

# Dai-3-Ji Super Robot Taisen (Import) Final Scenario Guide

by HayatoK

Updated to v2.2 on Aug 7, 2008

This walkthrough was originally written for Dai-3-Ji Super Robot Taisen (Import) on the SNES, but the walkthrough is still applicable to the PSX version of the game.

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Dai 3 Ji Super Robot Taisen
Super Robot Wars 3
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| 08/07/08   ver: 2.2
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Final Scenario Guide  
"Ragnarok"

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1. Disclaimer                FSG1
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This FAQ is and will only be in GameFAQs unless permission is requested. (see FSG5 and FSG6). Ask nicely as you are requesting for permission. It is not meant to be a simple one-sentence request. It should be in detail, stating who, where and why.

NOTE: This is not to be altered in any way. If anyone finds this FAQ in any sites, books, magazines etc. other than the GameFAQs or any of the authorized sites, please report to me (Contacts below) and I will leave your name here as notification.

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Again, I emphasize, this guide will only be found at:

- <http://www.gamefaqs.com/>
- <https://www.neoseeker.com/>

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2. Purpose FSG2  
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The purpose of this FAQ is to

- help those that are stuck to get through this last stage.
- destroy all enemies on the map.

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3. Materials FSG3  
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Min. Level: 60 (You could experiment with lower levels.)  
(Healing Units can be level 55.)

My Level: 62-65 (My healing unit was 56 though.)

Your Fleet: nu-Gundam (Fin-Funnel)  
(Recommended) Sazabi (Funnel)  
Jagd-Doga (Funnel)  
Qubeley MkII (Funnel)  
Cybaster (Hi-Familia and Cosmo Nova)  
Methuss [or any other healing unit]  
Nuel Ziel (Tanking)  
Getter Dragon (Shine Spark)  
Combattler V (Chou-Den-Ji Spin)  
or (Super Electromagnetic Spin)  
Ra Kairam (For repair of course)

\*An energy healer maybe (I didn't use one.)  
\*the rest your choice

My Pilot list: nu-Gundam (nugandamu) Amuro (amuro)  
Sazabi (sazabi) Quattro (kuwatoro)  
Qubeley MkII (kyuberei) Puru (puru)  
Nuel Ziel Gato (gato)  
Jagd Doga Puru Two (purutsuu)  
Methuss (metasu) Fa (fa)

Enemy Fleet: Neo Granzon x 1  
Valcion x 2  
(Valshion)

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Move list: / Neo Granzon's Most Destructive Weapons /  
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Weapon	Damage	Range	Morale	Shots	EN	State
Reduced Cannon	2500	12	110	40	0	Normal
Black Hole Cluster	2200	5	140	-	100	Normal
Big Bang Wave	1800	7	-	5	-	All
Graviton Cannon	1000	8	120	-	120	All

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/ Valcion's Most Destructive Weapons /  
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Weapon	Damage	Range	Morale	Shots	EN	State
Claw Smasher	1800	6	-	-	50	Normal
Mega Graviton Wave	1500	10	-	15	-	Normal

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4. Procedure FSG4  
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Estimated minimum time: 2 Hours (save and continue next time if tired)  
Estimated turns: 70 +

1. - First off, max all stats of your recommended units before you start the scenario. Save often because some things are unpredictable.
2. - In the map, configure command to the last option (Must Evade or Defend) then send Nuel Ziel to the 10th spot away from the left Valcion.  
- Have a healing unit ready to heal it.

(I'll just address to Methuss from now on.)

3. - Pay attention to Valcion's shots for M.G. Wave. Your objective is to get those 15 shots down to 0. Once done, move Nuel Ziel to the 6th spot to the Valcion so it's just in range for his Claw Smasher.  
- If it moves towards you, just shift everything back to however far he goes.  
- Also pay attention to its EN. Claw Smasher takes 50 EN per shot, so let it consume on you. Heal with Methuss when HP is low.
4. - Have your 5 ranged units near the Valcion but out of its range. When the Valcion has consumed all its shots and EN so that those two weapons cannot be used, move your 5 ranged units in range of their Funnels. Keep attacking and leave your Nuel Ziel for it to chop. Heal every now and then.
5. - Once the first Valcion is destroyed, repeat steps 2 - 4 for the second Valcion.
6. - When both Valcions are destroyed. You are ready to spend more time on wasting Neo Granzon's most destructive weapon: Reduced Cannon.  
- Now, move Nuel Ziel to the 12th spot of Neo's range. Have Methuss be on its 13th spot so it'll be out of range. Heal every now and then. Only let Nuel Ziel tank the attacks. Move Nuel Ziel, using speed up Seishin to reach to Methuss so Methuss doesn't have to reach you. This will reduce the risk of Methuss being destroyed.
7. - Once all 40 shots are consumed, move closer to the 5th spot for its Black Hole Cluster, which is only two shots since max EN is 255.  
- When that's done. Set up your Funnel units to the max range possible. Qubeley MkII will be on its 7th spot because of the short range of its Funnels. Neo's ALL attacks are ranged 7 and 8. Therefore there's high chance of Qubeley being destroyed, since you cannot predict if Neo will use Black Hole Cluster when it has the EN to or the ALL

attacks. Plus, one ALL attack is shot-counted, so it's even harder to predict.

8. - Remember to save often. If Neo uses ALL attacks and kills your range 8 Funnel units, then you'll be in trouble. Continue healing Nuel Ziel and keep Methuss out of range because it'll die instantly if failure to evade. Repair your Funnel shots whenever they are used up. Have your units use all the +15 Morale Seishins (Spell). The more Morale, the more damage you inflict. Cybuster can get past 160 Morale. You can use Cosmo Nova at 140, so use it carefully as it is only a range 4!
  
9. - Have your Super Robots out and ready to attack. Weakest first, since they will die within two hits. Keep Getter Dragon alive.
  - Soon Neo will reach 200 Morale, but don't fret because your Funnel guys will hopefully be at 140+. Your Nuel Ziel will be at 200 also, after all those tanking. It'll help if you use Nuel's map attack on Neo. It'll inflict 1000~2000 damage or more!
  - Getter Dragon, after 2 - 3 hits, will be useless. After those 2 - 3 hits you should use Nuel Ziel's ALL attack than use Getter Dragon. For the rest of the turns, continue using Funnels on Neo. You will inflict 400~500 per shot.
  
  - 5 units, each 2 shots = 400 dmg x 2 shots x 5 units = 4000 dmg!
  
10. - That will be the end. Hopefully Neo Granzon's HP will shown by this stage. If not, contact me (below) and state the process you have gone through.

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4i. Contribution 1            FSG4i  
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By: Mew seeker (email: [cadieux\\_philippe@hotmail.com](mailto:cadieux_philippe@hotmail.com))

First step against Neo was to waste his Wyrn Smasher attack, the one with a range of 3. Because of the dogging, Neo didn't had enough morale to use Reduced Cannon yet. X D. So I attacked him with stuff like God Voice and then stepped out of the way. Then, after Reduced Cannon was wasted, I wasted his other attacks.

Then, here the neat trick.

When Neo is low on Endurance, attack him with Beam attacks. Each time he's hit, he lose 20 endurance. If he has exactly 20, and then loose it, he can't move at all! Just keep using beam weapons from then. ^^ . But if he has from one to 19 of Endurance, you'll have to make him walk just the right amount of steps. X D Lure him with a robots and keep the other away. Then, when he's locked, just watch for his Big Bang Wave map attack. He seem to use it only twice, probably when his Hps reach set amounts. So after the second time, it safer to close in. If you can manage to do that while keeping a healer and your battle ship, you'll be fine. ^^

A few more note about morale. It's a vital in this battle. From what I've seen, map attacks doesn't affect morale, which is bad, excepted for Endurance based Map attacks since you just have to wait and not move to get them back. When a healing "attack" is used on you, you loose one morale the next turn. If two are used, you loose two and so on. When you go into your battle ship, you loose TEN points of morale the next turn. Ow! X D. If you're using the hit and run map

attacks strategy with Ryunee and Masaki, they'll turn quickly into wimps!  
When you hit someone or get hit, you get one morale point. Same thing for your  
opponent. So basically, when morale is awarded, both side get morale. The thing  
is, Neo is alone and get about all of it for himself. To even things out, you  
need your Seishin and the Valcions to boost it. Oh and even when a IP field is  
activated, morale is still given. Not sure about Beam Coating though.

So, what to do from that?

Well, at first, when Neo's morale is low, hit him with super strong attacks  
while it work. If you're hitting him with plenty of weak attacks, you're just  
helping him being fired up. But once he's maxed out, don't hold back anymore.  
Even if you do pitiful damage, your moral is rising and you're getting back the  
edge. ^^

Oh by the way, a 200 morale Camille (around level 65?) in a Sazabi against a  
180 morale Neo is dealing around 2200 damage with a single Funnel attack. You  
have to see it to believe it! X D. If it was the original Gundam theme that  
played during the battle, it would have fitted perfectly! X D lol

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5. Method 2                FSG5
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via the route of A BA A QU

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      Materials
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Estimated Turns: 40

Estimated Minimum Time: 2 hours (better save and continue if tired)

Blocking units: GP03-D, Geymalk

Attacking units: nu-Gundam (by Amuro)  
Sazabi (by Quattro)  
Qubeley MkII (by Ple)  
Jagd Doga (by Ple Two)  
Geymalk (by Kyara)  
Cybaster (by Masaki)  
Daitan 3 (by Banjo)  
Combattler V (by Hyouma)  
GP03-D (by Camille)  
Raideen (by Akira)  
Getter Dragon (by Ryou)

F91 (by Judo) [optional]

Healing units: Bulglar (buruugaa) (by Mary or whoever else)  
Methuss (metasu) (by Seabook or some good pilot,  
ie. Judo)

Explanation to why:

- I realised that through A Ba A Qu route there is more to it, thus I have  
updated this section to a new method. Basically if you include Geymalk, you  
have a total of six funnel units. Max upgrade GP03 and Geymalk and they can

be used to block. You will not have Neue Ziel in this route so you cannot use him as tank unit.

- Bulglar is useful because it has high evade and can heal HP AND EN. I found out that if you use a better pilot to heal, you can heal more. Even if you level that specific character, you will never heal as much as someone better than you. Fa can never heal as much as Seabook unless level difference is significant to 10 or so. But if it is still recommended to use a better pilot on a healing unit.

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Procedure  
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A

1. Take all units except units with Love Seishin and use up all of their morale or kiai.
2. Set everyone to "Evade or Defend Only".
3. Bring GP03 to one Valcion's 10th range position and Geymalk to another's. You can attack with Geymalk to speed up the decrease rate of Mega Graviton Wave.
4. Heal every turn until Valcions' 10-range weapon is used up.
5. When used up, set every funnel unit and destroy both Valcions.

B

1. Use your Super Robots and apply their super attacks on Neo Granzon. All except Getter Dragon which will be saved till later.
2. Set GP03 to 12th range of Neo Granzon when his morale reaches 110. Let him waste all 40 shots on you. Heal often. If Neo Granzon moves toward you, move back and readjust. Don't let him destroy any of your funnel units.
3. Use GP03's map on Neo Granzon. It will deal 600 to 1k or so.
4. When used up all shots, set all funnel units accordingly and if you still have Super Robots, use them all. Take your time and you will find this method more effective because Geymalk can deal 1k or so.

Optional. F91 can be used to melee Neo Granzon since F91 has the ability to dodge infinitely quick. Useless after Neo Granzon gains 20 or more morale.

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6. Contacts                      FSG6  
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I can be found at [wytang@shaw.ca](mailto:wytang@shaw.ca). Email me:

- If there are any comments OTHER than those said on this FAQ, else they will be deleted without notice.
- Re-emailing me will reduce the chances of ever getting a reply back. Just be patient. I will respond if I get the chance to.

- I won't help you on anything unrelated to this FAQ's topic. As I said, everything I haven't pointed out here will be answered.
- I also allow errors to this guide as this is my first FAQ, so do expect some errors, no matter if it is technical or informational.
- If I biased too much, email me so I could generalize and fix it.
- Remember: talk in a nice manner.
- Also, always have the topic as "SRW3FAQ - (add your own)" so I know it's related to my FAQ without going into detail to find out about what.
- Got a problem while using my FAQ
- Any more suggestions and concerns
- Asking for Permission (see Section 6)

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 7. Permission                    FSG7  
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You can contact me by email for permssion on your site. Again, any rude behaviour will be ignored.

In the request: have the topic as "SRW3FAQ - Requesting Permission". Have your Name, Email, the URL of the site this will be on and your reason for this request. Have a positive tone and notify me if you are switching email to email. I have the right of refusing your request at all times.

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 8. Credits                        FSG8  
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Thanks to...

1. - Nintendo for such system.
  2. - Banpresto for such awesome game.
  3. - Everyone enjoying my first FAQ.
  4. - Myself for spending 2 hours on playing the stage and many hours for writing this FAQ.
- 
- #. - Carlos Satoshi Mori for his guide. Helped me a lot on names and on how to write a FAQ.
  - #. - Justin Carrasco for his FAQ as an example for me to follow.
  - #. - Jeff Veasey for his FAQ on English names of this game.
  - #. - Jason Lai for checking grammar and wording.
  - #. - Mew seeker for contributing his method of the game.
- 
- \*. - <http://agtp.romhack.net/> for the translation of this game.
  - \*. - GameFAQs for hosting this FAQ.
  - \*. - Neoseeker.com for hosting this FAQ.

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 \*. = Sites  
 #. = Specific People  
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9. Version History FSG9

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08/07/08

Version: 2.2 - Changed shaw email to gmail.

05/17/07

Version: 2.1 - Added a new contribution  
- Edited 'Estimated time' to 'Estimated minimum time'  
- Edited: updated the words below 'Method 2 FSG5'  
- Added a new person in the Credits section.  
- (remark: wow, it's been almost a year since the previous update)

08/01/06

Version: 2.0 - Fixed Quebely into Qubeley  
- Added New Method

03/31/05

Version: 1.2 - Added New Authorized Site  
- Edited Credits Section FSG7

03/30/05

Version: 1.1 - Edited Grammar and Wording  
- Added New Section: "My Pilot List" in "Materials FSG3".

03/28/05

Version: 1.0 - First Edition

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10. The End. FSG10

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