent is cornered, drop in with airborne SW, then either try to trip
them up with low WP or low SP, or use SW then boost again if you are blocked.
Alternating between airborne SW while boosting, SW, and low WP is often enough
to encourage your opponent to make a mistake- if you connect with SW or
airborne SW either chain into your super or try a No Mercy combo; if you
connect with low WP, a shortened Low Blows will always work. Wing doesn't have
to rely on specials or supers for damage as long as you use its SW, low SW,
and low SP at the right times. When you jumping in, it is sometimes effective
to tick them with airborne WP, then try with low WP if you need to try
something else, but airborne SW is always a better choice. Bash your opponent

with Bakunetsu-Ha if it connects. If you mess up on a combo and they block, use low SW to push your opponent back (so they won't be able to counter), then boost; block-dashing also works well. Remember you can always do this to keep your opponent away from you, but it's usually better for you to have them closer than farther. Your super also should be exploited. It's a great counter-attack if your opponent uses any kind of projectile; also be ready to use it if they leave themselves open with an improperly timed attack. Your secondary super is a waste of power unless you use it as a counter-super against Sandrock's and Epyon's supers. Note that your super gets more hits (and thus, more damage dealt and more power regained) at close range than at a distance.

If you are against Wing, you won't have many advantages, but there are a few things you can do. First of all, don't get caught in Wing's offensive. Try to keep away from it, and counter-attack when it gets close. Watch out for low SW especially, and be ready to block low to avoid getting dropped by low SP or low WP. Use its low defense to your advantage by using strong specials and supers in combos, and even alone if Wing is low on power. If Wing gets to close, either tap it with a WP then run or try to throw. You can count on Wing to be aggressive, so be ready for it.

With Wing, I do my best to keep up an overwhelming attack while always being ready to retreat if necessary. If my opponent is primarily offensive, I poke them with low SW and low SP and try to keep close, and look for an opening to pull a combo, usually a quick one like Low Blows or No Mercy, but if I'm close enough, I like to try Thunderbird and Thundercat. To avoid counter-attacks, I boost obsessively whenever blocked, and sometimes block-dash back. Against a defensive opponent, I play more carefully and tone down my attack, but attempt to keep the pressure on with faster pokes like low WP, and an occasional tick or weak fireball. The backwards fireball for punishing, I use for punishing and combos, while the uppercut I use for air combos and as an air counter. If I'm having a good day, I just might use Wing's Onslaught or Onslaught Extra for either very good damage or nothing to get excited about. I have to say Wing is very good. Though it may not seem too great for beginners, and though you won't like it if you're a strictly defensive player, with some practice and experience, Wing will show you what it can do, and it's most impressive.

The Good:

- *Fast.
- *Combos well.
- *Very nice reach.
- *Hits hard.
- *Versatile.

The Bad:

- *Combos are not easy to pull off.
- *Defense is a little low at best.

The Verdict:

It may not be the best, but it's definitely one of the best. Its versatility, strength, mobility, and combo-ability outweigh its bad defense and tough combos by far. A great MS that no one should overlook.

GUNDAM DEATHSCYTHE*****
WP: Fast and weak. Range is okay. Doesn't hit crouching opponents. Will chain to anything.

low WP: Same as WP, but hits crouching opponents, though it doesn't hit low. Like WP, will chain to anything.

airborne WP: Same as WP. An okay air-to-air, but everything else is better.

It's too much work to hit grounded opponent's with. Don't bother.

WW: A fast launcher with average range. A good poke, better than WP and low WP. Chains to SW, low SW, SP, your super, and any of your specials.

low WW: Very good range, though it could do with better speed. It hits low, and is a great poke because of its range, but you must be careful how you use it. Chains to SW, low SW, SP, low SP, your uppercut, and your super. It also ends a little slow, so be careful.

airborne WW: Same as WW. Again, it's a little too easy to miss grounded opponents with, but is a decent air-to-air. Better than airborne WP.

SW: Good range, and because of it covers such a large area, it can hit twice for good damage. Like low WW, it could have been faster, and it comes out a bit slow. If you poke with this, be careful, as you are wide open. Hits fallen opponents. Chains to low SW, both your specials, and your super. Doesn't chain as easily as low SW, though. Can be used as an anti-air. Pushes your opponent back quite a bit. Damage isn't too good unless it hits twice.

low SW: The same as SW in all respects, except it comes out slightly faster and launches. A better anti-air than SW, as well as a better poke, though you still have to exercise caution when you poke with it. Launches, but still only chains to both your specials and super, though chaining from this is often easier than chaining from SW; this is especially true of your super and uppercut, though it's a little harder to hit with your fireball. A little better than SW in general. A good dash-in attack. Again, damage isn't good unless it hits twice.

airborne SW: Same as SW. Excellent air-to-air, and a great jump-in attack, as long as you're careful. It can hit twice, and cannot be blocked low.

SP: It comes out fast, has good range, knocks down, hits hard (though not as hard as most of the other MS's SP normals), but is a little slow when it comes to recovery. A good dash-in attack, nonetheless. Also pretty good poke because of its very high priority.

low SP: Fast, okay range, and knocks down, of course. Another good dash-in and a good poke.

airborne SP: Same as low SP, except it doesn't knock down. An okay jump-in, and though it's not that great comparatively, it is quite useful. Cannot be blocked low.

fireball: Deathscythe throws its buster shield forward. The buster shield moves fast, and hits three times, but damage is laughable. The buster shield cannot be negated by any other projectile. It comes out fast and recovery time is good, making it a great anti-vulcan as well as a good poke from a distance. The strong version teleports Deathscythe right in front of its opponent of the buster shield hits; thus, by repeatedly chaining to the strong version of this attack, it is possible to perform an endless combo. Needless to say, the strong version allows you to chain to anything. :)

uppercut: Deathscythe flies into the air, spinning his scythe in a circular motion repeatedly for 3 (weak version) or 5 (strong version) hits. A powerful counter-attack against opponents who abuse their airborne attacks, though it will get you killed if used against jumping opponents (because you fall faster after blocking attacks, your opponent will block and land before you, allowing them to hit you easily, as you cannot block as you return to the ground). It comes out pretty quickly, making it a great counter-attack. Use this carefully

and it will serve you well. Can be done in air, so try to chain to it if you connect with an airborne normal. Will knock your opponent down for the last hit. An excellent punishing attack. Damage is okay for the weak version, good for the strong version.

super: Same as your uppercut, but hits 9 times, has more reach (though, for a super, it has the worst range), and does loads of damage. No good as a counter-super, but it makes up for this with its damage and easy combo-ability. Can be executed normally while airborne. Watch out for this if you are against Deathscythe.

Slice and Dice: low WW, SW, low SW
Attack fallen opponents with this. Damage isn't all that great.

Sweeper: low WP, low WP, low WW, low SP
An easy way to knock your opponent down. 'Nuff said.

Poltergeist: WP, WP, WP, WW, SW, low SW, uppercut or super
Lots of damage.

Phantom: weak vulcan, strong vulcan, fireball
If the fireball is strong, you can begin The End. :)

Reaper: SW, low SW, super or uppercut
A fast, easy combo for general purposes. Follow it up with Low Slice.

Shadow: WP, WP, WW, low SW, super or uppercut
More damage than Reaper. Again, follow it up with Low Slice.

Phantasm: SW, low SW, strong fireball, low SW, super or uppercut
It's surprisingly easy to do, and is very practical.

Fiend: WP, WP, WW, SW, strong fireball, WP, WP, SW, low SW, super or uppercut
Nasty damage, but you have to have a lot of power to begin with. Follow it up with Reaper for good damage.

The End: low WW, SW, strong fireball (repeat)
Probably the best variation of Deathscythe's infinite. This combo is appropriately named. It's easy to chain into (almost any of Deathscythe's normals can be used to begin it), and not too tough to repeat as many times as necessary. Though you will be losing 10 power per cycle, you only need to repeat this around 6 or 7 times to kill your opponent.

Deathscythe is certainly good, but, if you ask me, isn't as great as some people make it out to be. While Deathscythe has a unique dash (when dashing, Deathscythe disappears, becoming invisible and almost intangible. Its shadow remains visible, so opponents can still tell where it is, and though no attacks can touch him, he can be thrown. However, attacking will cause Deathscythe to become visible and tangible again. Note that while these effects end with the dash, if you have good reflexes, you can dash again so smoothly that the lapse is unnoticeable), while its attacks have range, and while its super is easy to chain into and does lots of damage, aside from its strong fireball, doesn't chain very well, the damage from its specials isn't all that great, the specials themselves aren't all that great, and most of its attacks come out slow; all this makes it obvious that Deathscythe's options are somewhat limited. Sure you can keep your opponents from trying any jump-in attacks with your uppercut, but if the uppercut is blocked, your opponent will land before you and bash you. Sure you have one of the better projectiles, but it's still pathetically easy to dodge if used alone. Sure you have some good pokes with Deathscythe, but you will often find yourself outpoked by your opponent's

faster and longer-ranged pokes. Even after connecting, if you don't retreat, you are vulnerable to any counter-attack.

In any case, though it has some good points, Deathscythe, while fairly versatile, isn't very flexible, and when all is said and done, would be a rather weak MS without much potential, and indeed, it is, but it has one saving grace that makes it impossible to overlook: namely, its ability to chain into an infinite with almost every hit . . . to take full advantage of this, whenever you connect with any attack other than SP or low SP, always chain into your strong fireball, and it's the beginning of The End for your opponent. If you want to end the combo pre-maturely, perform Phantom or Fiend for maximum damage. If you want to be really good with Deathscythe, I mean really, really good, learn Deathscythe's infinite very well. Practice it until you can perform it easlessly and efficiently, for any length of time necessary to defeat your opponent. Learn it until all you have to do is manage to nail them with your strong fireball to guarantee their defeat. Is this easy to do? No. Can I do this? No. Do I know of anyone who has? No. While I may be able to perform The End for a few hits now and then (though I managed to get 36 unbroken hits out of it once; usually I only get six or so), I have not, and probably will not, master it.

Some advice: don't try to do the same old thing over and over. It may be work the first few times you do it, but you will be outpoked, out-prioritized, out-damaged, and pretty beat-up if you push your luck too far (assuming your opponent isn't horrible). Deathscythe doesn't have a variety of attacks, though, so you'll have to be creative. Try mixing in SP and low WW to the usual SW/fireball offensive. If you aren't getting enough damage, use a weak fireball now and then to pick up some easy block-damage (that is, if your opponent doesn't feel like dodging it for some reason). SW and low SW are good for this, too.

Oh, and be VERY careful with your uppercut and super. If you really want to master Deathscythe, you MUST first master these attacks. I'll give you a hint: never use either of these if they will be blocked. If you do, you are either mentally impaired or like to lose. Since most individuals are neither, I expect you will be careful employing these specials against skilled opponents.

My strategy with Deathscythe is fairly solid. I try to combo into a super whenever possible. I poke at my opponent with SW and low SW, trying to chain it into a super, or a strong fireball for the Phantasm combo. I'm not to good at the infinite, so if I happen to bumble my way into it, I almost always abort it into a Shadow combo, or maybe Fiend if I feel adventurous. I try to play smart rather than play aggressively with Deathscythe; so I am very wary about using my uppercut and super as counter-attacks or as random pokes (both are suicidal if used without caution). I have no problems with occasionally hurling a weak fireball at my opponent from a distance, though. I tend to be more cautious than usual (I normally favor aggressive strategies) with Deathscythe, though a more energetic strategy fits him better.

The Good:

- *Untouchable dash, good for dash-in attacks or retreating.
- *Can easily perform one of the few endless combos.
- *Good counter-attacks for punishing or countering.
- *Super does lots of damage and chains easily.
- *Very nice range.

The Bad:

- *Doesn't combo very well aside from the strong fireball.
- *Inflexible; it doesn't have many options, making it very straight-forward.
- *Special attacks don't do much damage.
- *Most attacks leave you very vulnerable.

The Verdict:

Deathscythe will either make you wet your pants in fear or laugh as you anticipate all the evil, horrible things you are about to do to the poor sap. With practice, you can master Deathscythe, but it takes nerves of steel. Deathscythe is the MS of choice for some, but in my opinion, there are better choices.

GUNDAM SANDROCK*****

WP: The usual. Range is okay, though not that great. Chains to anything except low SW, SP, low SP, your fireball, and your super.

low WP: Same as WP, doesn't hit low. Chains the same as WP; use this to begin your low-hitting combos.

airborne WP: A decent airborne attack, but it's not all that useful as it's too difficult to chain from. Useless.

WW: It's fast, has good range, launches, makes a great anti-air, and chains easily; all this makes it one of your best normals. Chains to low WW (which is odd, since you can't hit with this if you chain to it because your opponent is airborne), SW, low SW, SP, low SP, and all your specials.

low WW: Okay, but it has nothing over low WP except a little more damage, and low WP is faster than this and chains better anyway. Chains to SW, low SW, SP, low SP, and all your specials. Unlike low WP though, it hits fallen opponents.

airborne WW: Same as WW. Your best air-to-air, but is difficult to hit grounded opponents with. Similar to Heavyarms's airborne SW, but not as much damage and no, you cannot do an infinite with this. However, if you manage to hit a standing opponent, you can set your opponent up for a fireball if you IMMEDIATELY jump AND perform this attack to hit them again, lifting them into the air; now quickly hit them with your fireball or airborne SW.

SW: This move has speed, range, and damage. Very nice, one of your best pokes. Chains to low SW and all your specials. Recovery is not pretty, but you can abort it by block-dashing or boosting.

low SW: Speed is decent, range is bad, but damage is good, hits twice, and will knock your opponent down if it does. It hits fallen opponents. Do not try to poke with this, as the recovery, like SW, is bad, though if you can abort it by block-dashing or boosting.

airborne SW: Same as low SW, but always will knock your opponent down and doesn't hit fallen opponents, of course. Your best jump-in attack. Cannot be blocked low dawg!

SP: Lots of damage, range is okay, but everything else is just horrible. Because it knocks down, you can't chain it to anything else. Worthless, don't even bother chaining to this .

low SP: Same as SP. It's still worthless, low SW is better.

airborne SP: Same as SP, but it comes out faster. Still, airborne WW and SW are much better.

fireball: Sandrock hurls a blade-like projectile from its heat shotels. o_0 It comes out slowly, but it will destroy any other projectile save Deathscythe's and Vayeate's, and will not be affected by anything . . . well, the weak version disintegrates after hitting an opponent, but the strong

version keeps going and hits several times, doing more damage. The projectile moves pretty slowly, though, so it isn't a good ant-vulcan, but it can be done while airborne, making it a good counter for Epyon's (or another Sandrock's) super. An okay poke, but be sure not to use it at close range outside of chains. Damage isn't too great either way. Because it's comes out so slowly you will have to use it early if you wish to use it as a counter-attack, especially if you use it to counter-supers. Recovery is bad. However, as W01234 has said, do not underestimate this special. It does have its uses, albeit few, though. X_X

backwards fireball: Sandrock rushes forward, slashing with its heat shotels. In the weak version, Sandrock slashes three times, the third slash knocking its opponent down; the strong version is the same except Sandrock hits its opponent one more time before they fall. Damage is decent. Not that good by itself, because even though it comes out and recovers quickly, you are very vulnerable to counter-attacks as the attack is being executed, but it is very nice when chained into.

uppercut: Sandrock lunges; if it connects, it will grab its opponent and either headbutts its opponent twice before knocking them to the ground (weak version) for decent damage, or perform powerbomb, knocking its opponent down and doing roughly A THIRD (more than some supers) of their health. Needless to say, chain into the strong version at every opportunity. It is the most damaging special in the game, next only to maybe Heavyarm's strong uppercut.

super: One of the worst. Sandrock fires a storm of shots from its submachine gun, and several shots come from offscreen behind Sandrock; 22 shots in all, but because some of the shots come in at a bad angle (causing them to hit the ground), not all of them will hit. At a distance, your opponent can easily boost or just crouch and block (causing the higher shots to go over their heads), taking much less damage, it comes out slowly, making it almost impossible to chain to, and easy for opponents to counter or block. It also leaves you helpless against a counter-super. Sometimes useful against the AI, but worthless and potentially suicidal against experienced players. However, on the other hand, Sandrock's (and Epyon's) super does the most blocked damage in the game. Thus, at least you will always get fair damage from this, unless your opponent dodges most of the attack by boosting or if they counter-attack. Also, because of the multitude of shots, blocked or not, you will regain most of your power (unless it's dodged or countered, naturally). The downside is your opponent will gain twice as much power (if they're willing to take quite a bit of blocked damage, of course) if they opt to block it. If you use this against fallen opponents, they will be hit by a few of the shots, but not many. It can not be done in air normally. If you use it while airborne, be careful, as your opponent can easily block and attack you from the ground. It can't counter other supers, either. (Unless you have good timing like me, ho ho ho) It juggles horribly, too.

Quick Cut: low WW, low SW

Use this on fallen opponents, nothing else.

Iron Fist: SW, strong uppercut

This easy combo does a third of your opponent's health. Use this whenever possible for lots of easy damage. You can also chain into your strong uppercut by chaining WP to WP to WP to WW to the uppercut, but this hurts just as much and is easier to perform, so why bother?

Bushwhacked: WP, WP, WP, WW, SP

Will knock your opponent down, and does good damage. What else can I say?

Sliced: WP, WP, WP, WW, backwards fireball

Same as Basher, but does better damage.

Mudslide: WP, WP, WP, WW, strong fireball, uppercut
Difficult because the timing is very tight.

Landslide: WP, WP, WP, WW, strong fireball, super
Nice damage, even if the super is blocked, though there is the threat of a counter-super if it is blocked.

Zeus's Hammer: (corner opponent) WP, WP, WP, WW, SW, strong fireball, uppercut
Need I mention the damage this does?! You have to be close and time it precisely, though, unfortunately.

Death March: (corner opponent) weak vulcan, strong vulcan, fireball (repeat)
Your opponent can block the fireball if you are too far away. If the fireball is strong, and you are close enough (as close as possible without disabling your vulcans is ideal) and your opponent is cornered, you can repeat this for infinitely for an endless combo. Or maybe not, since you can only run through the cycle a few times before you run out of power. It can still inflict lots of damage, though.

Let's skip the banter and cut to the chase: Sandrock, in a word, sucks. Compared to the other MS in this game, Sandrock is a horrible, horrible loser. Why? I would be insulting your intelligence if I told you why, any slack-jawed red-necked yokel can see Sandrock will never be a top (or in my not-so-humble opinion) or even a middle tier. However, since I am likely to insult your intelligence again later in this FAQ (sorry), I'll tell you why.

Okay, I'm fooling around, of course. Though Sandrock is not one of the best, it doesn't have to be one of the worst, either. First off, Sandrock has several advantages. The most noticeable of these is that Sandrock has the highest defense in the game. This is most noticeable when Sandrock gets hit by stronger attacks (such as supers). According to Will, the damage is reduced by roughly 33% (that's one third, which is nothing to sneeze at). If you want to take full advantage of this, you'll want to play aggressively. If you play defensively, you will die. Stay close and use WW, SW, and low SW to wham on your opponent.

Another of Sandrock's strengths are that its throws do a good deal more damage than everybody else's throws; this serves an obvious purpose, and can be a strong advantage. If your opponent escapes your throw, they will still take a little more damage than the usual for escaping a throw attempt. With Sandrock, try to throw whenever you get the chance.

Also, similar to Heavyarms, Sandrock cannot jump as high as the others, though he does jump significantly higher than Heavyarms. Also like Heavyarms, Sandrock cannot throw while airborne.

All this, combined with the slowish nature of its attacks, as well as its limited chains, tends to make Sandrock lean towards the defensive side of things, but don't be fooled. Sandrock plays much better aggressively than it does defensively. The key word with Sandrock is suppression. Block everything, punish mistakes, and whenever one of your pokes connect, always chain into one of your specials if possible; because Sandrock isn't all that good at comboing, it relies on its specials to make-up for this. To inflict the most damage possible, always try to chain to your strong uppercut.

Also, Sandrock is sluggish. Because of this, you'll have to be careful how you attack. Faster opponents will often be able to evade your attacks and out-poke you if you are careless, so remember to block-dash if your attack fails. Watch out for fast counter-attacks, and be very careful how you use your specials. Keep your opponent back and trade hits when possible. SW, WW, low WW, and WP are your best pokes; make good use of them. Try to stay close to your opponent (where you can punish mistakes easily), but not too close, where your opponent might be able to hit you if you mess up on an attack.

When I play as Sandrock, I stay close, poke carefully, look for an opening, hit with a good combo, then retreat. I try to mix by retreating and attacking from a distance to keep the heat on. Because Sandrock doesn't have the kind of speed necessary for outprioritizing its opponent, I find it's better just to throw when my opponent gets too close instead of trying to combo. I use Sandrock's super randomly, and I tend to do the same with specials. I try to avoid Sandrock's SP and low SP, though the airborne SP is okay for air-to-air. Personally, I don't really like Sandrock. I'd take almost any other MS over Sandrock (except for Vayeate, hehe), but teh r0k does have its good points. But unless you are a tried and true GWED vet, Sandrock probably isn't the best choice.

Overall, Sandrock is a good MS, but its lack of easy strong combos and decent attacks are major setbacks. I wouldn't recommend it, especially not for a beginner.

The Good:

- *Best defense in the game.
- *Its throws do more damage than usual.
- *Pretty useful fireball.
- *Strong uppercut does too much damage for its own good.
- *Most specials are easy to chain to.

The Bad:

- *Normals don't chain well at all.
- *Is very reliant on specials.
- *Super is horrible.
- *Attacks are slow, leaving you very vulnerable.
- *Can't throw while airborne.
- *Sluggish.

The Verdict:

It has a few of notable advantages, but this is balanced by its disadvantages. It can be better than most people (including myself) might be inclined to think, but isn't that great when compared to some of the others.

WING GUNDAM ZERO*****

WP: It hits low (it even hits fallen opponents!) and chains to anything but your fireball, backwards fireball (of course), and super. The best WP in the game, though it comes out just a little slower than most of the others. A great combo-starter and poke, with very little risk. Range is good for a WP, but otherwise isn't all that great. Very effective change-up. It can be deadly when used at the right times, catching even the hard AI off-guard!

low WP: It's somewhat slow, and range isn't all that good. It will hit fallen opponents, but it has nothing over WP, which also hits fallen opponents.

airborne WP: Okay range and it's fast. A good air-to-air. If you connect with it, be certain to chain into one of your airborne specials.

WW: Same as Wing's. Doesn't hit crouching opponents. A decent poke, nothing more. Chains to low WW, SW, low SW, SP, low SP, your fireball, your uppercut, and your super.

low WW: Again, same as above (it's also the same as Wing's), but it hits low. It chains the same as WW (it doesn't chain to itself, though).

airborne WW: More air-to-air range than Wing's, but still worthless. Don't waste your time with this.

SW: Same as Wing's. Good damage, speed, and range. An great poke; use this often. Chains to low SW, all your specials, except for your backwards fireball, and your super.

low SW: Not at all like Wing's. It's fast, has decent range, does good damage, and launches! Chains to any special, and your super (though, like Wing's SP, you won't get all that much damage out of it). Functions as an good anti-air, as well as a great (one of the best) counter. A great attack. Fairly spamable also.

airborne SW: Same as Wing's. Your best all-around air-to-air. It has range, speed, and damage. If you hit with it, chain it to an airborne backwards fireball or your uppercut (if you're lower than they are). Cannot be blocked low.

SP: Similar to Wing's secondary SP. It has very nice range, pretty good speed and priority, does a lot of damage, and knocks down. However, it doesn't hit crouching opponents, and recovery could be better. While it's a combo-ender, it chains to low SP (low SP hits them while they're down), though, if you want to do more damage while they've fallen, you should use a low combo.

low SP: It comes out slowly, has no more range than SP, but does a little more damage and hits low. SP is a better attack in general, but this can catch some opponents off-guard. Great priority.

airborne SP: Same as low SP, but it comes out faster. A general air-to-air. Very nice damage. Cannot be blocked low.

fireball: Same as Wing's, but better because Wing Zero fires two shots in the weak version and four in the strong, compared to Wing's one in the weak version and three in the strong. However, because Wing Zero is bigger than Wing, all opponents can duck under the weak version's shots (the strong version's shots are bigger, though). Also, in the strong version, there is a break between each pair of shots. It's not enough to allow your opponent to break out in most cases, however, it leaves you wide open for attack if your opponent dodges it. Like Wing's, it can be executed while airborne, and also like Wing's, it isn't that great. Too slow for its own good. Don't use if your opponent is close. It's a better random poke than Wing's, though. Just be careful how you use it. When chaining to your super, the trick is to execute the super when, after the last shot is fired, Wing Zero holds up its twin buster rifle; once you get the timing down, it's not so tough.

backwards fireball: Wing Zero fires its twin buster rifle at an angle upwards twice in the weak version and four times in the strong version. While this juggles great after a low SW (if you are fast enough), it's a gamble as an anti-air, and it's worthless when grounded. However, if airborne, Wing Zero fires at an angle downwards. Needless to say, the airborne version is where this attack really comes into its own. The strong airborne version can out-shoot any other projectile special in the game (except for Tallgeese's five-shot fireball =P). It's easy to combo into after hitting with an airborne attack. Put this to good use.

uppercut: Same as Wing's, except Wing Zero doesn't slash his opponent. :(That aside, it's the same as Wing's in all respects. Great for air-to-air combos, not a very good anti-air. Don't use this too much. Damage is pretty good. If you are fast enough, this can be used to outprioritize your opponents attack when close. Because it is faster, it is less risky than Wing's, too.

super: It's very close to Wing's. Wing Zero separates its twin buster rifle

and fires four big beams. It does more damage than Wing's can at a distance, and though it does more damage at close range, it doesn't do as much damage as Wing's can do at close range. A very good super; difficult to counter, and damage is always good. Unlike Wing's, it can't be done while airborne normally and isn't too great airborne anyway, as your opponents will block and knock you out of the air, IF they aren't caught off-guard by it, that is. =P It also lacks Wing's super's chain-ability, though, like Wing's, it's hard to counter.

secondary super: A clone of Wing's secondary super. Both are exactly alike. There isn't one iota of difference between them. To be brief, don't ever bother with this unless you are countering a super, Sandrock's and Epyon's especially (countering most supers other than Sandrock's and Epyon's usually fails because most opponent's supers will end before you can hit them).

Smashed: WP, WP, WP, WP, SP

Deals damage, nothing else. Follow it up with Low Blows.

Smashed Extra: WP, WP, WP, WW, low WW, SP

Dishes out nice damage. Again, follow it up with Low Blows.

Low Blows: WP, WP, WP, WP, low WW, low SP

Wing Zero's version of Wing's time-honored combo is no different. :) Your best combo to whack fallen opponents with. As with Wing's, you may want to shorten it (preferably to WP, low WW, low SP) if you don't think you can get all the hits in.

Shoot for the Stars: SW, low SW, fireball or backwards fireball

If you like Wing Zero, you will find yourself performing (or variations of it) often. Great to combo into after landing an airborne SW.

Needle Lift: WP, WP, WP, WW, SW, low SW, strong uppercut

Damage is good, especially if you follow it up with a fast Low Blows combo.

Nova: WW, low WW, SW, super

Wing Zero's super is never easy to chain into, and this isn't one of the easier ways to do it, but if you can, your opponent will feel it.

Barrager: weak vulcan, strong vulcan, super

Because the beams from your super come out so quickly, this hits at almost any distance.

Barrager Extra: weak vulcan, strong vulcan, strong fireball, super

Remember, it works best if the distance between you and your opponent isn't too large, or they might be able to escape.

Supernova: WW, low WW, SW, strong fireball, super

It's actually easier to chain into your super from your strong fireball than from anything else, if you ask me . . .

One-Winged Angel: WP, WP, WP, WW, low SW, fireball, super

It's not quite as strong as Seraphic Radiance, but it's easier to perform, and has a better chance of hitting.

Seraphic Radiance: WP, WP, WW, low WW, SW, low SW, strong fireball, super

While connecting with this combo can easily decide a match (a combo that does more than half your health can do that), cornering your opponent is the only guaranteed way of getting all the shots from the fireball to connect; otherwise, your opponent may be able to block the super. But with the damage this does . . .

On the surface, Wing Zero seems a lot like Wing, and though they are, to an extent, similar, there are some important differences between them. Wing Zero has several strengths that cannot be missed. Whereas Wing works best when close to the opponent, Wing Zero likes to play keep-away. Instead of playing aggressively, Wing Zero relies on its opponent to make mistakes. Even when blocked repeatedly, you will still be able to inflict blocked damage, which will do just fine until your opponent opens himself up.

To begin with, when you need to keep your opponent away, your fireballs can prove to be useful. Jump back and give them a backwards fireball; if they manage to avoid the shots by dashing or block-dashing underneath them, stop their advance with your fireball, then boost or block-dash away. Your fireball also makes a great diversion if you want to keep them back, or if you want to make an approach. If your opponent manages to get close, tap them with WP; if they get hit, move into a combo. If they block it, tap them again with the airborne WP as you jump back. Whether they block it or not, chain it into your backwards fireball- it'll score a hit sometimes because they just weren't expecting it (this is what you call Double Penetration =P), but if it too, is blocked, retaliate with a low SW as soon as you touch the ground (if you hit, combo into your fireball, then your super), then boost and air-dash away. Or just tap them with WP three or four times, then chain to SW. Their chances of counter-attacking at that distance will be minimal. Occasionally begin to pepper them with vulcans, then abruptly chain into your fireball. When all else fails, block-dash back, then boost to get away. SW and low SW are good for keeping your opponent back; and if they are just too close, attempt a throw; if they break out, shove them away with SW and run. If they try to jump or air-dash in while you're on the ground, stop them cold with your backwards fireball. You have a decent fireball, so don't shy away from using it.

But when a situation calls for close-range combat, Wing Zero isn't left behind. Wing Zero can often bully its way up to an opponent by throwing caution to the wind and dashing straight at your opponent. While this can be downright dangerous, Wing Zero's low SW will outprioritize pretty much any counter attack your opponent can come up with. When you're close enough, WP is your poke of choice for obvious reasons. WW and SW are also good. With every successful hit, try to chain into your super, or at least SP or low SP. If you mess up on a combo, boost to destroy your opponent's chance to counter-attack. Whenever your opponent is down, hit them with a good Low Blows combo. Your super is a great counter for any projectile your opponent might throw at you. Your uppercut should be used sparingly. If your opponent is defensive, use the aforementioned "double penetration" technique; jump-in, tap them with airborne WP, then use your backwards fireball, even if WP misses, as you still might be able to catch your opponent by surprise. Use your secondary super only to counter against Sandrock's and Epyon's supers. SP has good range, and makes a good counter. If you corner your opponent, tap them with WW, boost, immediately do an airborne SP to drop back down and force them to block high, then tap them with WP again as soon as you land. If they don't block dash beneath you when you boost, chances are high they'll be caught off-guard by your WP after blocking the airborne SP. Now would be a good time to smash them with the Seraphic Radiance combo and effectively destroy their chances of winning. If they manage to block the WP, try the double penetration maneuver.

Wing Zero is versatile and tricky; however, it has its few drawbacks. For example, it's one of the larger MS. While it's not as big as Mercurius, Tallgeese, and Vayeate, it makes a bigger target, and cannot crouch beneath stuff the smaller Gundams can (case in point; while everybody, except the big three, of course, can duck under Wing Zero's fireball's shots, Wing Zero can't). Wing Zero also doesn't quite have Wing's punch. It can hurt you with or without specials, but it will often rely on its specials and super to make an impact on its enemy's health. This can hurt your power, but with Wing Zero's big combos, you can usually regain lost power quickly. Also, Wing Zero, while most of its moves have very decent range (particularly SW and SP), it doesn't have the best reach. When you are against Wing Zero, be sure to use

all these against it. Try to keep close to it but just out of range of its WP. Seize the initiative (Wing Zero can push you away easily if allowed to attack first) and keep it. Stick to Wing Zero like glue and keep the pressure on, but be sure to keep a distance between you or you will get countered. When I play as Wing Zero, I try to avoid these situations by attacking carefully, and mixing in offensive and defensive manuevers while employing a few tricks to keep them on their toes and encourage them to make a mistake. It works very well. And a few combos don't hurt, either. :)

The Good:

- *Full of surprises that will catch even the most defensive opponents.
- *Can dish out loads and loads of damage.
- *Plenty of hard-hitting combos.
- *Can effeciently counter pretty much anything.
- *Very versatile.

The Bad:

- *Combos are often times hard to do.
- *Big and a little clunky at times.
- *A bit on the slow side when it comes to attacks.

The Verdict:

Wing Zero is a very powerful MS. It might not be the best, but do not underes-
timate Wing Zero; it can prove quite deadly if you do. Maybe it's better than
Wing, or maybe not. It's still a winner either way, though.

SHENLONG GUNDAM*****

WP: The usual. Very nice range and speed, but as always damage leaves a lot to
be desired. Chains to all your normals, but not to your specials or super.
Doesn't hit crouching opponents.

low WP: Same as WP, but hits crouching opponents.

airborne WP: Same as WP. Standard air-to-air, but WW and SP are much better.

WW: It comes out nearly as fast as WP and has nice range. It hits twice, but
doesn't do any extra damage. Chains to low WW, SW, low SW, SP, low SP, both
your specials and your super. A good move.

low WW: It comes out fast, hits twice, and has possibly the best range for a
normal in the game. It hits low, too. Damage could be a little better. It's
hard to counter, so poke with it often. Chains to SW, low SW, SP, low SP, your
specials, and you super.. It makes a very hard to catch dash-in attack because
of it's range and speed.

airborne WW: Same as WW. Good air-to-air, better than your airborne WP, but
your airborne SP is better than this in general.

secondary airborne WW: Performed by holding down as you WW while airborne.
Same as low WW. A very effective poke. Rarely can it be countered. Similar to
Wing Zero's airborne WP. Cannot be blocked low.

SW: This is possibly the best normal in the game. It has great reach, nearly
as much as low WW, does good damage, is as fast as WW, and knocks down. A very
effective anti-air, too. To say this is an outstanding poke and counter-attack
would be an understatement. A great dash-in attack also. Use this often, but
be careful, as several low attacks will slip right through it. Spammable? Yes.
Just be careful around better players.

low SW: Leaves you wide open (you can't abort it with a boost or block-dash), but it hits three times and does lots of damage. An impenetrable (most of the time) anti-air. It launches (kinda), but chains to SW only.

airborne SW: Same as low SW. It's an okay air-to-air, but it doesn't chain, and is frankly pretty difficult to get a clean hit out of. However, it is a great counter if your opponent tries to boost in on you.

SP: It has good speed, good range, good damage, and the best priority in the game. It will outprioritize pretty much anything (that isn't too fast for it). Use this to beat out your opponent's SW and SP normals, especially if they use them to approach. It knocks down. Will has noted that you can defeat most opponents by simply using this move at the right times.

low SP: Very nice speed, okay range, and great damage. It makes a good dash-in attack. Good priority, too. Most matches can be won by allowing your opponent to corner you and simply applying this (along with SW) at the right time.

airborne SP: Same as low SP. Your best jump-in and a great air-to-air. Few attacks can outprioritize it completely. If you hit an airborne opponent with it, immediately chain to your fireball; if you hit a grounded opponent, chain to your uppercut. It can't be outprioritized cleanly (except by Sandrock's airborne SW) and will trade hits with pretty much everything it can't beat. It cannot be blocked low.

fireball: Shenlong extends its dragon fang; it hits for a little damage, then either knocks the enemy down for good damage (weak version), or grabs them for a little more damage, then hurls them across the screen for big damage, a bit more than what you usually get from your super (it is one of the most damaging attacks in the game, after all; it's only hurts a little less than Sandrock's strong uppercut). Though this attack has a lot of reach, it comes out surprisingly slowly and recovers slow, making it easy to dodge, but since you can abort its recovery with a boost or a block-dash, it won't leave you very vulnerable when it misses, but you're still wide open. I don't use it outside of combos, and you shouldn't either. Alone, despite the damage it can do, it's not very good or useful (except against the inexperienced); in combos, it's deadly. It can be executed while airborne, and chains nicely after airborne SP (as long as you aren't too high; if you are, chain to a strong uppercut), or any other airborne normal (except for airborne SW) for that matter. This attack is very important because it gives Shenlong the punch it needs to really hurt its opponent.

uppercut: Not really that good. Shenlong twirls its beam glaive briefly before lunging forward (strong version only) and quickly thrusting three (weak version) or six times with its beam glaive. Damage is decent, but nothing like your fireball. It recovers faster than your fireball, and has about the same range, but isn't half as good. Naturally, if you miss, you're asking to be hurt, and poking opponents with it is not profitable and potentially harmful, as anybody can block it without batting an eyelash because it comes out so slow, poking them with this while they block it will replenish their power twice as fast as it will yours, and they can counter-super easily if they don't need power. In combos, your fireball hurts a lot more and knocks them down, so why bother to use this? Its one saving grace is the fact that it can be done while airborne (when airborne, Shenlong does not twirl the glaive, and it comes out instantly). It makes an good air-to-air poke by itself, and makes it easy to chain into in airborne combos when chaining into your fireball is impossible. Use it occasionally when you dash-in for a change-up. If you **have** to poke with it, all I can say is you better be careful.

super: Shenlong blasts its opponent with its flamethrower. Similar to Wing's, Wing Zero's, and Vayeate's supers, and like them can be dodged easily by boosting, not that it does much damage anyway. It's not very strong, and I've only seen it hit six times or less (though that's still okay damage). Your fireball does a little more damage, but this comes out and recovers faster, so you may want to use it if you're too far to chain into a fireball during a combo. It's not really worth the power, though, and could be stronger. It doesn't hit fallen opponents. It can be done (normally =P) while airborne, but a fireball or an uppercut is often more effective.

Quake: low WW, low SP, low SP (if possible)

This is pretty much the most damage you can do to your opponent after knocking them down. If your opponent is slow to get up, you can try it again.

Cyclone: WW, low WW, SW

It's quick and easy, but doesn't hurt much. Use it when you're too far away to combo effectively into either special or super.

Cyclone Extra: WP, WP, WP, WP, WW, low WW, SW

Get more bang for your buck. It does okay damage, but there are much better (i. e. more damaging) alternatives.

Striker: WW, low WW, strong fireball

Learn this combo until you can perform it anytime, anywhere, without breaking a sweat. It's the easiest, surest way to combo into a strong fireball. Use this whenever possible.

Striker Extra: WP, WP, WW, low WW, strong fireball

It adds a little more damage to the Striker, nothing else.

Whirlwind: airborne strong throw, (land) strong fireball, SW

After a successful airborne throw, you can grab them with as they bounce with a strong fireball to throw them again, then hit them with SW as they fly through the air for lots of damage. Tack on the Quake combo for even more damage. When you find yourself doing stuff like this naturally, welcome to the GWED elite . . . Obviously, I still have a ways to go. O_o

Hurricane: WP, WP, WP, WP, WW, low WW, super

It hurts a lot and it's not that hard to perform. Not much to say here, eh?

Typhoon: weak vulcan, strong vulcan, super

It tends to work better if you're not too far away.

Shenlong is one of the best, and maybe the best; if not, it is very close to it. Shenlong is an expert's Gundam through and through. Why? Shenlong is lightning fast, and has very nice reach. Together, these make a deadly combination that, naturally, you'll want to take advantage of when you attack, and when you are attacked. Let me elaborate.

When you attack, one of my favorite ways to approach is to advance slowly to see if your opponent will attack or not. If they do, dash in and poke with SW from a distance; make sure you are not too close when you dash or you will get hit. SW, because of its range and speed, it will never fail to beat out their attack like this, as long as you use it a little early, and from a bit of a distance; if you use it too early and they block, either boost and continue the attack, or block-dash back and try again. But if they've been hit and are down, bash them with a Quake combo, then boost if you want to keep close, or block-dash away and come at them again. With Shenlong, whenever your attack is blocked, boost if you want to stay as close as possible, or block-dash back to try another approach. Boosting is often a better choice since it

keeps you close, and allows you to follow your opponent if they retreat or to retreat yourself in necessary. It's a good idea to boost or retreat after they've been knocked down (after you've hit them a few times, preferably with Quake).

As you drop in on your opponent from a boost, don't attack too early, or you'll risk being knocked out of the sky by an anti-air; instead, wait until you are just above them before dropping in with airborne SP. Most of the time, you'll hit them cleanly or at least trade hits. If you hit them (if you hit a grounded opponent at anytime with airborne SP), follow it up with the Striker combo for lots of damage; follow it up with Quake then boost to try again or with something similar, or block-dash back to get away. If you have to block an anti-air, retreat and try again.

Other ways to approach include dashing-in with low WW (be sure to take advantage of its range), and chain into SW if you hit, or jumping-in right next to them and attacking with a weak uppercut just before you hit the ground (try this instead of airborne SP now and then when coming down from a boost), and don't be afraid to dash back before dashing in if you need more distance to poke from; or you can just boost and air-dash forward to drop in on them (be ready for an anti-air, though). If a grounded opponent blocks an airborne attack, after you land, wait a second then attack with SW (it will catch even the best of opponents off-guard now and then, trust me).

When you get close, poke with WW and sometimes with low WP (or just use SW to force them away). If you connect, try to chain into the Striker or Striker Extra and bash them while they're down; however, a simple WW, low WW, SW combo is often more effective. If you are blocked, either boost or block-dash. Shenlong is not good at combos, so don't worry about them that much. Instead concentrate on poking and countering your opponent. Once you're on the offensive, don't let up. Force them into the corner with poking and boosting over and over. Once you get them there, don't let them out. Lay into them with low WW and SW. Sometimes, dash back, then dash right back in, poking with SW or low SP. Keep the pressure on; the best defense is good offense. They can't attack you if they're busy blocking your attacks. If they don't have the power for a super, poke them with a strong uppercut now and then. If they try to block-dash back at any time, dash forwards with SW; you'll keep the offensive, and prevent them from trying anything. If your opponent makes mistake, let them have it with SW.

Shenlong can be just as dangerous when under attack as it can when it attacks. If your opponent tries any kind of airborne attack, stop them with a well-timed SW (highly effective if your opponent tries to jump in a lot) or a low SW (chain it to SW) if they like to boost. If they dash-in, stop them dead in their tracks with SW before they have a chance to attack. If you don't want them close, you can keep them back easily with low WW and SW; if they do somehow manage to get close, either boost to grab the initiative, or tap them with your secondary airborne WW as you jump back (follow it up with low WW as soon as you land, then block-dash back) to retreat and keep them pinned down as you do so. If they try their super, counter with your super. If they try to keep you back with their projectiles, remember you can avoid them easily by boosting, or by countering with your super. If they open themselves up, and I mean really open themselves up (i. e., you block Deathscythe's uppercut), smack 'em with your fireball. And when all else fails, block and counter-super if they continue to poke you. If you need power, just block their attacks. When I play as Shenlong, I use the strategies outlined above and go on the offensive. I try to corner my opponents, as Shenlong is very effective there. I like to play aggressively, and I don't retreat to nurse my bruised knuckles if I get smashed, as it is much more effective to continue attacking. If my opponent repeatedly thwarts my attacks, or if these start to go downhill, I either become more aggressive or become passive and concentrate on countering.

On the other hand, if you're against Shenlong, you're in trouble. Your best bet is to try to keep it on the defensive with plenty of far-reaching attacks. If it boosts, block-dash beneath it. If Shenlong approaches, be ready

for it to dash in with SW. Either boost (if Shenlong is closer than farther you stand a good chance of getting whacked as you take to the air) or block (then run if Shenlong boosts after you block it). You could try to whack Shenlong when it dashes in with your super, but Shenlong's SW is perfectly capable of trading hits with supers, but you'll take more damage (since your super will only do one hit), lose lots of power for nothing, and on top of it all end up drooling on the ground, so it's probably not a good idea. Try to keep Shenlong away (unless you're Epyon of course; in Epyon's case, use your speedy WW and low WW attacks to outpoke Shenlong if it gets close), with projectiles if it becomes necessary. If Shenlong does not boost or block-dash back after failing an attack, try to catch it with your fastest attack. Use your supers carefully. If Shenlong tries its fireball or uppercut alone, make it pay. If you connect, combo to hurt Shenlong as much as you can, and take advantage of the fact that Shenlong's defense is the weakest in the game.

Still, Shenlong could easily be the best in the game. Personally, I prefer Epyon (I think. I prefer whichever one I played as last), but Shenlong would be my second choice. In any case, watch out for Shenlong, or you will be sorry. Trust me on this one. =)

The Good:

- *Can counter everything and anything.
- *Lighting fast.
- *Very effective attacks.
- *Some good combos (i.e. easy, but damaging).
- *Great reach.

The Bad:

- *Specials aren't all that great.
- *Damage is average at best.
- *Lowest defense in the game.
- *Most good combos require proximity.

The Verdict:

Despite a couple shortcomings, Shenlong isn't just good, it's great! A top tier for sure, if not the best in the game.

MERCURIUS*****

WP: It doesn't hit crouching opponents, and is a little on the slow side, but it has okay range. Use it now and then as a surprise poke. Will chain to anything but your backwards fireball, fireball, super, and SW.

low WP: Same as WP, except it hits low, and thus is a better poke.

airborne WP: Fast, but it has very little range. It's pretty useless but makes a good tick.

WW: Good (not great) reach and speed. Hits three times, but as W012345 pointed out, damage isn't good anyway. A decent poke, but it tends to leaves you vulnerable. It will absorb most projectiles, so it's fairly safe to use. Chains to low WW, SW, SP, low SP, and your uppercut. Remember to let this do as many hits as possible before chaining for maximum damage.

low WW: Same as WW, but it boasts a much wider area (it covers your entire front) and has better range. A great dash-in attack and good poke, as it is nearly impenetrable. It leaves you a bit vulnerable as it comes out and as it ends, though. Chains to SW, SP, low SP, and your uppercut. Will hit fallen opponents, but needs careful positioning to do so. Like WW, remember to let it hit all three times before chaining. Great for racking up block damage. One of

your best moves.

airborne WW: Similar to low WW, except it covers your lower front, making it pretty useless as an air-to-air but quite useful as a jump-in attack. Will hit fallen opponents. It causes you to hang in mid-air, so it's a little dangerous if you miss. If you hit a grounded opponent, and you are low enough, chain it to your uppercut.

SW: Good speed, good range, though not quite as good range as low WW, and it covers enough area to make a decent anti-air. Quite effective. If you want to play keep-away, use this in concert with low WW to keep your opponent back. Chains to WW, low SW, and your uppercut (if you're close enough). The biggest problem with it is that it comes out a little too slow.

low SW: The deadliest anti-air in the game. It comes out fast, has great range and priority, and knocks down! The downside is that it's worthless against grounded opponents. The mere threat of this attack is enough to keep some opponents from trying any airborne attacks. If you are feeling lucky (or want a taunting finisher), try dashing in with this.

airborne SW: Same as SW. A valuable air-to-air and jump-in. Take advantage of its range to keep opponents grounded. Cannot be blocked low.

SP: Good damage and range, average speed, but it's really a killer because it launches them enough to chain to anything, even your super AND your airborne attacks, except for low WP or low SP, and it recovers too slowly to chain to itself. Always try to chain into this because of its combo-ability; aside from this it's not that good. Doesn't combo into your uppercut too well (unless you are in a corner), though.

low SP: Good range and priority, but a little slowish. The usual sweep. Nothing more, nothing less!

airborne SP: Same as SP. Not all that good of an air-to-air, but it can be chained to SP (if it hits) as soon as you land. It chains to your uppercut nicely.

fireball: You must have your backwards fireball active to use this. Mercurius either fires off a single planet defensor forwards, backwards, upwards, and downwards (like it's going to hit anything) simultaneously (weak version), or Mercurius fires off all four planet defensors together to, one by one, home in on your opponent (strong version). The weak version is some kind of bad joke; it does very little damage, blocked or not, and can be easily dodged by jumping. It's worthless. The strong version is better, but because the defensors home in one at a time, even if they get hit by one, they can block the others (unless they happen to be cornered), and it can also be dodged without any trouble. Both versions take a moment to come out (during which you are vulnerable), and both end your backwards fireball prematurely. Don't ever bother with this.

backwards fireball: Mercurius uses its planet defensors to make itself intangible to everything but throws, which, even if you escape them, will end this invincibility. It comes out notoriously slowly, leaving you very, very vulnerable, especially to a round or two of vulcans. Both weak and strong versions are identical, and both cost no power to execute, but will begin to consume power rapidly as soon as it activates. Worthless, despite the fact that you are invincible. Why? For one thing, it leaves you wide open. You are just asking to be hurt if you dare use this attack while your opponent is not down; even if they are, they can still get up fast enough to hit you, and even if you do activate it, your opponents can end it easily by throwing you (not

hard), or they can just block your attacks until you run out of power. It has its uses, but it's better to save your power for strong uppercuts and supers. For use against knuckleheads only.

uppercut: It doesn't come out or recover all that fast, but Mercurius is largely invulnerable to everything for its duration. The only difference between the weak and strong versions is that the strong version hits more times than the weak version, hurting more. Either way, damage is good, and it knocks down. A very nice special. Use it from a short distance to poke at your opponent; when it gets started, it will out-prioritize pretty much anything they can throw at you. Good inside and outside combos. Don't abuse it, but don't forget about it either. Note that the weak version only hits once, but will always knock down if it connects, while, though the strong version hits four times, it will only knock down if it connects with the last hit, so if you need to knock your opponent down and can't afford to take any chances, it may be smarter to use the weak version.

super: Mercurius hops into the air and unleashes the combined fury of all ten of its . . . PURANEITODEiFUeNSAA (also known as planet defenders) for a rather shocking attack. However, despite the fact that it hits fallen opponents, combos easily, and hits 8 times consistently, it isn't very good, as it has lousy reach for a super, takes too long to come out, and the damage it does is nothing to get excited about. Even worse, you are completely defenseless as soon as the attack ends. Your opponent can easily hit you. And as if that wasn't enough, if your opponent is close, they can block-dash behind you and bash you at their leisure. Don't use it as a counter-attack, your opponent can easily escape by block-dashing or boosting, and if an airborne opponent blocks it, because of the many hits, they will land first and hurt you. Worthless outside of combos (unless you are sure of a counter-attack), but great to use against fallen opponents. If you're against Tallgeese, it's usually pretty safe to wham on Merc with your super, as Merc won't be able to counter it very well.

Repulsed: WW, low WW, SP, super
Easy, and you don't have to be too close to your opponent, either.

Repulsed Extra: WW, low WW, SP, uppercut, super
Throw in an uppercut if you're still close to your opponent.

Raijingeiki: WW, low WW, SP, SW, (dash forward) low SW, super
This is the ticket if you aren't in the corner. As with all of Mercurius's combos, good damage.

Storm: (corner opponent) WP, WP, WP, WP, WW, low WW, uppercut, super
The usual. Nothing special, other than cut down on the WPs if you aren't that close or aren't in the corner.

Meteo: (corner opponent) WW, low WW, SW, uppercut, super
Very good damage, as you'll get full damage from the uppercut.

Neo-Meteo: (corner opponent and dash in) SW, WW, low WW, SW, uppercut, super
It obviously will hurt a bit more than meteo, but you better be close.

Aberration: (corner opponent and dash in) SW, WW, SP, strong uppercut, super
Better damage than the Meteo and Neo-Meteo combos, so if by some strange twist of fate you're close enough for this one, go for it.

Executioner: SP, airborne SP, (wait a moment) uppercut, super
My favorite of Mercurius's combos. Alone, it does a maybe a third of your opponent's health. But if you do this combo to finish say, a Repulsed combo,

it easily does half to two thirds of your opponent's health.

Psycopath: (corner opponent) SP, WW, SP, (dash in) WW (repeat)

Yes, apparently Mercurius has an infinite. It takes very, very, very fast reflexes to keep it going, but guarantees good damage if you can keep it going long enough.

Obliterator: (corner opponent and dash in) WP, WP, WP, WW, low WW, SP, airborne SP, (wait a moment) strong uppercut, low SP, super

Your opponent has absolutely zero chances of recovering if you successfully pull this off. At 24 hits, this is one of the biggest combos in the game.

Mercurius is either the most overrated and the most underrated MS. Some say it's great, and even go so far as to say it's the greatest, while others hold it's not all that good, and some say it sucks. How good is Mercurius anyway? It certainly looks good on paper. But does it live up to the hype? To make a long story short, not quite.

First of all, Mercurius has a few definitive characteristics. For starters, Mercurius will fire the usual three vulcans per weak round, but only fires a pathetic four per strong round; needless to say, using your vulcans as an offensive is dangerous at best. Next, Mercurius has a unique throw. It is the rough equivalent of either an SP for weak throws, or two WPs and an SP for strong throws (no, you can't combo after either throw =P) damage-wise. In other words, it does the LEAST damage for a normal throw, though it regains 15 power per hit (strong throw only), unlike other throws (except for Epyon's strong throw). Sadly, Mercurius cannot throw while airborne (okay, so that's not a big disadvantage, but it's a disadvantage none the less!).

However, when it comes to definitive characteristics, Mercurius's electrified hockey pucks are second to none! Though they have great range and reach, good speed, and hit three times, you won't be able to survive with WW attacks alone because the actual damage they do is rather . . . LOW! At least not against most opponents; Mercurius can trash n00bs easily with low WW alone. Be careful with this, though, because if they are not as dense as you think things will start to go downhill very fast. In any case, use those pucks often, but don't rely on them, or it could be trouble.

For Mercurius, close, but not too close, is the best distance. If you get right up in your opponent's face, you will be outpoked, and if you are too far back, you won't be able to attack fast enough. This is especially important to remember when trying to attack with SW and SP. While both have good range and speed, they come out a little on the slower side, which is why it is good to have some distance between yourself and your adversary when you attack. Also, Mercurius works best against cornered opponents. Get them in there with low WW and airborne SW, then pummel them with WW and low WW to begin with, then with SW and an uppercut as you get pushed back. Stop them from escaping with SW and low SW, and if you find yourself getting too far away, get back in the thick of things by dashing in or uppercutting. While you have the upper hand, you may want to try WP or low WP as a pressure tactic or a taunt. In the corner is also the only place to make powerful combos (the mighty Executioner combo excepted), too, so look for any excuse to do so.

If your attack fails, boost. Always. It will save your sorry hide if you muck up most of the time (as long as you didn't muck up too badly X-D), and leaves you in a position to attack, whereas block-dashing back puts you on the defensive. If your opponent attempts to advance by boosting, use low SW (what else?) to stop them easily. Remember to use your uppercut (especially the weak one . . . it's more useful than you might think) often, especially when trying to juggle an opponent.

Also, if you're against a sloppy opponent, knock 'em down (preferably with low SP), then activate your backwards fireball. Lay into them with SW and low SP. They'll be dead in no time.

But lest you think Mercurius is invincible or something, let me be the

first to tell you Mercurius has more than its share of fatal flaws. I'm gonna wing this one, so here goes nothing:

- 1) Mercurius is average at best when it comes to damage (sure those WWS hit more than once, but how much damage do they actually do? The answer is very little).
- 2) While it is capable of some deadly combos, Mercurius's combo-ability also has room for improvement; unless you are in the corner, you won't be able to squeeze in many hits, especially if you use any WW (that's why it's always best chain to SP to begin the Executioner combo immediately after connecting with either WW).
- 3) It has the weakest throw in the game.
- 4) It only fires 4 vulcans per strong round, less than everybody else.
- 5) The backwards fireball is worthless against any semi-decent opponent. They'll either go on a blocking spree (you'll have to try to throw them- what a mess, if you get close you risk getting thrown yourself, too, not to mention Mercurius has the longest throw in the game!), or they will try to throw you! (Keep in mind that they don't need to actually throw you, you will lose the invincibility even if you escape!) And what do you get when you add its slow start-up? A waste of power. Again, save your power for strong uppercuts and supers. Only opt against the occasional careless opponent.
- 6) The fireball is even worse. While the strong version might have been a decent special, the weak version is just terrible. If you managed to execute the backwards fireball in the heat of combat, why would you want to end it with a pathetic attack like this, anyway?
- 7) Finally, contrary to popular belief, Mercurius is NOT flexible. You will have to be careful- there is very little room for error here.

So go ahead and shoot the next ifiot who tries to tell you Mercurius is the best. But also go ahead and shoot anyone who tries to tell you Mercurius is trash. Besides being the worst MS in the game to be cornered by, Mercurius can counter-attack almost as efficiently as Shenlong if used well, it has one of the best specials in the game (its uppercut, what else?), and its combos are nothing to sneeze at, after all. I can't say Mercurius sucks, but I can't say Mercurius pwnz either. More likely, the big red thing is somewhere in the middle. If you can master it, you will rock for sure, otherwise it isn't very good.

Personally, I used to think Mercurius was the best, but when I actually played with it, I found it wasn't as good as it was said to be. I no longer think Mercurius is horrible, but I don't like it very much anyway. I have 2 years of experience to back me up, too. Like I've said before, there are better choices out there.

The Good:

- *Good mobility.
- *Great reach.
- *It can dish out some devastating combos.
- *One of the best specials around.
- *Great when it comes to countering.
- *Strong throw regains power. :)

The Bad:

- *Fires less vulcans than everyone else.
- *Throw does less damage than everyone else.
- *Doesn't combo very effectively away from the corner.
- *Damage isn't as overwhelming as you think.
- *Inflexible, it doesn't recover from mistakes very well.

The Verdict:

Mercurius is pretty good if you can play it right . . . otherwise, Merc is average or below average.

TALLGEESE*****

WP: Good range, but speed could be better. A good way to kick off a combo and to annoy opponents at close range. Don't use it too often or it will be countered. Chains to everything excepting your fireball and super.

low WP: Similar to Heavyarms's low WP. It hits twice and launches, but its speed isn't that good. Don't use it outside of combos. Chains to WW, low WW, your uppercut, your backwards fireball, and your super; it can chain to SW, low SW, SP, and your fireball, but they take timing and won't get full damage.

airborne WP: Same as WP, but it comes out faster. Useless, and it doesn't hit crouching opponents either, making it even more useless. =)

WW: Great speed (faster than WP, actually), though range leaves a little room for improvement. Still, it's a great move to start combos with or just tap your opponent with. Fairly useful. Chains to low WW, SW, low SW, SP, low SP, secondary SP, your uppercut, your backwards fireball, and your fireball. Occasionally dash-in with this to tap try to start a combo.

low WW: Like low WP, it launches, but it's a little faster and hurts more. This move is integral if you like to combo. Your uppercut, backwards fireball, and super can be chained to fine; you can also chain to SW, low SW, SP, secondary SP, and your fireball, but, as with low WP, the timing is tricky and you won't get good damage.

airborne WW: It's worthless, let's just leave it at that. =P

SW: Hoo. Good range, plus it covers a decent area and hits twice for nice damage. It comes out a tad on the slow side, but it's fairly fast. Great for overpowering those poky opponents. Chains to your fireball and to your super.

low SW: It's the same as SW, except it's a mite faster but covers a smaller area. Range is about the same. It chains to SW, your fireball, and super. I tend to prefer it over SW for poking because if you hit, you can chain to SW anyway, then to your fireball (strong, preferably), then to your super just before the fireball ends. Of course, this requires both proximity and timing, but with your skilz, I'm sure sure you couldn't care less. X-D

airborne SW: It's the same as low SW, and it makes a good airborne attack. Your best air-to-air. Cannot be blocked low.

SP: The only SP in the game that hits twice. Can you say ouch? Maybe not, but I'm sure your opponent can. It's slow, so be careful how you use it. It has good range though, and will knock down. If a few of these connect, your opponent will be hurting.

low SP: Your usual sweep. It has pretty good range, though.

secondary SP: Performed by holding forward as you SP, if you are being outpoked, this could be the answer. Decent speed, very good range, and great priority. Don't abuse it or you will hurt yourself, but it is very useful. Not only that, but it's fun to hit your opponents with. =P It will knock down.

airborne SP: If it isn't your best airborne normal, it's the one you're going to be using the most, let me tell ya. That is, unless you're weird . . . or unless I'm weird, but that's beside the point. :) Cannot be blocked low.

secondary airborne SP: Performed by holding down as you SP while airborne. It comes out a little slow, and it doesn't have much range, but it hurts a little more than airborne SP and knocks down. Not that great, but it has its uses. Cannot be blocked low.

fireball: Tallgeese fires 2 (weak) or 5 (strong) shots from its Dober gun. The shots move fairly quickly and do okay damage. It comes out and recovers quickly, too. Plus, if used while airborne, the shots are fired at an angle downward, just like Wing Zero's backwards fireball. Though you are vulnerable for the remainder of your flight session after using this while airborne, it is very difficult to counter. A more than decent move, if I do say so myself.

backwards fireball: Tallgeese rushes forward; if you successfully connect with your opponent, Tallgeese grabs the opposing MS and does a powerbomb. :) Tallgeese rushes farther in the strong version and does quite a bit more damage than in the weak. A fairly good special, but if you use it too often, you are asking to be countered, as you are very vulnerable when Tallgeese is rushing, and though this attack comes out quickly, it recovers pretty slowly, leaving you wide open, especially if they block it. Not very good outside of combos, but can be lethal if used effectively. Like most special throws (except for Shenlong's fireball) it cannot be used while airborne.

uppercut: Tallgeese flies high into the sky at breakneck speeds before falling back to earth. It has high priority and comes out quickly, but leaves you completely defenseless as you fall after the attack, same as the other "real" uppercuts in the game (Wing's uppercut, Wing Zero's uppercut, Deathscythe's uppercut, and Vayeate's uppercut). It only does one hit, so it's actually pretty safe to use as an anti-air, as if it is blocked, you and your opponent will land at the same time (not like those other uppercuts). The strong version does more damage (of course), and goes higher, but you have to fall farther. It's pretty useful in combos, but don't use it alone too much.

super: Tallgeese releases a massive wave of health. It doesn't get too many hits, and does very little damage for a super most of the time, depending on whether your opponent is close or not (it can do pretty decent damage if your opponent close enough). It comes out and recovers quickly, and can ONLY be dodged by boosting, otherwise, you will have to block (though this does very, very little damage if blocked). It makes an okay counter-super, too. It's real strength, though, lies in its easy combo-ability. If you have the power, try to combo into this whenever you have the chance for even more damage.

Decimator 1: WW, low WW, super

Though it may not look like much, this combo is deadly. The super does loads of damage. It's really easy to do, too.

Decimator 2: WW, low WW, backwards fireball, super

More damage. Heh heh he- what the **** am I laughing about?

Decimator 3: WP, WP, WW, low WW, backwards fireball, super

Just a little more damage . . .

Decimator X: WP, WP, WW, low WW, SW, uppercut, super

Great damage, but it takes some timing.

Backbreaker A: WP, low WP, WW, low WW, uppercut, super

Not as much damage as Backbreaker B but it's sure a LOT easier to perform.

Backbreaker B: WP, low WP, WW, low WW, backwards fireball, super

It takes precise timing, but it HURTS (especially if you use a strong backwards fireball). Contributed by Kumari.

Master: low SW, SW, fireball, super

Like most of Tallgeese's combos, this one takes some timing to perform but does a ton of damage. Works best in corners.

Master Plus: (corner opponent) WP, WW, low SW, SW, fireball, super

Same as Master but a little more damage. Corners only.

Demolisher: weak vulcan, strong vulcan, fireball, super

Tough to do, but damage is very good.

Besides being one of my personal favorites, Tallgeese is very, very good. Let's see . . . Tallgeese has the highest jumps, the highest boosts, and the longest hover-time in the game, as well as some very nice normals: SW, low SW, and secondary SP are all great, with WW, low WW, and SP following. Tallgeese's backwards fireball is one of the most damaging specials in the game. Time for a closer look.

As I mentioned before, Tallgeese has the highest jumps, the highest boosts, and the longest hover-time in the game; naturally, you'll want to take advantage of this, but don't underestimate Tallgeese's ground-pounding potential. When grounded, you can poke with WP and WW to attempt a combo, but if your opponent is wary, lead in with low SW, SW, and secondary SP. Look for opportunities to combo, and occasionally attack with your fireball if your opponent is at a distance. Use your backwards fireball sparingly and with caution. Dash-in with low SP to sometimes catch them by surprise, and don't forget to use low SP as a change-up. BTW, don't forget to boost if your attacks (especially your SP normals, which recover slower) are blocked. While you are airborne, you may as well air-dash back and use your fireball to get a little damage.

Another strategy is to tap your opponent with low SP, boost, then tap them with airborne SP, over and over. If you are fast, and mix it up with airborne fireballs, WW, secondary SP, and maybe a backwards fireball or two, you can give any opponent a very hard time. A variation of this is to use airborne SW instead of airborne SP and (though it will be easy for your opponent to block) low SW instead of low SP; you get more blocked damage that way, and if you connect, you can combo into a Master or Master Plus combo easily. If your opponent decides to go on a blocking spree, you can continue to pummel them with the airborne SW/low SW combination or boost and use your fireball repeatedly to harass them. Use these or something like them to back back your opponent into a corner, where you can continue to wail on them (corner-raping, as it is called, can be very effective if well-done) or poke at them with other attacks. However, your opponent can always escape any of these attack-boost-airborne attack-repeat offensives by block-dashing under you when you boost, or stop you with any anti-air that's fast enough. On another note, any MS can do something like this, but Tallgeese's attacks work better than usual here.

When countering your opponent, your attacks of choice will be SW and your secondary SP. SW is a very useful counter-attack. It can be used as an anti-air, and because of its superior range and speed, can often beat-out your opponent's attacks; the same goes for secondary SP. Because both are a little slow to come out, be careful if you try to counter a fast attack.

Except as a counter-super, never use your super outside of combos. It's a big waste if it's blocked (or dodged, which isn't hard to do at all). Instead, use your super to wham on downed opponents, and in combos like the Decimator(s) for nasty damage. Only use it as a counter-attack if you've got nothing to lose.

Tallgeese does have some problems, though. For one thing, it's the biggest MS in the game, so attacks that others could crouch under to avoid, Tallgeese can't, and some attacks (particularly certain "multi-hit" projectiles such as Sandrock's strong fireball and Vayeate's fireball) will hit it more

a few more times than usual, so keep that in mind if you are playing against it. Also, do not fall into any attack-boost-airborne attack-repeat traps, because you will take big damage if you try to fend Tallgeese off and mess up. When attacking Tallgeese, try to get as close as possible, and use your best normals, the fast ones in particular, as most of Tallgeese's attacks do not come out as fast as you might expect, you have a good shot at outprioritizing them. If Tallgeese boosts, block-dash forward to try to get beneath it and behind it (if possible), safely out of range of its fireball and in a good position to attack Tallgeese as it comes in for a landing. If it tries its fireball on the ground, either boost or retaliate with your fireball (as long as it's a good one), and if you block either the backwards fireball or the uppercut, punish it with your fastest attack (usually WP), then combo if you can. Don't play around or you will get hurt. Oh, and watch out for TG's super, neh?

Anyways, Tallgeese is truly one of the better MS. It does have a few weaknesses that can be used against it, though, but it's certainly up there. I like Tallgeese. It does take some getting used to, though.

The Good:

- *Highest jumps.
- *Highest boosts.
- *Longest hover-time.
- *Plenty of good normals.
- *Strong, can deal lots of damage in only a few hits.

The Bad:

- *The biggest target in the game.
- *Most attacks come out a little slow.
- *Most combos take timing and are not easy to pull off.

The Verdict:

A great MS, one of my favorites. It has its share of difficulties, but it's still good . . . Shenlong and Epyon are better, though. :)

VAYEATE*****

WP: The usual. Fast and wimpy, okay range. Chains to WP, low WP, SP, low SP, and your uppercut (as long as you are close enough). Quite similar to Merc's WP, but faster.

low WP: Same as WP, but low. Hoopa!

airborne WP: It doesn't hit crouching opponents but has very nice range and makes a good air-to-air. It comes out quickly and is easy to combo after, but does very little damage.

WW: Vayeate fires a compact blast from its cannon. It comes out and recovers slow, but the projectile moves at a decent speed and does good damage, unless the projectile connects at point-blank range, in which case it explodes and does very nasty damage (the most, I believe, of any normal) to the opponent and knocks them down. Ow. (The same goes for ALL of Vayeate's WW and SW moves except for airborne WW.) If you use when your opponent is too close when you use this, you will be countered; never use it when you are within your opponent's range. It can be interrupted into a block-dash, boost, or super only after projectile is fired.

low WW: Same as WW, but the projectile is fired at an angle upwards.

airborne WW: Good range, good speed, and okay damage, though it can hit up to

three times. Good for picking up some blocked damage, and a decent poke, but if you overuse it you will be countered.

SW: Same as WW, except the projectile is fired at an angle upwards. Basically the same as low WW, but a little faster.

low SW: Same as WW, except the projectile is fired at a sharper angle upwards than SW and low WW. Use this to prevent jump-ins.

airborne SW: Same as WW, but it comes out faster. Use this to stop an opponent from dashing in if you see it coming (immediately jump and tap B). However, you are defenseless after the attack ends until you touch the ground, so you better be careful.

secondary airborne SW: Performed by holding down as you WW while airborne. Same as WW, but the projectile is fired at an angle downwards. Very useful if used carefully. The only problem is you are completely defenseless (same as airborne SW) after the attack. Don't use it when you are backed into a corner or when you are close to your opponent unless you are suicidal like that loser on zBattle who tlks lik tihs. =)

SP: Very good range, good speed, great damage, great priority, and it knocks down. Your best close-range move, hands down. A great dash-in, too. Use it often. BTW, after a weak throw (throw with WP), if you use this immediately, you will hit your opponent one more time for more damage, which is a GOOD thing, trust me. =P

low SP: The same as Mercurius's low SP. Exactly.

airborne SP: Same as SP. Very nice. Use this to keep opponents grounded if you jump back and your opponent is too close. Your best air-to-air, of course.

fireball: Vayeate fires a bigger blast from its cannon. It's slow to come out and slow to recover, but it cannot be affected by anything. Both strong and weak fireballs do decent damage, but strong does more. Can be executed while airborne. Not worthless, but not very good. Occasionally use the weak version for a random attack from a distance since it cannot be countered. If you use it too much it will prove more harmful than helpful.

uppercut: A decent special. Vayeate does a flying knee-butt into the air. As you are falling, you may attack with any airborne attack including your fireball and super to finish. The weak version does two hits, the strong version does four. It lacks range, though.

super: Vayeate fires a big beam from its cannon. Quite similar to Shenlong's super, except it lasts longer and does quite a bit more damage. A good super and counter-super, no more, no less. Too bad your uppercut is the only reliable way to combo into this; WW and your fireball also work well, but only at a distance. Airborne WW is good, too.

Busted: WP, WP, WP, WP, SP

The usual knock 'em down combo, but unfortunately it's the best Vayeate can do with normals alone. :(

Hammered: WP, WP, uppercut, airborne SW

If you lack power, this is a good combo. SW works best as the finisher because it does very good damage at this range and knocks down, allowing you to bash them with low SP at least once or twice.

Hot Rockets: WP, WP, strong uppercut, super

Okay, I don't know where I got that name from, so don't ask. :) Decent combo, not hard to perform at all.

Enrage: WP, weak uppercut, (wait a moment) airborne WP, strong uppercut, super Vayeate's biggest combo. It takes a little timing to chain from an uppercut to an airborne WP to another (this time strong) uppercut, though. If you don't have the power for a super, use airborne SW for the the finisher.

F.I.R.E.: weak vulcans, strong vulcans, strong fireball, super
I am running out of combo names, as you can see. :) As with all long-ranged combos, it's tough to do, but gets great damage if you can pull it off successfully.

. . . Spiderman! Spiderman! Does whatever a spider can! Spins a web, anytime! Catches thieves, just like flies! Look out, here com- ah, excuse me. Where was I? Oh yes, he's da man he's da man he's Spidama . . . erh, yes, Vayeate. :) There isn't a whole lot to say about Vayeate. Vayeate looks very similar to Mercurius, but the similarities end there, trust me.

While Mercurius relies on swiftness, counterplays and cheese, Vayeate relies on strength and cunning to systematically crush its opponents. Instead of boring you with another hard to read exposition, I present to you a general compendium of various useful techniques. Such as . . .

I LIKE TO SHOOT!: If you just want to harass your opponent, it's not too hard as long as there is some (read: a LOT of) distance between you. Alternate between WW and airborne SW as quickly as possible as you keep moving away from your opponent. Your opponent can only gain ground safely by boosting (if they do, use low SW to cut short their flight session), or by block-dashing forward (if they do so though, you are guaranteed at least a little block damage).

GET OUT OF MEH FACE: If your opponent gets too close, you can either tick them with WP then boost or block-dash to safety (fool-proof most of the time), or duke it out with your scant few close-range attacks. You could use SP and/or low SP alone, but it will most likely be blocked at best and countered at worst. SP is good for pushing your opponent back now and then, though. Or you could try to psych them out by tapping them once or twice with WP then quickly following it up with low SP. If your attacks are blocked, though, it's always best to retreat. Your uppercut is a risky choice at best.

YOU WILL NEVER RID YOUR SOUL OF ME: Occasionally, you may want to get aggressive if for nothing else than to throw your opponent off. Dash in with SP or low SP, then jab with your uppercut once or twice (whack them with SP on the way down if you miss or are blocked) to keep the close and keep the heat on, then maybe tick them with WP or low WP and try to throw. Tap them with WP to try to gain a combo, then back off with a boost and air-dash or just a block-dash.

WEAK THROW > STRONG THROW: As I mentioned before, after a weak throw, immediately use SP to bash your opponent as they bounce from the throw for more damage! Be sure to abuse this.

CORNER KILLERS: After cornering your opponent, the attack-boost-high attack-low attack-repeat strategy works especially well with Vayeate's SP.

EAT THIS: Your airborne WW is an important attack. Not only is it your only attack that gets good blocked damage, but it is a great way to combo into your super! Be sure use it often . . . but not too often. :)

BUT I DON'T WANT TO LOSE: If you find yourself falling behind, you'll have to play carefully; it's tough to regain lost ground with Vayeate. If you are losing, a well-placed super can often even the odds or tilt things in your favor; a good time to super would be anytime your opponent dashes and whenever they use any kind of projectile (except, of course, Deathscythe's, Sandrock's, and Vayeate's fireballs, which will hit you and cut your super short). Make sure you don't miss! Throwing often (i.e. whenever possible) can make a big difference, too.

I know that was teeth-grindingly short, but what the hell, you don't

care and I know I don't. =P

Anyway, of the ten MS in the game, Vayeate is my least favorite, as well as my worst. In my personal opinion, Vayeate is good at delaying the inevitable, but not much else. Vayeate certainly isn't the best or anywhere close, for that matter. If you like projectiles Vayeate might prove useful, but Heavyarms is better and you know it. =P

The Good:

*Good mobility, like Mercurius.

*Quite strong.

*A few great normals.

*Lots of projectiles!

The Bad:

*Everything comes out and recovers slowly.

*Just terrible when it comes to melee.

*Inflexible; it isn't versatile at all.

*Easily countered.

The Verdict:

If you are a tactician, you just might like Vayeate. Otherwise, forget it has the poor misfortune to exist. :)

GUNDAM EPYON*****

WP: Comes out a little slower than usual, but ends quickly. Okay as far as WPs go, but you won't be using it much, trust me. Will chain to all your normals and your backwards fireball. It also gets a little more damage than usual. Oh, and yes, it DOES look like a handshake. =)

low WP: Same as above but it hits low. Try it after tapping them with WP once or twice to try and surprise them.

airborne WP: Similar to low SP, but much faster and much weaker, of course. It cannot be blocked low. Easy to interrupt into a fireball.

WW: Very, very good range and speed, and it does more damage to boot. Easily one of the better normals in the entire game (except for itself, of course). Will chain to ALL your normals and specials! You will use this (along with low WW) a LOT. Great for seizing the initiative, tapping your opponent, poking, or pretty much anything!

low WW: Same as WW, but hits a much larger area. Your best anti-air for all intents and purposes. Because this can chain back to WW, you can always alternate between the two to form quick, easy little WW, low WW, WW, low WW (finish it with low SW, backwards fireball + SP!) combos that will actually do a good amount of damage. It starts hitting the instant you use it, so it can counter things that WW might miss.

airborne WW: Same as WW. One of your best jump-in attacks. Cannot be blocked low. You will find yourself using this a lot, too.

SW: It comes out fast, hits twice for very good damage, and has decent range, but this uppercut-like attack leaves you defenseless as you fall back to the ground. If you intend to use this alone, be careful; though it is a fairly safe for ground-pounding or anti-air, it will be blocked and countered if you abuse it. A decent attack. Never fail to chain to your weak fireball after hitting with this. Can also be interrupted into a super if it hits.

low SW: Comes out fast, has great range, does good damage, launches, and hits low. Chains to all your normals and your specials except for WP and low WP. It is an integral part of any of Epyon's good combos. One of your best normals. Very useful.

airborne SW: Same as SW, so you had better be real careful. =P

SP: This flash kick is fast and has okay range but does leave you vulnerable for its duration. A decent attack if used with caution. It will knock down, making it a good pressure tactic and counter. Can be interrupted into a fireball or super if it hits.

low SP: This sweep comes out a little slower than most others, but recovers much faster than it comes out. Good range and very nice damage. Use this in conjunction with your backwards fireball (strong or weak) to play the high/low game quite effectively.

airborne SP: Same as SP. Great air-to-air as well as a good jump-in to boot. Use it often.

fireball: Epyon pauses for a moment before rushing forward. During the pause, Epyon is surrounded by a green aura that will hurt and launch (setting them up to be hit by the rush) opponents (especially if they try to attack), make Epyon invulnerable to vulcans (but not to other projectiles), and (this is the good part) you can control the direction of Epyon's rush by pressing any directional button(s). While rushing, anybody who gets hit will get knocked down like a bowling pin for good damage, and though you are vulnerable to vulcans, other special projectiles will be destroyed. (Sandrock's, Vayeate's, Deathscythe's, and Heavyarms's special projectiles will always hit, though, whether Epyon is pausing or rushing.) It can be done while airborne and comes out very quickly. The strong version allows you to rush AGAIN (after the first rush, Epyon pauses again, allowing you redirect the next rush) after the first. Can you say mobility? Quite a nice special. It will even hit fallen opponents if you are close enough to the ground. A great combo finisher. The only downside is that you are defenseless during the recovery, during which you could be attacked (if they have a move that is fast enough) or thrown (of course you can escape the throw easily if you are prepared). If you want to get good with Epyon, you will have to master this special. Against well-seasoned opponents it may be smarter to save your power for strong fireballs and the occasional strong backwards fireball instead of your super. If the strong version didn't take power, this could have been the best special in the game.

backwards fireball: Epyon lunges forward, very similar to Wing's backwards fireball, though it's not meant for lunging into your opponent (that doesn't do anything). While lunging, you can use any of Epyon's airborne attacks (including your fireball and your super!). The weak version only goes about half as far as the strong version, but it is much more useful. Epyon's weak backwards fireball is the ultimate combo-ing move in the game. It is one of the best specials, and it's very often overlooked. With this special, you can perform not only the most devastating combos in the game, as well as perform not one but several infinites (it can even chain to itself for crying out loud!). If I had to choose between Epyon's fireball or backwards fireball, I'd take the backwards fireball, hands down. The strong version sends you flying over your opponent's head, getting you behind them and allowing you to surprise them easily with an attack from behind. Both strong and weak versions have no recovery to speak of, so it is very difficult to counter if used correctly.

super: As far as supers go, this one's one of the best. Epyon, surrounded by a

bright green aura, releases 20 semi-homing energy balls. Easily the most damaging super in the game, it usually does half to a third of your total health if most of the energy balls hits, or a fourth to an eighth if they are blocked. The energy balls never miss completely (partly because they are the fastest projectiles in the game) and juggle very well. They will even home in on downed opponents, which is something you'll want to take advantage of. The aura surrounding Epyon will knock your opponent down for big damage on contact. Like Sandrock's super, it will regain most of the power used because of the sheer number of energy balls. It can be performed while airborne. The only guaranteed way to avoid taking lots of damage is to block-dash backwards and boost to dodge the greater part the super, then just block the rest. If Epyon is airborne, you can just block-dash underneath Epyon to miss quite a few of the energy balls. If Epyon is low enough to the ground, Heavyarms (if you are close enough), Wing, Wing Zero, Shenlong, Tallgeese, and Vayeate can try to counter-super, but because of the speed of the energy balls, you will usually be hit before the super comes out. However, there is a brief window of opportunity to counter-super at about the mid-way point of Epyon's super, but you have to be fast. Also, Wing and Wing Zero can counter this super very easily with their secondary super, so be careful if you use it against them. If you don't have a good counter-super, you're screwed. Also, Sandrock's, Deathscythe's, and Vayeate's fireballs can all be used to counter this super, if you are fast enough. Still, it is a very spamable super that will easily kill the inexperienced opponent, and can be quite potent in lag.

Succumb: WW, low WW, WW, SW, weak fireball

Easy to do and it does decent damage. There are better choices, though. =P

Stricken: low SW, SW, weak fireball

Quite useful if you just want to quickly attack and retreat.

Stricken Extra: WW, low WW, low SW, low WW, SW, weak fireball

If you don't use the backwards fireball, this is as good as it gets. Good damage, but it could be better.

Smashdown: WW, low WW, WW, low WW, weak backwards fireball + SP

Decent combo, nothing too special. If you want to knock your opponent down with a backwards fireball + SP, Cannonball is probably a better choice.

Cannonball: WW, low WW, low SW, low WW, weak backwards fireball + SP

Great combo; it's easy to do, and does good damage. SW, weak fireball is a better finisher than backwards fireball + SP, though.

Overcome: WW, low WW, WW, low WW, low SW, weak backwards fireball + SP

If you are proficient at chaining between WW and low WW, you'll probably prefer this to Cannonball.

Geddon: low WW, low SW, low WW, weak backwards fireball + SW, weak fireball

Not only does this combo get good damage, but it looks cool. :)

Psychosis: low SW, WW, low WW, strong backwards fireball + SW, weak fireball

You have to be very fast if you intend to use this juggle. Great damage.

Genocide: WW, low WW, low SW, low WW, weak backwards fireball + WW repeatedly

Yes, after hitting with your weak backwards fireball + WW, quickly do the weak backwards fireball + WW again and again to keep juggling them for as long as you please. I hope you have some fast fingers if you use this infinite.

Vengeance: low WW, low SW, low WW, weak backwards fireball + WW (repeat)

Just repeat the combo over and over for another infinite. IF you practice, this shouldn't be too hard, as long you are close enough.

Endless Waltz: WW, low WW, weak backwards fireball + WW (repeat)

If you are fast enough to keep it going, this is easily Epyon's deadliest combo. Practice this until you have it down pat- it will serve you well, very well. Note that while this is the easiest variation of this infinite in my opinion, you can modify it to WW, weak backwards fireball + WW (repeat) or low WW, weak backwards fireball + WW (repeat).

Maul: (after knockdown) WW, low WW, low SW, low SP

This makes Wing's and Wing Zero's Low Blows look wimpy. It does quite a bit more damage, and if you're fast enough, you can do it AGAIN!

Mame: (after knockdown) low WW, low SW, low WW, low SW

Same as Maul, but it does a little less damage, though it's a bit easier to perform quickly.

Prominence: WW, low WW, WW, low WW, low SW, weak backwards fireball + SW,
weak fireball

Powerful combo, quite useful, and very damaging.

Lightning Paw: WW, low WW, low SW, low WW, weak backwards fireball + WW, low WW, low SP

Weaker than Lightning Paw, but a it's easier to perform efficiently.

Lightning Claw: WW, low WW, low SW, low WW, weak backwards fireball + WW, WW,
low WW, SW, weak fireball

Practice this if you want to be really dangerous. Great damage, very deadly. As long as you are fast, this is your combo of choice.

Dark Messiah: WW, low WW, WW, low WW, low SW, weak backwards fireball + WW,
WW, low WW, low SW, SW, weak fireball

If you connect with this and follow it up with the Maul combo, they won't recover, trust me. Very tough to perform, though.

Epyon is the last opponent you will face in Story mode as well as the only hidden character. To play as Epyon, select Tallgeese, and press L, L, L, L, R, R, R, R, L, R, L, R, L, R, L, R. Epyon is not available in Story mode.

In my opinion, Epyon is the best in the game. Epyon has everything it takes and more. Epyon has the speed, the reach, the combos, the versatility, and the pure power needed to get the job done. All you need to do is use it!

First off: ground bashing. When you find yourself grounded, WW, low WW, and low SW are all incredibly effective. WW are low WW are good for poking from just outside your opponent's reach (chain to your backwards fireball + WW to get close if you get a hit). Low SW (and low SP), which hit low, can be very effective when coupled with your backwards fireball (+ any attack, but WW and SP are the best), which hits high. You can also use the strong backwards fireball to leap behind them, and most likely get the hit with any normal because most people can't react fast enough (low normals work best, though, especially low SW if you want to combo, low SP if you just want to knock them down). If your attack is blocked, the safest thing to do is boost (to avoid any counter-attack they may be cooking as well as stay on the offensive), but most of Epyon's normals recover fast enough for you to try one or two other pokes before retreating. On another note, if you want to get close to your opponent, boost and air-dash forward, or dash in with any good normal (WW, low WW, low SW, and SP tend to work well) and try to combo (remember to attack a little early for best results). Low SW or low SP is a good change up because it will often catch them off guard and allow you to knock them down rather easily then follow it up with a mean low combo.

Speaking of mean low combos, Epyon's Mame and Maul combos are the two most damaging low combos in the game. If your opponent is slow to get up, you

can actually dash-in and perform most of either one AGAIN for nearly twice the damage. However, if your opponent is more experienced, perform a backwards fireball + SP after the combo. Since they will probably be blocking low, this will almost always connect, especially in lag, allowing you to combo them yet again. :)

Some more tips that come to mind:

- Because Epyon has several good air-to-surface attacks, I prefer to jump or boost instead of block-dashing
- A game_tip (also known as arel4wutazn) pointed out, Epyon's airborne SP is very important, and will often catch people off guard.
- If you think Epyon's combos are tough, just remember that practice makes perverts (as marshmallow would say . . . unfortunately, my FAQ-writing career has been heavily influenced by him O_o), eeeeerrr . . . perfect. The more you practice, the more proficient you'll become.
- Both Epyon's fireball and backwards fireball are incredibly useful if used at the right time, otherwise they are just disastrous.
- Don't abuse Epy's super. It may kill lesser opponents, but you can expect to die if you try that dirty trick on a vet (like myself . . . well, not really, but I can dream, can't I??!!)
- Dash-in backwards fireballs + WW are almost always effective.
- Either fireball will often catch opponents off-guard, especially in times of lag. Lag is evil. Accept it but live through it.
- Low WW is the way to go if you are on the defensive.
- Epyon's SP normals are extremely important. Use them wisely and you will have a hard time losing.

Oh, and because I am lazy, I'd like to close this chapter with some quotes from some players far better than I can ever hope to be.

"leaping from the ground is good.. try to be in close range most of the time..

um.. look at hue's guide :)"

~arel4wutazn

"Use B a lot."

~W012345

"Use epyon's in air attack (jump then press y) to his down forward special move to fake people out and hit them to the ground.

!! also when you're in high air and you throw somebody, but they counter and land on the floor before you do and try to rush you, you can do a special move (down forward attack). Alot of people don't know this, but I do ;)"

~kingpin

"Don't use him.

Yep, that's my strategy fer ya. =D Lots of eye popping moments in lag if it's an epy vs epy match and you're just screwing yourself over (literally) by using him with lag. I hope this has been of some help to all of you who plan to use him excessively. =D

Translation to boring language:

Don't use him unless you plan to learn how to use him, which means you will separate yourself from society and sit at the screen for hours a day just practicing."

~Kumari (who would know . . . but if you're reading this, I would think that you are already quite adept at separating yourself from the rest of the world to stare at a box for hours on end =P)

Anyways . . .

The Good:

- *Strongest MS available.
- *Most combo-ability in the game, hands down.
- *Great reach.
- *Fast. Very fast. (Though not as fast as Shenlong.)
- *Very versatile, very flexible.
- *Quite tricky. (Its backwards fireball can make your life very difficult)
- *Most damaging super in the game.
- *Strong throw regains power. :)

The Bad:

- *No vulcans.
- *Epyon isn't for the faint of heart, and will take some getting used to.

The Verdict:

Epyon is my personal favorite and definitely one of the best of the best if not the best. With a little practice, you'll be able to easily destroy the competition . . . IF you have what it takes. If you do . . . you'll be very nearly unstoppable.

COMBO LIST*****

GUNDAM HEAVYARMS*****

- Get Down: WW, low WW, low SP
- Ticked: WP, WP, backwards fireball
- Smackdown: WP, WP, low WP, SP
- Low Bash: low WW, low SP, SW
- Spacedust: WP, WP, WP, WW, low WW, SP, SW
- Sniper: weak vulcan, strong vulcan, fireball
- Sniper Extra: weak vulcan strong vulcan, super
- Burning: WP, low WP, super
- Scorching: WP, low WP, low SW, super
- Oblivion: WP, low WP, WW, low SW, super
- Psycho Crush: strong throw, low SP, low SP
- Feel It: WP, low WP, WW, fireball or super
- Big Bang: WW, low WW, fireball or super
- Devastator: strong uppercut, weak vulcan, strong vulcan, fireball, super
- Stiletto Airborne: (while airborne) airborne SW, (jump) airborne SW (repeat)

WING GUNDAM*****

- Basher: WP, WP, SP, strong uppercut
- Crasher: WP, WP, SP, strong backwards fireball
- Smasher: WP, WP, WW, low SW, strong backwards fireball
- Breaker: (opponent airborne) WP, WP, WW, low SW, low SW, backwards fireball
- Bakunetsu-Ha: secondary SP, super
- Bakunetsu-Ho: SW, low SW, super
- Thunderbird: low WP, low WP, low WP, low WP, WW, low WW, SW, low SW
- Low Blows: low WP, low WP, low WP, low WP, low WW, low SP
- Newfound Wrath: WW, low WW, secondary SP, backwards fireball
- No Mercy: WW, SW, low SW, backwards fireball
- Thundercat: WW, low WW, SW, low SW, super
- Thunderhawk: (corner opponent) WW, low WW, SW, low SW, strong fireball, super
- Barrager: weak vulcan, strong vulcan, super
- Barrager Extra: weak vulcans, strong vulcans, strong fireball, super
- Onslaught: SP, (block-dash forward) SP (repeat)
- Onslaught Extra: WP, WP, SP, (block-dash forward) WP, SP, (block-dash forward)

WP, SP, (block-dash forward) SP, (block-dash forward) SP, (block-dash forward) SP, (block-dash forward) SP, (block-dash forward) SP, strong backwards fireball

GUNDAM DEATHSCYTHE*****

Slice and Dice: low WW, SW, low SW
Sweeper: low WP, low WP, low WW, low SP
Poltergeist: WP, WP, WP, WW, SW, low SW, uppercut or super
Phantom: weak vulcan, strong vulcan, fireball
Reaper: SW, low SW, super or uppercut
Shadow: WP, WP, WW, low SW, super or uppercut
Phantasm: SW, low SW, strong fireball, low SW, super or uppercut
Fiend: WP, WP, WW, SW, strong fireball, WP, WP, SW, low SW, super or uppercut
The End: low WW, SW, strong fireball (repeat)

GUNDAM SANDROCK*****

Quick Cut: low WW, low SW
Iron Fist: SW, strong uppercut
Bushwhacked: WP, WP, WP, WW, SP
Sliced: WP, WP, WP, WW, backwards fireball
Mudslide: WP, WP, WP, WW, strong fireball, uppercut
Landslide: WP, WP, WP, WW, strong fireball, super
Zeus's Hammer: (corner opponent) WP, WP, WP, WW, SW, strong fireball, uppercut
Death March: (corner opponent) weak vulcan, strong vulcan, fireball (repeat)

WING GUNDAM ZERO*****

Smashed: WP, WP, WP, WP, SP
Smashed Extra: WP, WP, WP, WW, low WW, SP
Low Blows: WP, WP, WP, WP, low WW, low SP
Shoot for the Stars: SW, low SW, fireball or backwards fireball
Needle Lift: WP, WP, WP, WW, SW, low SW, strong uppercut
Nova: WW, low WW, SW, super
Barrager: weak vulcan, strong vulcan, super
Barrager Extra: weak vulcan, strong vulcan, strong fireball, super
One-Winged Angel: WP, WP, WP, WW, low SW, fireball, super
Supernova: WW, low WW, SW, strong fireball, super
Seraphic Radiance: WP, WP, WW, low WW, SW, low SW, strong fireball, super

SHENLONG GUNDAM*****

Quake: low WW, low SP, low SP (if possible)
Cyclone: WW, low WW, SW
Cyclone Extra: WP, WP, WP, WP, WW, low WW, SW
Striker: WW, low WW, strong fireball
Striker Extra: WP, WP, WW, low WW, strong fireball
Whirlwind: airborne strong throw, (land) strong fireball, SW
Hurricane: WP, WP, WP, WP, WW, low WW, super
Typhoon: weak vulcan, strong vulcan, super

MERCURIUS*****

Repulsed: WW, low WW, SP, super
Repulsed Extra: WW, low WW, SP, uppercut, super
Raijingeiki: WW, low WW, SP, SW, (dash forward) low SW, super
Storm: (corner opponent) WP, WP, WP, WP, WW, low WW, uppercut, super
Meteo: (corner opponent) WW, low WW, SW, uppercut, super
Neo-Meteo: (corner opponent and dash in) SW, WW, low WW, SW, uppercut, super
Aberration: (corner opponent and dash in) SW, WW, SP, strong uppercut, super
Executioner: SP, airborne SP, (wait a moment) uppercut, super
Psychopath: (corner opponent) SP, WW, SP, (dash forward) WW (repeat)
Obliterator: (corner opponent and dash in) WP, WP, WP, WW, low WW, SP,
airborne SP, (wait a moment) strong uppercut, low SP, super

TALLGEESE*****

Decimator 1: WW, low WW, super
Decimator 2: WW, low WW, backwards fireball, super
Decimator 3: WP, WP, WW, low WW, backwards fireball, super
Decimator X: WP, WP, WW, low WW, SW, uppercut, super
Backbreaker A: WP, low WP, WW, low WW, uppercut, super
Backbreaker B: WP, low WP, WW, low WW, backwards fireball, super
Master: low SW, SW, fireball, super
Master Plus: (corner opponent) WP, WW, low SW, SW, fireball, super
Demolisher: weak vulcan, strong vulcan, fireball, super

VAYEATE*****

Busted: WP, WP, WP, WP, SP
Hammered: WP, WP, uppercut, airborne SW
Hot Rockets: WP, WP, strong uppercut, super
Enrage: WP, weak uppercut, (wait a moment) airborne WP, strong uppercut, super
F.I.R.E.: weak vulcans, strong vulcans, strong fireball, super

GUNDAM EPYON*****

Succumb: WW, low WW, WW, low WW, SW, weak fireball
Stricken: low SW, SW, weak fireball
Stricken Extra: WW, low WW, low SW, low WW, SW, weak fireball
Smashdown: WW, low WW, WW, low WW, weak backwards fireball + SP
Cannonball: WW, low WW, low SW, low WW, weak backwards fireball + SP
Overcome: WW, low WW, WW, low WW, low SW, weak backwards fireball + SP
Geddon: WW, low SW, low WW, weak backwards fireball + SW, weak fireball
Psychosis: low SW, WW, low WW, strong backwards fireball + SW, weak fireball
Genocide: WW, low WW, low SW, low WW, weak backwards fireball + WW repeatedly
Vengeance: low WW, low SW, low WW, weak backwards fireball + WW (repeat)
Endless Waltz: WW, low WW, weak backwards fireball + WW (repeat)
Maul: (after knockdown) WW, low WW, low SW, low SP
Mame: (after knockdown) low WW, low SW, low WW, low SW
Prominence: WW, low WW, WW, low WW, low SW, weak backwards fireball + SW,
weak fireball
Lightning Paw: WW, low WW, low SW, low WW, weak backwards fireball + WW, low
WW, low SP
Lightning Claw: WW, low WW, low SW, low WW, weak backwards fireball + WW, WW,
low WW, SW, weak fireball
Dark Messiah: WW, low WW, WW, low WW, low SW, weak backwards fireball + WW,
WW, low WW, low SW, SW, weak fireball

MISCELLANEOUS*****

The following is a compilation of many tips and tricks from myself and other GWED vets on a wide variety of subjects. If you look around, I'm sure you'll find something of interest!

Notes on the AI, from myself:

I have sought to gauge the comparative strength of the AI with each MS by composing a chart of the wins and losses of each AI MS against each other. Note that the AI at its best, so the chart may not be as accurate for lower difficulty levels, and there are flukes, for I've seen Wing manage to top Wing Zero once or twice, as well as Heavy Arms and Epyon beat Sandrock now and then, but these are few and far in between. The chart is as accurate as as possible. A "+" denotes a win, and a "-" denotes a loss. If you can't figure the rest out, you might want to consider going back to kindergarten.

	HA	W	DS	SR	WZ	SL	M	T	V	E
HA	X	+	+	-	+	+	+	+	+	-
W	-	X	+	-	-	-	-	+	+	-
DS	-	-	X	-	+	+	-	+	+	-
SR	+	+	+	X	+	+	+	+	-	+
WZ	-	+	-	-	X	-	-	+	+	-
SL	-	+	+	-	+	X	-	+	+	-
M	-	+	+	-	+	+	X	-	+	-
T	-	-	-	-	-	-	+	X	-	-
V	-	-	-	+	-	-	-	+	X	-
E	+	+	+	-	+	+	+	+	+	X

As you can see, Sandrock and Epyon are both tied for first, winning eight out of nine matches each. Heavyarms is close behind, winning seven out of nine matches, and Shenlong and Mercurius are tied for third with five out of nine apiece. Deathscythe is fourth, winning four out of the nine matches, and Wing and Wing Zero are right behind, tied for fifth, winning three of the nine matches each. Vayeate makes sixth place with two out of nine, and Tallgeese trails in at seventh, winning only one match of his nine.

So, there you have it. ^_^

With many MS, you can hit your opponent as they fly through the air for even more damage after you throw them! For example:

Heavyarms: After a strong or weak throw, you can hit your opponent with low WP, low WW, and low SP . . . you can hit them up to two times if you are fast enough! Can you say ouch?

Deathscythe: After a strong throw, you can hit your opponent with several attacks, especially if you are in a corner . . . such as low WW, an uppercut, or a super! O_O

Sandrock: After a strong or weak throw, you can hit your opponent with low WP, WW, and low WW.

Wing Zero: After a weak throw, you can hit your opponent with low SW.

Shenlong: After an airborne strong or weak throw, you can hit your opponent with your fireball. After throwing with a fireball, you can hit your opponent with low WW or SW.

Tallgeese: After a weak throw, you can hit your opponent with low SP.

Vayeate: After a weak throw, you hit your opponent with SP, your super, and maybe others?

Epyon: After Epyon's weak throw, you can hit your opponent with WW or low SW.

(Thanks goes to The Ulukai for most of these!)

Tips on opening moves, from Will (a GWED veteran if ever there was one):

"Shen Long: always standing A. Against people I know to standing block that, down B and super instead. If they play as Long themselves and use this opener all the time and I'm using Shen, Wing, Zero, Tallgeese, Sandrock or Vayeate, I immediately block dash back and super them. If you can get the timing right,

they will always get hit.

All the openers below are not used against Long or Wing. Against him I usually dash back to avoid standing A/down A.

I use these opening moves, or I block dash towards them right off the bat to try and throw them. Usually works when they don't see it coming.

With Wing, I always open with down A.

With Heavy Arms, jump forward + X.

With Sandrock, jump forward + Y.

With Deathscythe, jump forward and block, if they counter I super. Sometimes I just open with down + B, then shield toss, then super or infinite.

With Zero, jump forward and jab. If it connects, I combo into aerial backwards fireball.

With Tallgeese, I only dash in and throw, or I dash back and super.

With Mercurius, jump forward and A, or crouching B. (puck throw).

With Vayeate, usually jump forward and X or jump backward and immediately use A, to shoot a fireball at head level. Occasionally I jump a little higher and use down A instead to trick dashers.

With Epyon, jump forward and B; if it connects, combo into weak fireball. Sometimes I open with down + A instead.

With Maganac, I always open with a Reverse Head Crusher. Just no stopping that, even if you do use Shen Long. Cheap, I know, but very effective."

~Will (Ignore the Maganac crack, by the way. =P)

Here's some favorite combos:

"Hmm. Tallgeese: down A, A, strong fireball, super.

Not as damaging as, say, down B, super, but it IS a lot more fancy =P"

~Will

"Any of Wing's uner slider combos. They just rock. =)

SRock's Y, B, f d-df + X also.

TGeese's Y, B, downB, qcb + X.

Epy's B, downA, downB, qcb + B + B, B, qcb + B + A, qcf + B.

Shen's jump X, qcf + X.

Scythe's downB, qcf + X, downB, downA, qcf qcf + X."

~Kumari

"All Wing's combos that juggle people just before they hit the ground rock.

e.g.

Y, Y, Y, B, downA, downA, qcbA... yaddayadda =D"

~W012345

"Shenlong: Y, Y, Y, Y, B, X, dash, down B, down X.

Counts as a 10 hit combo. Then I do it again. Then when someone keeps jumping, I down X them as soon as they hit the ground then down B then down X. And for block-oholics, I throw them then down B then down X."

~PikaKirby

"Epyon

B, DownA, B, DownB, QCB B+A, QCF+Y, Dash, B, DownB, DownA, A

Difficult to do but takes up about 1/2 to 3/4 of enemies life."

~OneMinuteLeft

"WingZ

JumpA, B, A, DownA, QCB +B"

~OneMinuteLeft

The Ulukai (otherwise known as Survy) on how to perform the airborne super glitch, or put another way, how to do ground-only supers in the air:

"2 similar ways.

Jump, QCF, QCF, 2 button super (in other words its a cancel out in air, if you think about it)

or... (which is easier)

Hold B, jump, QCF, QCF press Y
(replace B and Y for any other key)"

~The Ulukai

General notes on the FAQ:

"Ok... only really skimmed it, but on the Air Supers thing I *don't* think you mentioned: that once the super has finished you can perform another special after it OR if hit out the super, again you can perform a special. (This goes for all abnormal 'cept Mercs) Also if you are underneath when the air super happens (near enough) then you can ground throw without actually touching them. (Works especially well with HA QCB)

Urh.. on Sandys infinite, it has enough ENG to finish the weaker armour guys (weaker being all except Sandy, HA, and Epyon) <-- not sure because I never got round to trying it on them. An after the third shotel you can add nice finishes :) (YYB strong grab)"

~The Ulukai

"Zero IX:

The first and most simple mind game ever developed. Is corner raping. It was first shown by Oogle. Knock them down in the corner and then boost up and come down with X. Sometimes don't even hit them with X. Just land a bit way's back from them out of grab reach and downX them there. Takes great skill to accomplish this fully. Against unexperienced players you can auto win by executing this as it knocks them down each time.

Then came my very cheap Epy qcb B. Most people don't recognize that it hits high instead of low and if the lag is good they just end up getting knocked down again by a series of combo connecting to that key hit. It was early when I used this tactic to win the majority of my matches. =D

Next I came upon tippy's WingZERO corner rape. He used ZERO's wide sweeping A with his air B and the solid downX to create a variety of corner trapping motions that pwned me a good deal of matches until I figured out that a block and lunge with downB afterwards slipped him off every time.

Then it happened. QuestionMark finally pulled out Epyon! >_<
sees everyone gasp in fear and jump under their chairs Yah I know. We all (or I did anyways) knew that he was a solid Shenlong player. Never switching. I always said that if he ever switched to Epy or practiced a bit he'd be pwnzors. And after about three years of matching my Epy with his Shen and never determining a clear winner he went to Epy. At first I thought he was joking but I was pwned. My Epy was taken down so fast I was shocked. It had never happened before. Sure my Epy's been beaten but never in a manner like this. It took me a good hour or two until I could make a comeback against his tactic. It involved a varying lunge with rushing tactics. Since the usual Epy fighter would do a lunge after you got knocked down it was viable to just block up after you fell. However he was the first that I ever saw to use a different tactic. First he started it off as if he was going to do the lunge. The standard issue B, downB, downA. But then without warning as I stood up and blocked up there came a flash of lightning and I was knocked down again. He DID NOT lunge. What he did was rushed in and downX. I was blocking up of course. Without the time to switch to blocking down I was swiped to the floor again. I finally managed to figure out how to get past this though. The fact that your opponent and you must play a psychological game of whether he was going to rush downX or lunge meant it wasn't going to hit everytime. But it was deadly.

Then came mine. I built up on QM's mind game above and then stole tippy's earlier WingZ tactics. Using Epy's abilities I managed to build upon a database of sorts for mind games for Epy. There is the standalone qcf strong. Using it to slide over enemies and attack from the back as well as sweeping in under enemies meant total chaos in a lag situation. Then there was qcb anti air. I noticed that Epy's lunge was very fast. Fast enough to move under a boosting gundam. So when they double boosted I would just lunge forward. Landing behind them and as they came down did downB, A, qcf. A very hurtful way to punish your enemies. Doesn't work in lag very well though as the motion gets stuck and all you do is just crouch down then stand back up sometimes. 0_o Finally I came upon my corner trap. Using QM's lunge and rush downX tactic I also turned it to counter the one simple escape. If an enemy chose to boost up they would escape. This was easily remedied by one of Epy's most powerful attacks. Air X! =D If I felt they were going to boost up then all I did was jump forward and tapped X. During their boost up maneuver there was no blocking so they just got slammed back down again. Combining this if it was thwarted with a cancel into qcf meant an escape route. Or you can just block.

Then tippy invented his A blockdash forward downX with Shenlong. Very effective. If you jumped in and blocked Shen would swipe an A at you. Of course it was blocked. But then tippy blockdashed forward right under you and landed on your opposite side. He would throw in a downX and knock you off your feet because you were blocking the wrong way. Very fast and effective. It was a few weeks later when I heard tippy had devised the dash trick. Hang in the air and as the enemy stood up to

block boost over them and then attacked. Also boosting out of it was a viable option as tippy was now on the ground and could not hit high in the air. A suit standing up is given boost priority. Not only that but if you executed Wing's qcb when he dashed over you would be given a priority hit over the person dashing behind you as well.

A last I came upon the last mind game. I used Epy's superior mobility with qcf and stole tippy's hanging. Knock them down. Then boost up and hang. Use back or left to place yourself and then do qcf and fly down at them. If the opponent is blocking the wrong way (because you were above them and could place yourself then do qcf and come down) they were just smashed down again. Very effective as well. Only this was by far the hardest mind trick to execute due to the small time allotment for qcf and we all know what lag does.

Then tippy and I came up with Epy's qcb strong to jump over opponents and attack from the opposite side. I've never gotten it to work the way it was supposed to. His strong lunge was just too slow. I haven't heard any news from tippy about how it went with this either. In a few matches against him he was testing it out I could see but later he just didn't do them anymore. *shrugs* It's a good theory, but better in words.

GWED is as much a battle of minds as it is a battle of speed and skill.

If you aren't thinking clearly (clouded judgement, angry at something, or etc) you can as sure be expecting a skilled opponent to rip you apart. State of mind is a critical thing when playing GWED. We all have our bad and good days. I'm sure a few of the long timers here can support me on this. For this W0 and I suggest listening to calm and serene music when playing GWED. XD

Remember, "Psychology is half the battle." Know what your enemy is going to do, know what they like doing, know that they know what you like doing, then know what to do to make them see you won't do what they think you like doing to show them you know what they like doing. If that didn't confuse you consider yourself insane. Toodles. =D"

~Kumari

Random notes:

"I'd just like to note that the WW of Wing will miss a standing opponent totally even when he isn't blocking sometimes (i.e. not even block damage if the guy blocks >.<). The saber just goes through as if Wing poked too much to the left/right. I have no idea why this happens, but it's very annoying and it messes up combos. =("

~W012345 (I've experienced this glitch once or twice myself.)

"Hey,

Just a little bit extra info for bounce hits:

Sandrock can weak/strong throw to standing Y or qcb strong/weak.

Tallgeese weak throw to crouching B.

Epyon can weak throw to dashing crouch B, crouch Y, and standing A.

and

Wing0 can weak throw to dp strong/weak.

Cheers"

~Survvy

CREDITS*****

Revamped and rearranged as I saw fit. Rawr, baby, rawr!

God . . . Take a good guess. Really.

Clarissa . . . Hmmm, you know you must be important if you're credited right after God. ^_-;;

Really, you are one of the sweetest people I've ever had the pleasure of meeting, as well as the only girl I've ever drooled over. There is a lot I could write here, but I better shut up before I make a scene. *sweats*

Joey . . . You're a really good friend to me, whether you know it or not. If it weren't for you, I would have lost it (before I had it, too) a lot sooner. Oh, and you do need to give GWED another try. Really.

Sean . . . You're a good pal, and you need to get GWED as well. =P

Zeku . . . His FAQ was a tremendous help as I began to play this game more. His pragmatic and readable approach was very helpful and influential. Much of my terminology (and a . . . few . . . of my tactics) originated from his FAQ.

Kumari . . . For Wing's and Mercurius's infinites, as well several combos including Wing's Onslaught and Onslaught Extra, Tallgeese's Backbreaker B, Heavy Arms's Devastator, and for treating me to my first match online. (What happened? I got creamed, and badly at that. ^_^)

Contrary to what he may think, his Epyon FAQ is great, I highly suggest you check it out (especially since I cut my Epyon spiel short =P).

Jacob Poon . . . From his FAQ, I learned the basics of GWED. Without it, you might not be reading this right now, poor you.

Will . . . For many various tips and the like, especially concerning Shenlong and Sandrock. Oh, for coining to term "double penetration," heh, and for being so . . . helpful (you know what I mean). =P

Visit his GWED website at gwed.vze.com. It isn't updated often (read: never), but I'm certain you can find something useful there . . .

firestarter . . . for an entertaining FAQ on GWED, as well as some insights and tips on mine.

W012345 . . . For combos including Wing's Smasher and Breaker, and Heavyarms's almighty Sudden Death, and for being an such a nice guy. (Most of the time. *winks*)

The Ulukai . . . For explaining the bug that makes it possible to execute ground-only supers while airborne to the few of us who didn't quite catch-on. As well as for numerous tips and tricks. Thanks a bunch. =)

CJayC . . . For www.GameFAQs.com, without which this FAQ would not exist. GameFAQs is not only the best site on the web for gaming, but it's where all teh 1337 play0rz like myself (yeah, right =P) hang out. I must say, GameFAQs is much, much more efficient than every other gaming website else I've seen. Hats off to ye!

GameFAQs GWED Message Board Regulars . . . Will, Kumari, W012345, ZeroHiei, The Ulukai, KISS_Rules, Death Lord, Question Mark, arel4wutz, idiotsdelight, DKB, Tonberry, B L A N K, GrimDark, kingpin, Fireseal, neoX, Vivi, Squall, and anyone else I forgot who hangs out there. For being so durn entertaining and informative.

Bill Gates and his Microsoft Corp . . . MS-DOS Editor, anyone? w00t w00t!

Nintendo . . . For the GCN, N64, NES, and of course the SNES (which is amazingly still alive, albeit in a dead sort of way), and for the hours of entertainment they have provided me and others.

Natsume . . . For this timeless classic that has not gotten (and unfortunately probably will never get) what it deserves.

Yoshiyuki Tomino . . . I couldn't forget the creator of Gundam himself, could I? Nope, I didn't think so. =P

NO THANKS goes to www.SomethingAwful.com: For their sorry review of GWED. It's the worst review I've ever read. They apparently don't know you can not write even a semi-accurate (that's quite lenient considering the entire review was backwards) review if you've only played the game for couple minutes? What do you get when you combine lame humor, careless mistakes, a sloppy reviewer, and one of the greatest fighting games (at least in my not-so-humble opinion) of all time? One very, very, very bad review, unfortunately. Shame on j00. =P

CONTACT ME*****

I consider this FAQ/Walkthrough to be my masterpiece, but I (sadly) am not perfect. If I slipped up somewhere, anywhere, (as I KNOW I have) I would be most grateful if you'd tell me. Email me at busylife5@NOSPAMPeoplePC.com (remove the NOSPAM, naturally). Any comments are appreciated, so long as they are appropriate. Do put "GWED" somewhere in your subject if you email me, or your email will most likely be deleted along with the other crap I get on a regular basis. Oh, and if I quoted you and you want to be removed, drop me a line and I'll make the necessary changes.

Thankfully, the junk mail has lessened up, so once again I welcome your email with open arms once more. ^_^

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Questions or comments? Send 'em to busylife5@NOSPAMPeoplePC.com.

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