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| (0) How to Search this FAQ |
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Simply use the Search Function of your Web Browser or Text Editor & search by header, such as "(0)" (without the quotation marks) to reach each section or sub-section listed in the Table of Contents above.

The Robot Listing section has been divided into smaller sub-indexes based on robot arrival time. After jumping to the right sub-section, such as "(a)", you can further search for each mecha by their index number (e.g. Gundam is "a4").

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(I) ROBOT INFORMATION

(1) Glossary of Terms

- Mecha: The name of the Super Robot
- Series: Anime series they are from (and which pilots are accepted)
- 1st Pilot: Self-explanatory
- Abilities: Special abilities, e.g. Transform or Burrow
  - Transform: Change into a different form; free action
  - Dig/Burrow: Turn movement into underground; free action
    - Underground movement, like flight, costs 1 EN per tile moved
  - Combine/Split: Merge/Split with another unit
    - Combining ends turn for both units
  - Phase/Getta Vision/Mach Special:
    - When Morale >= 130, increase evasion
  - I-Field: If robot's EN >= 20, can put up a field to deflect beam shots. (Almost any projectile with the word "Beam" or "Laser" or "VSBR" count.)
- Introduced: Scenario (beginning or end) you first see them

Replaced: Scenario (beginning or end) you lose them (permanently)  
(Upgrades:) Most mecha should not be upgraded at all until the mid-game because they will be replaced or better options come along.  
Exceptions arise, such as the Getta Robo which gets replaced near the end of the game, or the Methuss which provides useful healing throughout the game, but is plated with tin-foil.

Hit Points: How much damage can be taken before the robot explodes  
Can be upgraded by 300 a maximum of 7 times per robot  
Cost of each upgrade: \$5k-\$10k-\$10k-\$10k-\$20k-\$20k-\$20k

Energy: How much energy can be expended; recovers by 5 each turn  
Some attacks drain Energy; Sky/Space/Subterrain movement costs 1/tile  
Can be upgraded for \$2k by 10; a maximum of 7 times per robot to 255

Type: A robot's movement type: Land, Sky, Amphibious, Subterrain  
In space, all units move easily except through asteroids.  
There is one unit that is Space-only (GP-03).  
Sky movement can fly/hover over every terrain square easily (Sky-ONLY movement [not Sky/Lnd] are barred from indoor stages)  
Land movement is impeded by various terrain  
Amphibious movement will have difficulty outside of Sea/Land  
Units with Subterrain can burrow underground, past enemies

Range: Maximum tiles the Robot can move, unimpeded

Armor: The higher it is, the less damage your Mecha takes each hit  
Can be upgraded by 50 a maximum of 7 times per robot  
Cost of each upgrade: \$3k-\$8k-\$15k-\$15k-\$30k-\$30k-\$30k

Response: The MAXIMUM Response of a frame; it serves as a limiter to the current pilot's abilities. This is not important until your pilots' stats -- Hit%, Response, Piloting -- grow beyond the MAX.Response of your favored units. (e.g. Amuro has 131 -- this would allow a 2nd action per turn. But in a GM whose M.Response is 105. Amuro is considered at 105 in battle.)  
Can be upgraded by 10 a maximum of 7 times per robot to 255  
Cost of each upgrade: \$1k-\$2k-\$3k-\$4k-\$5k-\$5k-\$5k

Adaptability: Robot's efficiency in Sky/Ground/Sea/Space  
The higher the value, the more effective when in that terrain.  
This value will be added with the pilot's when in battle.

Rating: My personal rating of the Robot during pivotal game moments:  
(\* ) is poor, (\*\*\*) is average, (\*\*\*\*\*) is exceptional

## (2) Attack Information

Attack Adapt: Certain attacks are more effective in certain environments  
e.g. a Beam Sabre is slightly more likely to strike a unit on Land (7) than on the Seabed (6).  
Attacks with "-" cannot strike an enemy in that terrain.

Ammo/Eng/Mor: Certain attacks have a limited number of uses (Ammo) and must be restocked (by Supply, Docking, etc.) to be used again.  
Certain attacks have an Energy cost for their use.  
Certain attacks require the pilot to reach a Morale level.

Power: Base damage to be inflicted by the attack before bonuses

Range: Maximum number of tiles the attack can reach  
All attacks with a range of 1 are "melee" attacks and can be executed after movement. e.g. You can use Vulcan after moving.  
Almost all attacks with a range > 1 are "artillery" attacks and must be made in lieu of moving.

Hit%: Base accuracy of the attack before bonuses are calculated

MAP/BEAM: Certain attacks have attributes, such as MAP weapons that can hit multiple targets in a single blast, or BEAM shots that can be affected by Phase/I-Field/Beam Coating (Absorb).  
Enemies defeated by MAP/ALL weapons don't give you morale.



true-to-(show)life: bottom of the barrel, suited only for fighting Zakus, Dra-Cs, and other mass-produced fodder. Don't bother upgrading, or piloting them for that matter. When extra NemOs begin to arrive (after "G-3"), start selling your GMs; it's embarrassing to see these with Mazinger or Getta-1.

```

+-a3 Guncannon -----+
| Series:      Gundam Series | HP:      1800  Adaptability  Rating  |
| First Pilot: Kai Shiden   | EN:      120  Sky:          6  Early:  **** |
| Abilities:   None        | Type:    Land  Land:        7  Mid:     **  |
| Introduced:  Scenario 01 | Range:    6   Sea:        5  Late:    *  |
|              | Armor:   140  Space:       7  End:     *  |
|              | Response: 138 |
  
```

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-----+
| Attack Name          SK|LD|SE|SP  Eng/Mor  Power  Range  Hit% Ammo|
-----+
| Vulcan                7| 7| 7| 7  ---/---   300    1  145   5|
| 240mm Rifle Cannon   6| 7| 6| 7  ---/---   480    6  102  15|
| Beam Rifle           7| 7| -| 7  ---/---   550    4  100  10|
  
```

A good unit early on because it's got one of the longest ranges you'll see for most of the game. You can easily out-snipe many enemies at 6 paces, but the weak armor and sluggish response spell doom if enemies close in. Eventually it gets out-classed once more durable Mobile Suits appear with sniper rifles and mega-particle cannons, such as the Dijeh or Z-Gundam. You get one at the start of the game and another if you visit Scenario 8. Because these artillery remain at the forefront of your arsenal until better all-purpose support machines like the Rick Dias appear, you may want to raise the Response levels (depending on who's piloting) to dodge better.

```

+-a4 Gundam -----+
| Series:      Gundam Series | HP:      1500  Adaptability  Rating  |
| First Pilot: Amuro Rey     | EN:      100  Sky:          5  Early:  ***  |
| Abilities:   None        | Type:    Land  Land:        7  Mid:     **  |
| Introduced:  Scenario 01 | Range:    6   Sea:        5  Late:    *  |
|              | Armor:   120  Space:       7  End:     *  |
|              | Response: 145 |
  
```

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-----+
| Attack Name          SK|LD|SE|SP  Eng/Mor  Power  Range  Hit% Ammo|
-----+
| Vulcan                7| 7| 7| 7  ---/---   300    1  145   5|
| Beam Sabre           -| 7| 6| 7  ---/---   400    1  130  --|
| Hyper Hammer        -| 7| 6| 7  ---/---   500    1   70  --|
| Beam Rifle           7| 7| -| 7  ---/---   550    4  100  10|
| Hyper Bazooka       7| 7| 3| 7  ---/---   750    3   90   3|
  
```

The only good things about this Gundam are the Hyper Bazooka and Amuro Ray. Amuro specifically has a high Response rating, offsetting the low armor and Hyper Hammer inaccuracy with his advanced dodging and aiming stats. Put even an above-average pilot like Sayla inside and you will soon notice the difference; consider this before you spend too much on upgrades.

```

+-a5 Mazinger Z -----+
| Series:      Mazinger Saga | HP:      3000  Adaptability  Rating  |
| First Pilot: Kouji Kabuto | EN:      200  Sky:          2  Early:  *****|
| Abilities:   None        | Type:    Land  Land:        7  Mid:     --  |
| Introduced:  Scenario 01 | Range:    6   Sea:        4  Late:    --  |
| Replaced:   Scenario 15 | Armor:   300  Space:       5  End:     --  |
  
```

Attack Name	SK LD SE SP	Eng/Mor	Power	Range	Hit%	Ammo
Freezing Beam	4  7  -  -	5/---	400	1	140	--
Missile Punch	7  7  7  7	---/---	600	4	92	5
Rocket Punch	5  7  5  6	---/---	600	3	100	--
Photon Beam	4  7  -  7	10/---	700	1	120	--
Rust Hurricane	-  7  -  -	10/---	750	1	107	--
Breast Fire	4  7  -  7	60/---	1100	1	125	--

Perhaps the strongest mecha you will have at the beginning of the game, the only drawback is that only Kouji or Sayaka can pilot it. It really has an excellent array of powerful close- and mid-ranged attacks, high armor and HP, and decent move-range. When you leave space, Mazinger will be reduced to running and will lag after Sky units, but the "upgrade" in Scenario 15 will remedy that. It \*replaces\* your current Mazinger, improvements (if you invested in any) and all, with the Crimson Winged Mazinger.

+a6 P-Getta 1

Series:	Getter-Robo	HP:	1500	Adaptability	Rating
Pilot:	Ryouma Nagare	EN:	120	Sky:	7
Abilities:	Transform	Type:	Sky/Lnd	Land:	5
Introduced:	Scenario 01	Range:	6	Sea:	1
Replaced:	Scenario 03	Armor:	180	Space:	6
		Response:	100		

Attack Name	SK LD SE SP	Eng/Mor	Power	Range	Hit%	Ammo
Getta Punch	7  7  6  7	---/---	400	1	145	--
Getta Tomahawk	7  6  5  7	---/---	500	1	130	--
Tomahawk Boomer	7  6  4  7	---/---	400	3	100	4
Getta Beam	7  6  -  7	10/---	700	1	100	--

---- P-Getta 2

Series:	Getter-Robo	HP:	1500	Adaptability	Rating
Pilot:	Hayato Kami	EN:	120	Sky:	3
Abilities:	Transform	Type:	Lnd/Sub	Land:	7
	Getta Vision	Range:	8	Sea:	1
Introduced:	Scenario 01	Armor:	150	Space:	5
Replaced:	Scenario 03	Response:	110		

Attack Name	SK LD SE SP	Eng/Mor	Power	Range	Hit%	Ammo
Getta Arm	-  7  6  7	---/---	400	1	130	--
Getta Drill	-  7  6  7	---/---	500	1	120	--
Drill Storm	-  7  6  -	5/---	600	2	100	--
Drill Punch	4  7  6  7	---/---	650	3	100	4

---- P-Getta 3

Series:	Getter-Robo	HP:	1500	Adaptability	Rating
Pilot:	Musashi Tomoe	EN:	120	Sky:	1
Abilities:	Transform	Type:	Amphib	Land:	6
Introduced:	Scenario 01	Range:	6	Sea:	7
Replaced:	Scenario 03	Armor:	200	Space:	3
		Response:	70		

Attack Name	SK LD SE SP	Eng/Mor	Power	Range	Hit%	Ammo
-------------	-------------	---------	-------	-------	------	------

Punch	-  7  7  7	---/---	480	1	130	--
Getta Missile	-  7  6  7	---/---	600	4	100	4

Don't get too used to this monochrome menace. It gets replaced with the actual Getter trio soon enough. As it stands, it's still useful while you have it in space, though Proto Getta-1 will be your go-to for fighting.

!-One unique feature you should learn with the P-Getta is that the game treats the Getta trio as "one" pilot and "three" mechs. They're all tied to the Getta Robo, thus all gain EXP at the same rate, and their Spirit skills can be pooled. That is, you can have Musashi FERVOR, Hayato cast LUCK, Ryouma heal with XGUTS, and then switch back to attack with P-Getta 2's Drill Punch. You'll have a fully-healed P-Getta 2, dealing a critical, with bonuses!

!-Each pilot has their own pool of SP, but they effect all the Getta modes.

!-Upgrades must be done on each Getta separately though.

+-a7 White Base -----+							
Series:	Gundam Series	HP:	3000	Adaptability	Rating		
Pilot:	Bright Noah	EN:	255	Sky:	7	Early:	****
Abilities:	Docking	Type:	Sky	Land:	5	Mid:	--
Introduced:	Scenario 01	Range:	6	Sea:	3	Late:	--
Replaced:	Scenario 11	Armor:	100	Space:	7	End:	--
		Response:	130				

+-----+									
Attack Name		SK LD SE SP	Eng/Mor	Power	Range	Hit%	Ammo		
+-----+									
30mm Machinegun		7  7  7  7	---/---	400	1	140	10		
Missile		7  7  7  7	---/---	550	4	100	5		
20 Inch Cannon		7  7  7  7	---/---	600	4	100	10		
Mega Particle Cannon		7  7  -  7	---/---	900	7	80	10		

This is your starting carrier craft. You'll get to use these types in most stage battles barring the rare indoor fight. The White Base itself is the most basic of the models, with some ranged artillery that will at least hit big or slow targets (like other ships). Tracking smaller, speedier targets (like other Gundams) requires Bright to gains levels to compensate.

!-The unique Docking feature allows any ally to drop in and recover HP/EN and re-supply their Ammo. You can store any number of suits or vehicles, but note HP/EN recovery is gradual so don't expect to re-deploy them next turn.

!-Deployment is a free-action, but remember that every time a pilot Docks, their Morale is reduced by 5 regardless how long they're inside.

!-Protect the Base! Any unit caught Docked inside will be destroyed with it!

= (b) Early = = = = =  
 = = = (Scenario 3 ~ 10) = = = = =

+- Sub-Index -----+	
b1	Getta Robo .....(*****)
	Getta 1
	Getta 2
	Getta 3
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b3	Nemo ..... (***)
b4	Gundam Mk.II ..... (****)
b5	Z Gundam ..... (****)
b6	GP-01 ..... (***)
b7	GP-01 (FV) ..... (****)
b8	Z'Gok E ..... (***)
b9	Alex ..... (***)



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+-----+
+-b1 Getta 1 -----+
| Series:      Getter-Robo | HP:      2800  Adaptability  Rating  |
| Pilot:      Ryouma Nagare | EN:      150   Sky:         7   Early:  ***** |
| Abilities:   Transform   | Type:    Sky/Lnd  Land:      5   Mid:     **** |
| Introduced:  Scenario 03 | Range:   7   Sea:         1   Late:    *** |
| Replaced:   Scenario 45 | Armor:   250  Space:      6   End:     -- |
|              | Response: 150 |

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+-----+
| Attack Name          SK|LD|SE|SP  Eng/Mor   Power  Range  Hit% Ammo |
+-----+
| Getta Punch          7| 7| 6| 7  ---/---   600    1   145  -- |
| Getta Tomahawk      7| 6| 5| 7  ---/---   700    1   130  -- |
| Tomahawk Boomer     7| 6| 4| 7  ---/---   700    3   100   4 |
| Getta Beam          7| 6| -| 7  15/---  1050    1   100  -- |

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+--- Getta 2 -----+
| Series:      Getter-Robo | HP:      2800  Adaptability  Rating  |
| Pilot:      Hayato Kami | EN:      150   Sky:         3   Early:  **** |
| Abilities:   Transform   | Type:    Lnd/Sub  Land:      7   Mid:     ***** |
|              Getta Vision | Range:   9   Sea:         1   Late:    ***** |
| Introduced:  Scenario 03 | Armor:   230  Space:      5   End:     -- |
| Replaced:   Scenario 45 | Response: 170 |

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+-----+
| Attack Name          SK|LD|SE|SP  Eng/Mor   Power  Range  Hit% Ammo |
+-----+
| Getta Arm            -| 7| 6| 7  ---/---   600    1   130  -- |
| Getta Drill          -| 7| 6| 7  ---/---   700    1   120  -- |
| Drill Storm         -| 7| 6| -   10/---   800    2   100  -- |
| Drill Punch         4| 7| 6| 7  ---/---   850    3   100   4 |

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+--- Getta 3 -----+
| Series:      Getter-Robo | HP:      2800  Adaptability  Rating  |
| Pilot:      Musashi Tomoe | EN:      520   Sky:         1   Early:  **** |
| Abilities:   Transform   | Type:    Amphib  Land:      6   Mid:     *** |
| Introduced:  Scenario 03 | Range:   7   Sea:         7   Late:    *** |
| Replaced:   Scenario 45 | Armor:   380  Space:      3   End:     -- |
|              | Response: 140 |

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+-----+
| Attack Name          SK|LD|SE|SP  Eng/Mor   Power  Range  Hit% Ammo |
+-----+
| Punch                -| 7| 7| 7  ---/---   480    1   130  -- |
| Getta Missile        -| 7| 6| 7  ---/---   750    5   125   4 |
| Blizzard             -| 6| 7| -   ---/120  1480    1   145  -- |

```

OPEN, GET! P-Getta, enter technicolor! (And gain better stats and attacks.) When you first use it, you will understand why Hayato was dismissive toward the Proto Getta's power levels. The most important mode to keep upgraded is still Getta-1, especially once new mechs come in with higher HP or Armor (and enemies will single out the weakest unit). Getta-2's Getta Vision, extra movement, and even Subterranean movement will be extra handy later. !-Note that Getta 1's Getta Beam is still a "Beam"-type attack.

After a few upgrades, expect the basic-but-effective arsenal of Getta-1 to be a strong member of your team's front-line. With Hayato and Musashi's SP and Spirits, the trio can gain levels quickly. Ryouma will learn LockOn, which will let you hit fast enemies, and XGuts to keep Getta in the game. The Getta-2 plays interceptor; its speed and burrowing ability allow it to move quickly and safely to the forefront of battle. Once the Vision ability

kicks in, with some Armor/HP upgrades, Getta-2 becomes the best alt-form. Hayato has a lot of useful Spirit skills, but the most important is Luck. While the Getta-3 isn't an all-purpose machine like the other forms, there are instances it can be crucial to the mission. First off, it's got an incredible starting Armor rating, it's Amphibious, and it has the strongest attack you'll see before end-game that cuts through enemies like butter. (Especially useful when your teammates have used Fervor and Luck!) And speaking of spirits, Musashi will eventually have the SP to YELL twice and start Getta-2's Getter Vision (conserving Hayato and Ryouma's SP).

```

+-b2 Methuss (Mobile Suit) -----+
| Series:          Gundam Series | HP:      1800  Adaptability  Rating  |
| First Pilot:     Fa Yuri | EN:      150   Sky:         5   Early:  **** |
| Abilities:       Transform | Type:    Land  Land:        7   Mid:     **** |
| Introduced:      Scenario 03 | Range:   8    Sea:         5   Late:   ***  |
|                  | Armor:   130  Space:        7   End:    **   |
|                  | Response: 188 |

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| Attack Name          SK|LD|SE|SP  Eng/Mor   Power  Range  Hit% Ammo|
-----+
| Repair Equipment    -| -| -| -  ---/---      0     1    --  --|
| Beam Sabre          -| 7| 6| 7  ---/---    450    1   130  --|
| Arm Beam Gun        7| 7| -| 7  ---/---    620    4   106  10|
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+--- Methuss (Flight Mode) -----+
| Series:          Gundam Series | HP:      1800  Adaptability  Rating  |
| First Pilot:     Fa Yuri | EN:      150   Sky:         7   Early:  ***  |
| Abilities:       Transform | Type:    Sky   Land:        5   Mid:     **** |
| Introduced:      Scenario 03 | Range:   11   Sea:         3   Late:   **** |
|                  | Armor:   130  Space:        7   End:    ***  |
|                  | Response: 180 |

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-----+
| Attack Name          SK|LD|SE|SP  Eng/Mor   Power  Range  Hit% Ammo|
-----+
| Repair Equipment    -| -| -| -  ---/---      0     1    --  --|
| Arm Beam Gun        7| 7| -| 7  ---/---    620    4   106  10|
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A highly useful, if not powerful, MS. The first thing to do is upgrade its armor so it isn't targetted all the time (enemies will aim for your weakest unit). The ability to recover HP (without Docking or using SP) is a boon; doing so in Flight Mode with a move Range of 11 means it can aid two teams that are spread far apart. Its stats are better than your average Nemo and the Arm Beam Gun isn't too bad either. Just make sure you have an ace (like Fa Yuri who has high Response/Dodge) piloting in case it comes under fire. !-Ironic this has a Repair weapon; in the show, it was the most-often damaged (but easily-repaired) mecha.

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+-b3 Nemo -----+
| Series:          Gundam Series | HP:      1500  Adaptability  Rating  |
| First Pilot:     Various | EN:      150   Sky:         5   Early:  ***  |
| Abilities:       None | Type:    Land  Land:        7   Mid:    *   |
| Introduced:      Scenario 03 | Range:   7    Sea:         5   Late:   *   |
|                  | Armor:   130  Space:        7   End:    *   |
|                  | Response: 155 |

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-----+
| Attack Name          SK|LD|SE|SP  Eng/Mor   Power  Range  Hit% Ammo|
-----+
| Vulcan              7| 7| 7| 7  ---/---    320    1   145  5|

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Beam Sabre	-  7  6  7	---/---	400	1	130	--
Beam Rifle	7  7  -  7	---/---	650	4	100	10

It's an improved GM. Not a knock on the Nemo, as it gets the job done early on with its added HP and stronger attacks, but it also gets out-classed quickly as more super-robots (and the Rick Dias, upgrade to Nemo) show up. Until then, sniping via Beam Rifle is the attack of choice for Nemo pilots.

+--b4 Gundam MK.II -----+

Series:	Gundam Series	HP:	1800	Adaptability	Rating	
First Pilot:	Emma Sheen	EN:	130	Sky:	5	Early: ****
Abilities:	Combine	Type:	Land	Land:	7	Mid: ***
Introduced:	Scenario 5/6	Range:	7	Sea:	5	Late: *
		Armor:	130	Space:	7	End: *
		Response:	170			

Attack Name	SK LD SE SP	Eng/Mor	Power	Range	Hit%	Ammo
Vulcan	7  7  7  7	---/---	320	1	145	5
Beam Sabre	-  7  6  7	---/---	450	1	130	--
Beam Rifle	7  7  -  7	---/---	750	4	100	10
Hyper Bazooka	7  7  3  7	---/---	750	3	90	3

A newer and slightly improved Gundam. The unique Combine ability (with the G-Defensor, if you obtain one) will increase its usefulness marginally when compared to the original Gundam model. Without it, it's not THAT much better than the suit Amuro Ray came in.

+--b5 Z Gundam (Mobile Suit) -----+

Series:	Gundam Series	HP:	2000	Adaptability	Rating	
First Pilot:	Kamiyu Vidan	EN:	140	Sky:	5	Early: ****
Abilities:	Transform	Type:	Land	Land:	7	Mid: ****
Introduced:	Scenario 5/6	Range:	7	Sea:	5	Late: ***
		Armor:	140	Space:	7	End: ***
		Response:	196			

Attack Name	SK LD SE SP	Eng/Mor	Power	Range	Hit%	Ammo
Vulcan	7  7  7  7	---/---	340	1	145	5
Beam Sabre	-  7  6  7	---/---	450	1	130	--
Beam Rifle	7  7  -  7	---/---	750	4	100	10
Grenade Launcher	7  7  7  7	---/---	900	3	90	2
Highmega Launcher	7  7  -  7	40/---	1200	6	100	--

+--- Z Gundam (Wave Rider) -----+

Series:	Gundam Series	HP:	2000	Adaptability	Rating	
First Pilot:	Kamiyu Vidan	EN:	130	Sky:	7	Early: ****
Abilities:	Transform	Type:	Sky	Land:	5	Mid: ***
Introduced:	Scenario 5/6	Range:	10	Sea:	3	Late: ***
		Armor:	130	Space:	7	End: ***
		Response:	190			

Attack Name	SK LD SE SP	Eng/Mor	Power	Range	Hit%	Ammo
Beam Gun	7  7  -  7	---/---	700	4	100	10
Highmega Launcher	7  7  -  7	40/---	1200	6	100	--

Whether you call him Camille or Kamiyu, he brings his trademark Z Gundam

and gives Londo Bell something to really crow about. This will also be the first MS that will have an Energy-based attack like you've seen on Mazinger. It really helps that Kamiyu is a crack shot, making the Highmega Launcher very accurate (and very useful) than it would be with anyone else. This also makes the WaveRider form (with only this and Beam Gun) more fearsome: A combination of high starting HP, response, and movement, it's already more versatile than the Re-GZ (Scenario 19). Upgraded well, the Z-Gundam will be front-line material for a long time.

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+-b6 GP-01 -----+
| Series:      Gundam Series | HP:      1700  Adaptability  Rating  |
| First Pilot: Kou Uraki    | EN:      120  Sky:          5  Early:   ***  |
| Introduced:  Scenario 8/10 | Type:    Land  Land:        7  Mid:     --  |
| Replaced:   Scenario 19  | Range:   7    Sea:          5  Late:    --  |
|              | Armor:   120  Space:       1  End:     --  |
|              | Response: 174 |

```

```

-----+
| Attack Name          SK|LD|SE|SP  Eng/Mor  Power  Range  Hit%  Ammo|
-----+
| Vulcan               7| 7| 7| 7  ---/---  320    1   145   5|
| Beam Sabre          -| 7| 6| 7  ---/---  400    1   130  --|
| Beam Rifle          7| 7| -| 7  ---/---  650    4   100  10|
| Beam Gun            7| 7| -| 7  ---/---  700    4   100  10|

```

```

+-b7 GP-01 (FV) -----+
| Series:      Gundam Series | HP:      1700  Adaptability  Rating  |
| First Pilot: Kou Uraki    | EN:      120  Sky:          5  Early:   **** |
| Introduced:  Scenario 19  | Type:    Land  Land:        7  Mid:     ***  |
|              | Range:   12  Sea:          5  Late:    *   |
|              | Armor:   120  Space:       7  End:     *   |
|              | Response: 185 |

```

```

-----+
| Attack Name          SK|LD|SE|SP  Eng/Mor  Power  Range  Hit%  Ammo|
-----+
| Vulcan               7| 7| 7| 7  ---/---  320    1   145   5|
| Beam Sabre          -| 7| 6| 7  ---/---  400    1   130  --|
| Beam Rifle          7| 7| -| 7  ---/---  650    4   100  10|
| Beam Gun            7| 7| -| 7  ---/---  700    4   100  10|

```

!-If you entered Scenario 10, you have to save Nina's Medea to get this. It gets replaced after the shortwhile you own it and it's not much better than the Nemos you own; especially not with greenhorn Kou at the helm. The upgrade to Full Vernian (FV) makes it a bit better than the Alex. Though it lacks the big-bang attack the Gundam Mk.II or even a Jegan, it gets a 12-space move WITHOUT Accel, making it ideal for scouting/clean up.

```

+-b8 Z'Gok E -----+
| Series:      Gundam Series | HP:      1500  Adaptability  Rating  |
| First Pilot: None         | EN:      100  Sky:          5  Early:   ***  |
| Introduced:  Scenario 10  | Type:    Amphib  Land:        6  Mid:     *   |
|              | Range:   8    Sea:          7  Late:    *   |
|              | Armor:   100  Space:       6  End:     *   |
|              | Response: 128 |

```

```

-----+
| Attack Name          SK|LD|SE|SP  Eng/Mor  Power  Range  Hit%  Ammo|
-----+
| Iron Nail            -| 7| 7| 7  ---/---  300    1   134  --|
| Beam Cannon         7| 7| -| 7  ---/---  480    3   100   5|

```



Attack Name	SK LD SE SP	Eng/Mor	Power	Range	Hit%	Ammo
40mm Machinegun	7  7  7  7	---/---	420	1	140	10
Missile	7  7  7  7	---/---	550	4	100	5
Mega Particle Cannon	7  7  -  7	---/---	900	7	80	10
Hypermega Part. Can. (ALL)	7  7  7  7	150/---	1500	3x7	80	--

An improvement over the White Base on all levels. Losing the 20mm guns, the Argamma gets your first ALL (MAP) attack. The ALL-type attack, sometimes referred to as a MAP attack, is a weapon that launches from the MAP screen rather than a personal-duel. The Hypermega Particle Cannon in particular is indiscriminate about what it hits, so make sure friendly units stay out of its 3x7 blast! The attack can still miss some (or all) of its targets, so keep an eye out for units who don't have numbers pop-up.

!-As with the White Base, Docking immediately lowers the unit's morale by 5, but also resupplies its ammunition. HP/EN recovery is gradual.

+c2 Dijeh SE-R						
Series:	Gundam Series	HP:	2200	Adaptability	Rating	
First Pilot:	Four Murasame	EN:	170	Sky:	5	Early: *****
Introduced:	Scenario 12	Type:	Land	Land:	7	Mid: ****
		Range:	8	Sea:	4	Late: ***
		Armor:	150	Space:	7	End: ***
		Response:	191			

Attack Name	SK LD SE SP	Eng/Mor	Power	Range	Hit%	Ammo
Beam Sabre	-  7  6  7	---/---	500	1	130	--
Multiwarhead Missile	7  7  7  7	---/---	600	5	140	7
Beam Rifle	7  7  -  7	---/---	850	5	100	10
Highmega Particle Cannon	7  7  -  7	70/---	1000	6	100	--

When Four Murasame debuts her skills in the Dijeh, she looks to be nigh-unstoppable. Part of that is her, part of that is the Mobile Suit. Potent the moment you use it, the Dijeh SE-R has the highest HP and Armor rating of any MS you've had so far. With a movement range of 8 tiles, a Highmega Cannon, the Dijeh will be the perfect accompaniment to your Z-Gundam.

This really is a great vehicle for an ace with high Response (like Amuro). Even in the middle of the game, with some Armor and Energy upgrades and a competent pilot (Amuro, Sayla, Kamiyu, Four, etc.) the Dijeh can keep pace thanks its its HPC, a strong Beam Sabre, and high evade/response threshold.

!-Note that the HPC is considered a "Beam" attack when you encounter I-Fields.

!-If you finish the enemy off too quickly, Four won't arrive with this MS!

+c3 Combattler V						
Series:	Combattler	HP:	3500	Adaptability	Rating	
Pilot:	Hyouma Ki	EN:	255	Sky:	6	Early: ****
Abilities:	Split/Combine	Type:	Sky/Lnd	Land:	7	Mid: ****
Introduced:	Scenario 13	Range:	7	Sea:	4	Late: ****
		Armor:	300	Space:	5	End: ****
		Response:	140			

Attack Name	SK LD SE SP	Eng/Mor	Power	Range	Hit%	Ammo
Rock Fighter	7  7  7  7	---/---	470	1	155	5
Magneclaw	-  7  7  7	---/---	520	1	132	2
Atomic Burner	7  7  -  7	10/---	600	1	120	--
Battle Garegga	-  7  7  7	---/---	600	1	120	--

Choudenji Crane	-  7  7  7	---/---	670	1	100	--
Spring Crusher	-  7  7  7	---/---	780	1	100	--
Choudenji Spark	7  7  -  7	15/---	840	4	110	--
Choudenji Yo-yo	7  7  6  7	---/---	890	1	105	--
Bigblast	7  7  7  7	---/---	900	5	100	1
Battle Chainsaw (34)	7  7  6  7	---/---	1060	3	105	2
Twin Lancer (34)	7  7  7  7	---/---	1120	1	145	--
Bigblast Divider (14)	7  7  7  7	---/---	1420	5	140	1
V Laser (34)	7  7  -  7	30/---	1450	3	100	--
Choudenji Spin	7  7  6  7	200/125	2000	1	170	--

----- Battle Jet -----

Series:	Combattler	HP:	800	Adaptability	Rating	
Pilot:	Hyouma Ki	EN:	200	Sky:	7	Early: *
Abilities:	Combine	Type:	Sky	Land:	4	Mid: --
Introduced:	Scenario 13	Range:	8	Sea:	1	Late: *
		Armor:	70	Space:	5	End: --
		Response:	160			

Attack Name	SK LD SE SP	Eng/Mor	Power	Range	Hit%	Ammo
30mm MachineGun	7  6  6  7	---/---	350	1	140	10
Sky Ripper	7  6  -  7	---/---	380	2	120	5
Dose Bracer	7  5  -  7	---/---	400	1	120	--
Magnalaser	7  6  -  7	20/---	500	3	100	--

----- Battle Crasher -----

Series:	Combattler	HP:	900	Adaptability	Rating	
Pilot:	Juuzo Naniwa	EN:	200	Sky:	7	Early: **
Abilities:	Combine	Type:	Sky	Land:	6	Mid: --
Introduced:	Scenario 13	Range:	7	Sea:	1	Late: *
		Armor:	80	Space:	5	End: --
		Response:	160			

Attack Name	SK LD SE SP	Eng/Mor	Power	Range	Hit%	Ammo
Rock Fighter	7  7  7  7	---/---	400	1	155	5
Battle Garegga	-  7  7  7	---/---	480	1	120	--
Electro-Dart	7  7  7  7	---/---	500	3	125	2
Atomic Burner	7  7  -  7	10/---	500	1	120	--

----- Battle Marine -----

Series:	Combattler	HP:	900	Adaptability	Rating	
Pilot:	Chizuru Minamihara	EN:	200	Sky:	6	Early: *
Abilities:	Combine	Type:	Sky	Land:	5	Mid: --
Introduced:	Scenario 13	Range:	7	Sea:	7	Late: *
		Armor:	70	Space:	5	End: --
		Response:	160			

Attack Name	SK LD SE SP	Eng/Mor	Power	Range	Hit%	Ammo
Mechanifixer	-  -  -  -	---/---	0	1	100	--
Depth Charge	-  -  7  -	---/---	520	1	120	5

----- Battle Tank -----

Series:	Combattler	HP:	1000	Adaptability	Rating	
Pilot:	Taisaku Nishikawa	EN:	200	Sky:	3	Early: *
Abilities:	Combine	Type:	Sky	Land:	7	Mid: --
Introduced:	Scenario 13	Range:	6	Sea:	4	Late: *
		Armor:	100	Space:	3	End: --

Response: 130									
Attack Name	SK	LD	SE	SP	Eng/Mor	Power	Range	Hit%	Ammo
Anchor Knuckle	-	7	6	6	---/---	500	1	100	--
380mm Tank Cannon	5	7	6	7	---/---	580	5	100	5

--- Battle Craft ---

Series:	Combattler	HP:	800	Adaptability	Rating	
Pilot:	Koke Sueki	EN:	200	Sky:	5	Early: *
Abilities:	Combine	Type:	Sky/Sub	Land:	6	Mid: --
Introduced:	Scenario 13	Range:	7	Sea:	5	Late: *
		Armor:	60	Space:	5	End: --
		Response:	160			

Attack Name	SK	LD	SE	SP	Eng/Mor	Power	Range	Hit%	Ammo
Craft Drill	7	7	7	7	---/---	450	1	120	--

Hit my music: Super Electromagnetic Robo team COMBATTLEEEEEER V has arrived! Merging Craft (Koke), Crasher (Juuzo), Marine (Chizuru), Tank (Taisaku) and Jet (Hyouma), you get... the Combattler V -- your first Super Robot! (Technically the Combattler can Split/Combine, but only for plot purposes.) That said, this will be the weakest of all (\*\*\*\*) tier robots, and it has the weakest Final Attack of all the Super Robots. It still has high HP and a multitude of strong-yet-accurate attacks, making the Combattler a go-to tank for much of the game. Unfortunately, until you get the added weapons from Scenario 34 (not considered a replacement), your most powerful attacks will be very limited. (Even after you unlock the Bigblast Divider, you only have ONE shot of it unless you want to WAIT for the Choudenji Spin.) !-Take note that the V Laser is a laser Beam; it will be stopped by enemies with I-Beam shields and Beam Coatings.

+-c4 Dianan A

Series:	Mazinger Saga	HP:	2500	Adaptability	Rating	
First Pilot:	Sayaka Kyuu	EN:	170	Sky:	1	Early: --
Introduced:	Scenario 15	Type:	Land	Land:	7	Mid: ****
		Range:	7	Sea:	3	Late: ***
		Armor:	270	Space:	5	End: **
		Response:	138			

Attack Name	SK	LD	SE	SP	Eng/Mor	Power	Range	Hit%	Ammo
Repair Equipment	-	-	-	-	---/---	0	1	--	--
Missile	7	7	7	7	---/---	600	4	100	10
Scarlet Beam	7	7	-	7	5/---	640	1	125	--

Professor Kyuu's gift to his daughter -- a more kick-ass "cleric" robot. The new melee attack is stronger and can now hit flying enemies, but it no longer targets submerged ones, costs 5 EN (laser) and isn't as accurate. With some upgrades, the Dianan A can take hits and repair damaged allies giving it a lot use throughout mid-game. With its HP and armor, it's almost on par with the bigger super robots Combattler and Raideen. By the late-game, the Dianan may get overshadowed by an upgraded Methuss with its greater range and diverse list of pilots (not to mention stronger units). An immediate Armor upgrade will dissuade enemies from attacking.

+-c5 Mazinger Z (JetScrander)

Series:	Mazinger Saga	HP:	3800	Adaptability	Rating	
---------	---------------	-----	------	--------------	--------	--



```
| First Pilot:   Kouji Kabuto | EN:      200   Sky:      7   Early:   -- |
| Introduced:    Scenario 15 | Type: Sky/Lnd Land:    7   Mid:     ***** |
|               | Range:    8   Sea:      4   Late:    **** |
|               | Armor:   350  Space:    5   End:     ***  |
|               | Response: 158 |
```

```
+-----+
| Attack Name          SK|LD|SE|SP  Eng/Mor   Power  Range  Hit% Ammo|
+-----+
| Freezing Beam        4| 7| -| -    5/---    400    1   140  --|
| Missile Punch        7| 7| 7| 7    ---/---   600    4    92   5|
| Rocket Punch         5| 7| 5| 6    ---/---   600    3   100  --|
| Photon Beam          4| 7| -| 7    10/---   700    1   120  --|
| Rust Hurricane       -| 7| -| -    10/---   750    1   107  --|
| Drill Missile        7| 7| 7| 7    ---/---   750    2   120   5|
| Scrander Cutter      7| 6| -| 7    ---/---   750    1   116  --|
| Iron Cutter          6| 7| 6| 7    ---/---   800    3   110  --|
| Breast Fire          4| 7| -| 7    60/---  1100    1   125  --|
+-----+
```

Yes, this is a "totally new" unit. With the Jet Scrander upgrade, Kouji's Mazinger is now a VERY formidable unit with 8 tiles of Sky/Land movement. Late in the game, it takes a back-seat to Great Mazinger, but still remains a solid unit to put your Mazinger team in. Look into some EN upgrades once you get this so you can use Breast Fire more often.

!-Also note that the Freezing Beam isn't considered a "Beam" attack, but the Photom Beam is (against I-Fields and Beam Coatings).

```
+--c6 Raideen -----+
| Series:      Brave Raideen | HP:      3500  Adaptability  Rating  |
| Pilot:       Akira Hibiki | EN:      255   Sky:      7   Early:   -- |
| Introduced:   Scenario 16 | Type: Sky/Lnd Land:    7   Mid:     **** |
|               | Range:    7   Sea:      6   Late:    **** |
|               | Armor:   280  Space:    5   End:     **** |
|               | Response: 178 |
```

```
+-----+
| Attack Name          SK|LD|SE|SP  Eng/Mor   Power  Range  Hit% Ammo|
+-----+
| God Breaker          7| 7| 7| 7    ---/---   400    1   140  --|
| God Arrow            7| 7| 6| 7    ---/---   400    4   110   5|
| God Missile          7| 7| 7| 7    ---/---   450    4   110   5|
| God Boomerang        7| 7| 6| 7    ---/---   500    3   118   2|
| God Thunder          7| 7| 4| 7    10/---   600    1   100  --|
| God Pressure         7| 7| 7| 7    20/---   700    1   100  --|
| God Gorgon           7| 7| 6| 7    ---/---   750    6   140   5|
| GoGun Sword (33)     7| 7| 7| 7    ---/---   770    1   135  --|
| Energy Cutter (33)   7| 7| 5| 7    15/---   950    1   120  --|
| God Alpha            7| 7| 7| 7    30/116  1200    1   120  --|
| God Bird             7| 7| 7| 7    80/125  1800    1   170  --|
| God Voice (*)        7| 7| 7| 7    140/145 2500    1   190  --|
+-----+
```

Ah, the Moutron-chugging, mystical Raideen and its "marching band" theme. If you can stand its theme, and raise your morale, it can be devastating. Built like a tank and replete with reliable God weapons, bulk up its Armor after picking it up and Raideen can easily shore up your front lines.

!-The (33) attacks are unlocked in scenario 33 while God Voice can only be obtained in side-route scenario 37.

```
+--c7 Bluegar -----+
| Series:      Brave Raideen | HP:      500   Adaptability  Rating  |
```

First Pilot:	Various	EN:	180	Sky:	7	Early:	--
Introduced:	Scenario 16	Type:	Sky	Land:	6	Mid:	**
		Range:	10	Sea:	4	Late:	***
		Armor:	90	Space:	7	End:	****
		Response:	189				

Attack Name	SK LD SE SP	Eng/Mor	Power	Range	Hit%	Ammo
Repair Equipment	-  -  -  -	---/---	--	1	--	--
Supply Equipment	-  -  -  -	---/---	--	3	--	3
20mm Vulcan	7  7  7  7	---/---	280	1	160	5
Missile	7  7  7  7	---/---	450	3	110	5
Depth Charge	-  -  7  -	---/---	520	1	120	5

Weak, weak, WEAK. In Scenario 16 you get to use TWO of these babies, which means they can endlessly Supply each other (and thus your other robots) -- just keep in mind that the ANY unit being Supplied in ANY way loses 5 Morale. It still beats using the 80 SP Supply or waiting in a hanger bay forever, just take note that the Supply Attack is a RANGED attack, unlike the Repair. You only get to keep ONE of the Bluegar and as you've likely found out, Repair is limited by the level of the pilot AND the mHP of the vehicle they're in. Priority ONE is to raise the Bluegar's mHP (and Armor) a few times so it's at least comparable to a Nemo. Next is to remove Isao Jinguuji. He's a decent pilot, but Rei and Mari will be way better and learn more useful Spirits for this portable band-aid.

!-Later in the game, keeping your ammo up without having to go through Docking will be CRUCIAL to your 130+ Response characters. Even though it is tempting to ditch the Bluegar for higher-rated mecha, try keeping it active in battles (such as Ragnarok) and see how much easier the stages turns out.

!-Note the TYPE is pure SKY, meaning it can't participate in indoor stages.

Series:	Koujin Daitarn 3	HP:	4300	Adaptability	Rating
Pilot:	Banjou Haran	EN:	255	Sky:	6
Abilities:	Transform	Type:	Sky/Lnd	Land:	7
Introduced:	Scenario 17	Range:	8	Sea:	5
		Armor:	300	Space:	7
		Response:	165	End:	****

Attack Name	SK LD SE SP	Eng/Mor	Power	Range	Hit%	Ammo
Daitarn Zamba	7  7  7  7	---/---	650	1	130	--
Daitarn Missile	7  7  7  7	---/---	700	4	90	5
Daitarn Cannon	7  7  4  7	5/---	700	4	100	5
Daitarn Wave	7  7  6  7	---/---	750	3	90	--
Daitarn Hammer	7  7  7  7	---/---	800	1	76	--
Sun Laser	7  7  -  7	45/---	820	3	100	--
Sun Attack	7  7  -  7	80/125	2400	1	165	--

Series:	Koujin Daitarn 3	HP:	4300	Adaptability	Rating
Pilot:	Banjou Haran	EN:	255	Sky:	7
Abilities:	Transform	Type:	Sky	Land:	6
Introduced:	Scenario 17	Range:	10	Sea:	3
		Armor:	280	Space:	7
		Response:	155	End:	*

Attack Name	SK LD SE SP	Eng/Mor	Power	Range	Hit%	Ammo
-------------	-------------	---------	-------	-------	------	------



```

| Series:          Gundam Series | HP:          2200  Adaptability  Rating  |
| First Pilot:    Keara/Lou-Roux | EN:          180   Sky:         5   Early:    -- |
| Introduced:     Scenario 18/22 | Type:        Land  Land:        7   Mid:      **** |
|                 | Range:        9   Sea:         5   Late:     *** |
|                 | Armor:        140  Space:        7   End:      * |
|                 | Response:    192  |

```

```

+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| Attack Name          SK|LD|SE|SP  Eng/Mor    Power  Range  Hit%  Ammo|
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| Vulcan                7| 7| 7| 7  ---/---    360    1   145   5|
| Beam Sabre           -| 7| 6| 7  ---/---    500    1   130  --|
| Beam Rifle           7| 7| -| 7  ---/---    850    5   100  10|
| Grenade Launcher     7| 7| 7| 7  ---/---    900    3    90   2|

```

Either obtained in scenario 18 with Keara Suu (in which you did not elect to recruit Quatro Bajina) or in 22 as piloted by Lou/Roux. Another Gundam clone, this starts each battle by default in Waverider (Type: Sky) form.

!-This means in Re-GZ is BANNED from certain indoor fights (no flying units).

!-You can ditch the weapons-packed form to revert into an MS, but you won't be able to reform the Waverider for the remainder of the stage.

While it is annoying to start out in Waverider form (excluding you from indoor stages) with its limited arsenal (no high% melee attack), the form has its good side: you get an excellent run-n-gun sniping unit presuming the pilot is skilled enough to aim the MBC. Plus, should the Waverider be destroyed, your pilot survives in Mobile Suit form (with full HP). Nice!

!-(If the Waverider gets destroyed over DEEP water, your MS will sink!)

```

+-d2 Rick Dias -----+-----+-----+-----+-----+-----+-----+
| Series:          Gundam Series | HP:          1900  Adaptability  Rating  |
| First Pilot:     Various        | EN:          160   Sky:         5   Early:    -- |
| Introduced:     Scenario 18     | Type:        Land  Land:        7   Mid:      ** |
|                 | Range:        7   Sea:         5   Late:     * |
|                 | Armor:        140  Space:        7   End:      * |
|                 | Response:    172  |

```

```

+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| Attack Name          SK|LD|SE|SP  Eng/Mor    Power  Range  Hit%  Ammo|
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| Vulcan Phalanx       7| 7| 7| 7  ---/---    340    1   145   5|
| Beam Sabre           -| 7| 6| 7  ---/---    400    1   130  --|
| Beam Pistol          7| 7| -| 7  ---/---    680    4   103  10|
| Cray Bazooka        7| 7| 3| 7  ---/---    750    4    90   3|

```

Another Gundam clone; you'll find a few of these throughout your journey. Both this and the Jegan (Scenario 20) are the mass-produced upgrades to the Nemo for escorting weaker units or drawing enemy fire. The Rick Dias is the weaker, more durable upgrade, but it's still below the Re-GZ and Kaempfer.

```

+-d3 Type 100 -----+-----+-----+-----+-----+-----+-----+
| Series:          Gundam Series | HP:          1900  Adaptability  Rating  |
| First Pilot:     Quatro Bajina | EN:          190   Sky:         5   Early:    -- |
| Introduced:     Scenario 18     | Type:        Land  Land:        7   Mid:      *** |
|                 | Range:        6   Sea:         5   Late:     **** |
|                 | Armor:        140  Space:        7   End:     ***** |
|                 | Response:    195  |

```

```

+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| Attack Name          SK|LD|SE|SP  Eng/Mor    Power  Range  Hit%  Ammo|
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| Vulcan                7| 7| 7| 7  ---/---    320    1   145   5|

```

Beam Sabre	-  7  6  7	---/---	400	1	130	--
Beam Rifle	7  7  -  7	---/---	650	4	100	10
Mega Bazooka Launcher (ALL)	7  7  -  7	---/---	1500	3x9	85	1

Obtained in/after Scenario 18, this is the most buffed up Gundam thus far. With that MEGA BAZOOKA launcher, it can terrorize the map. Sure, you only get one shot, but with a 3x9 range its destructive power exceeds the Hyper Mega Particle Cannon of the Argamma! Discounting the one-shot pony, the Hyaku-Shiki is an average MS, accenting HP over power and armor.

!-Later in the game, once your pilots can move twice in one turn, the Type 100 will play a more active role. Even when faster, more durable MS and Funnel mechs arrive, having the MBL available (frequent re-Supply and all) will be worthwhile against enemy hordes.

+-d4 G-Defensor -----+						
Series:	Gundam Series	HP:	1800	Adaptability	Rating	
First Pilot:	Katsu Kobayashi	EN:	100	Sky:	7	Early: --
Abilities:	Combine	Type:	Sky	Land:	5	Mid: **
Introduced:	Scenario 19	Range:	10	Sea:	3	Late: *
		Armor:	100	Space:	7	End: *
		Response:	185			

Attack Name	SK LD SE SP	Eng/Mor	Power	Range	Hit%	Ammo
Missile	7  7  7  7	---/---	500	3	100	5
Long Rifle	7  7  7  7	---/---	720	7	110	10

+--- Super Gundam -----+						
Series:	Gundam Series	HP:	2000	Adaptability	Rating	
First Pilot:	None	EN:	180	Sky:	7	Early: --
Abilities:	Divide	Type:	Land	Land:	7	Mid: ****
Introduced:	Scenario 19	Range:	10	Sea:	5	Late: **
		Armor:	140	Space:	7	End: *
		Response:	188			

Attack Name	SK LD SE SP	Eng/Mor	Power	Range	Hit%	Ammo
Vulcan	7  7  7  7	---/---	320	1	145	5
Beam Sabre	-  7  6  7	---/---	450	1	130	--
Missile	7  7  7  7	---/---	500	3	100	5
Long Rifle	7  7  7  7	---/---	720	7	110	10
Beam Rifle	7  7  -  7	---/---	750	4	100	10
Hyper Bazooka	7  7  3  7	---/---	750	3	90	3

The G-Defensor is a bit of an odd-duck so far as it has no melee attacks. Its ranged attacks are nothing to sneeze at, but its armor is non-existent so keep far away from close-range combat!

!-It can combine with the Gundam Mk.2 for extra firepower. At that point in the game, you're deploying two sub-par mecha to make a (pardon the pun) super robot. Because of that, the benefit of the Super Gundam is questionable for the long run. During the mid-game, when you're still powering up your army, it makes for a decent crutch. By the time you enter the late game, deploying two sub-par mechs is counter-intuitive when you have better ones. Had you been able to launch the Super Gundam, it would be better used.

!-The stats for the Super Gundam are derived from the Mk.II -- if you added two armor upgrades to the Mk.II (+100), the Super Gundam would have 240 Armor. The weaponry will be a combination of whatever the Mk.II and the G-Defensor had before combining. However, the HP/EN will be based on what just the Mk.II had left before combining.

!-When Dividing, the Mk.II leaves first. If the Super Gundam is destroyed, the G-Defensor explodes, leaving the Mk.II intact.  
 !-Note that sub-pilots in combined vehicles gain EXP at the same rates as the main pilot, regardless of level differences. You can take advantage of this by having a low-levelled pilot with Luck/LockOn in the Mk.II and a high-level co-pilot in the G-Defensor; the co-pilot now gains XP as fast as the pilot!

```

+-d5 Zaku -----+-----+
| Series:          Gundam Series | HP:      980   Adaptability  Rating  |
| First Pilot:    Bernie Wiseman | EN:       70   Sky:          5   Early:    -- |
| Introduced:     Scenario 19    | Type:     Land Land:        7   Mid:      * |
|                 | Range:     6   Sea:          5   Late:    * |
|                 | Armor:     80  Space:        7   End:     * |
|                 | Response: 101                                     |
  
```

```

+-----+-----+
| Attack Name          SK|LD|SE|SP  Eng/Mor   Power  Range  Hit% Ammo|
+-----+-----+
| Heat Hawk            -| 7| 6| 7  ---/---   280    1   135  --|
| 120mm Machine Gun   7| 7| 6| 7  ---/---   300    2   107  10|
| 240mm Bazooka       7| 7| 3| 7  ---/---   500    3    90   2|
  
```

Ha ha ha ha ha ha ha ha ha! Comparable to the GM... from 13 stages ago.  
 !-Send Chris out to convince Bernie for this cool-looking "trophy MS".

```

+-d6 Jegan -----+-----+
| Series:          Gundam Series | HP:     1700  Adaptability  Rating  |
| First Pilot:     Various       | EN:      170  Sky:          5   Early:    -- |
| Introduced:     Scenario 20    | Type:     Land Land:        7   Mid:     *** |
|                 | Range:     8   Sea:          5   Late:    * |
|                 | Armor:    140  Space:        7   End:     * |
|                 | Response: 168                                     |
  
```

```

+-----+-----+
| Attack Name          SK|LD|SE|SP  Eng/Mor   Power  Range  Hit% Ammo|
+-----+-----+
| Vulcan               7| 7| 7| 7  ---/---   340    1   145   5|
| Missile              7| 7| 7| 7  ---/---   500    3   100   5|
| Beam Sabre          -| 7| 6| 7  ---/---   500    1   130  --|
| Beam Rifle          7| 7| -| 7  ---/---   750    5   100  10|
| Hand Grenade        7| 7| 3| 7  ---/---   850    4    90   3|
  
```

Consider this an upgrade from the Nemo, and the last mass-produced escort you see. The Beam Rifle is good and it can run 8 spaces, just be aware of the low Armor rating.

```

+-d7 Kaempfer -----+-----+
| Series:          Gundam Series | HP:     2200  Adaptability  Rating  |
| First Pilot:     None         | EN:      100  Sky:          5   Early:    -- |
| Introduced:     Scenario 20    | Type:     Land Land:        7   Mid:     *** |
|                 | Range:     8   Sea:          5   Late:    * |
|                 | Armor:    260  Space:        7   End:     * |
|                 | Response: 169                                     |
  
```

```

+-----+-----+
| Attack Name          SK|LD|SE|SP  Eng/Mor   Power  Range  Hit% Ammo|
+-----+-----+
| 60mm Machinegun     7| 7| 7| 7  ---/---   300    1   130  10|
| Beam Sabre          -| 7| 6| 7  ---/---   400    1   130  --|
| Shotgun              7| 7| 6| 7  ---/---   550    3   150  10|
  
```

Giant Buzz	7  7  5  7	---/---	580	3	90	3
Panzer Faust	7  7  7  7	---/---	800	3	90	2

Received alongside the all-purpose Jegan, the Kaempfer is a much stronger vehicle. With good HP, high Armor, excellent Range and accurate weapons, the model's only short-coming (pardon the pun) is its lack of ranged attacks.

+--d8 Garganchua -----+

Series:	Brave Raideen	HP:	3100	Adaptability	Rating	
First Pilot:	None	EN:	200	Sky:	6	Early: --
Introduced:	Scenario 20	Type:	Sky/Lnd	Land:	7	Mid: ***
		Range:	7	Sea:	4	Late: **
		Armor:	170	Space:	5	End: *
		Response:	190			

Attack Name	SK LD SE SP	Eng/Mor	Power	Range	Hit%	Ammo
Missile	7  7  7  7	---/---	620	5	100	10
Arrow Lancer	7  7  7  7	---/---	680	1	130	--

An enemy craft that's been remodeled to handle like a Bluegar so the three Raideen pilots can pilot it. While it's still pretty weak, it's an extra seat for your spare pilots. Isao Jinguuji's offense-minded stats fit well. Technically this is a robot from Combattler V (and not War of the Gargantuas)

+--d9 Gelgoog M -----+

Series:	Gundam Series	HP:	2100	Adaptability	Rating	
First Pilot:	Recoa Rond	EN:	120	Sky:	5	Early: --
Introduced:	Scenario 24	Type:	Land	Land:	7	Mid: **
		Range:	8	Sea:	5	Late: *
		Armor:	130	Space:	7	End: *
		Response:	185			

Attack Name	SK LD SE SP	Eng/Mor	Power	Range	Hit%	Ammo
Beam Naginata	-  7  6  7	---/---	350	1	138	--
Beam Rifle	7  7  -  7	---/---	550	4	100	10
Sturm Faust	-  7  7  7	---/---	900	3	90	2

!-Recoa drops one off if you didn't rescue her from Luna 1 after S.24. By that point, it's a weak unit on par with the Jegan in terms of stats, but comes up short without a strong Beam Sabre and only 2 Sturm Fausts. The fact that it signals the end of Recoa's time with you is sad. The fact that this is essentially a high-response Jegan with no Beam Sabre is worse.

+--d\$ F-91 -----+

Series:	Gundam Series	HP:	2300	Adaptability	Rating	
First Pilot:	Seabuck Anoh	EN:	255	Sky:	6	Early: --
Abilities:	Phase	Type:	Land	Land:	7	Mid: *****
Introduced:	Scenario 25/26	Range:	8	Sea:	5	Late: ****
		Armor:	250	Space:	7	End: ***
		Response:	234			

Attack Name	SK LD SE SP	Eng/Mor	Power	Range	Hit%	Ammo
Vulcan	7  7  7  7	---/---	380	1	145	5
Mega Machine Cannon	7  7  6  7	---/---	570	3	110	7





```

| e+ Double Spazer ..... (**) |
| Grendizer/Double Spazer |
| e^ Drill Spazer ..... (**) |
| Grendizer/Drill Spazer |
| e* Marine Spazer ..... (*) |
| Grendizer/Marine Spazer |
| e$ Qubelay Mk.II ..... (****) |
| e# Sazabi ..... (****) |
+-----+

```

```

+-e1 Neo Argamma -----+
| Series:      Gundam Series | HP:      6000  Adaptability  Rating |
| Pilot:      Bright Noah | EN:      255   Sky:        7   Early:     -- |
| Abilities:   Docking | Type:    Sky   Land:      5   Mid:      -- |
| Introduced:  Scenario 28 | Range:   8    Sea:      3   Late:     **** |
| Replaced:   Scenario 46 | Armor:   130  Space:    7   End:      -- |
|              | Response: 170 |
+-----+

```

```

| Attack Name          SK|LD|SE|SP  Eng/Mor   Power  Range  Hit% Ammo|
+-----+
| 50mm Machinegun     7| 7| 7| 7  ---/---   450    1   140   10|
| Missile              7| 7| 7| 7  ---/---   550    4   100    5|
| Mega Particle Cannon 7| 7| -| 7  ---/---   900    7    80   10|
| Hypermega Part. Can. (ALL) 7| 7| 7| 7  150/---  1500   3x7   80   --|
+-----+

```

An upgraded Argama unit. It has minor stat upgrades, such as an additional +1 movement range, and its Machinegun set is now 50mm. It retains the most important features: the HPC and Docking.

!-Regardless how long they stay, Docking immediately reduces the Morale of the pilot flying in by 5. Ammo refills instantly, but HP/EN gradually come back.  
!-Note that the Mega Particle Cannon is considered a "Beam"-type attack.

```

+-e2 v Gundam -----+
| Series:      Gundam Series | HP:      2300  Adaptability  Rating |
| First Pilot:  Amuro Ray | EN:      200   Sky:        6   Early:     -- |
| Abilities:   I-Field | Type:    Land  Land:      7   Mid:      -- |
| Introduced:  Scenario 28 | Range:   9    Sea:      6   Late:     ***** |
|              | Armor:   150  Space:    7   End:      ***** |
|              | Response: 255 |
+-----+

```

```

| Attack Name          SK|LD|SE|SP  Eng/Mor   Power  Range  Hit% Ammo|
+-----+
| Vulcan              7| 7| 7| 7  ---/---   380    1   145    5|
| Missile              7| 7| 7| 7  ---/---   500    4   100    5|
| Beam Sabre         -| 7| 6| 7  ---/---   600    1   130   --|
| Nu Hyper Bazooka   7| 7| 3| 7  ---/---   850    4    92    3|
| Beam Rifle         7| 7| -| 7  ---/---   950    5   100   10|
| Fin Funnel         7| 7| 7| 7  ---/100  1200   9   150   10|
+-----+

```

Two words: Funnel Shot. It's not a laser beam, but rather a long-range drone-guided "smart" gun. That means Beam Coatings (like Vigaj's Gargau you'll soon see) can't stop it. The v-Gundam (the symbol is the Greek letter "nu") has the longest ranged attack a Gundam can have and is the second farthest-ranged attack anyone in Londo Bell can use. (The longest range? A 10-space Funnel if you managed to persuade an enemy Gemark.) With a Maximum Response level of 255, 9 movement, and (the cherry on top) an I-Field -- which if the pilot elects to dodge and has 20 or more EN, will activate to null any laser/beam projectile - it's no wonder Amuro automatically switches to the v-Gundam when you receive it. This will be your most advanced MS for the Late Game so take

advantage of that Fin Funnel. By the end-game, you'll face down Elmeths, Doven Wolves, and those pains-in-the-butt Germarks.

```
+e3 Cyblaster (Mobile Suit) -----+
| Series: Banpresto Original | HP:      2700  Adaptability  Rating  |
| Pilot:      Masaki Ando   | EN:      255   Sky:         7   Early:   -- |
| Abilities:   Transform   | Type: Sky/Lnd Land:        7   Mid:     -- |
| Introduced:  Scenario 30 | Range:   12   Sea:         5   Late:   **** |
|              | Armor:   150  Space:        7   End:    **** |
|              | Response: 239 |
```

```
+-----+
| Attack Name          SK|LD|SE|SP  Eng/Mor    Power  Range  Hit% Ammo|
+-----+
| Deus Cutter          7| 7| 7| 7  ---/---    550    1   140  --|
| Cyflash (ALL)        7| 7| 7| 7  90/---    800    rx6   150  --|
| High Familiar        7| 7| 7| 7  ---/---    950    8   140  10|
| Akashic Buster      7| 7| 7| 7  30/120   1200    1   100  --|
| Cosmo Nova          7| 7| 7| 7  100/140  2000    4   180  --|
+-----+
```

```
---- Cyblaster (Beast) -----+
| Series: Banpresto Original | HP:      2700  Adaptability  Rating  |
| Pilot:      Masaki Ando   | EN:      255   Sky:         7   Early:   -- |
| Abilities:   Transform   | Type:   Sky  Land:        5   Mid:     -- |
|              | Range:   14   Sea:         7   Late:   **** |
|              | Armor:   140  Space:        7   End:    *** |
|              | Response: 235 |
```

```
+-----+
| Attack Name          SK|LD|SE|SP  Eng/Mor    Power  Range  Hit% Ammo|
+-----+
| Caloric Missile      7| 7| 7| 7  ---/---    750    7   100   5|
| Cyflash (ALL)        7| 7| 7| 7  90/---    800    rx6   150  --|
| High Familiar        7| 7| 7| 7  ---/---    950    8   140  10|
+-----+
```

While the v-Gundam is the most advanced MS you get during Late Game, it isn't the only mecha you'll come across. This powerhouse is bonded to the hero of Banpresto's Hero Senki, Masaki Ando! This Super Robot is fast and furious, with a movement range even greater than the GP-01FV (and Masaki gets Accel too), the Funnel-like High Familiar attack (that you can use in the longrange "pursuit" Beast Mode), and your first radius-based ALL/MAP attack (which you can also use in Beast Mode).

The psychic-powered Cyblaster does have its limits though; the High Familiar is rather weak compared to actual Funnel weapons and the Akashic Buster requires at least one (non-ALL) victory (and one Yell) to use. While Masaki never learns Fervor, he can still do hit-and-runs with multiple Cyflashes.

```
+e4 Valsione -----+
| Series: Banpresto Original | HP:      3300  Adaptability  Rating  |
| Pilot:      Ryune Darksoul | EN:      255   Sky:         7   Early:   -- |
| Introduced:  Scenario 33 | Type: Sky/Lnd Land:        6   Mid:     -- |
|              | Range:   10   Sea:         6   Late:   **** |
|              | Armor:   150  Space:        7   End:    **** |
|              | Response: 221 |
```

```
+-----+
| Attack Name          SK|LD|SE|SP  Eng/Mor    Power  Range  Hit% Ammo|
+-----+
| Psycho Blaster (ALL)  7| 7| -| 7  ---/---    650    rx7   120   1|
| Divine Arm           7| 7| 7| 7  ---/---    780    1   120  --|
| Highmega Cannon      7| 7| -| 7  ---/---   1800    6   100   2|
```

| Claw Smasher 7| 7| 4| 7 50/--- 1800 6 100 --|

!-If you managed to save Ryune from herself, you get her very human-like mechanical representation as well. While more powerful than Masaki and his Cybuster, Ryune's Valsione has a much more limited arsenal. (Only ONE use of the Psycho Blaster? It's not even that strong!) Thankfully Ryune does get a better-than-average damage bonus. (And try Super Robot Wars 2!)

+e5 Great Mazinger -----+

Series:	Mazinger Saga	HP:	4500	Adaptability	Rating	
First Pilot:	Tetsuya Ken	EN:	255	Sky:	7	Early: --
Introduced:	Scenario 34	Type:	Sky/Lnd	Land:	7	Mid: --
		Range:	9	Sea:	4	Late: *****
		Armor:	400	Space:	5	End: ****
		Response:	187			

Attack Name	SK LD SE SP	Eng/Mor	Power	Range	Hit%	Ammo
-------------	-------------	---------	-------	-------	------	------

Knee Burst Kick	6  7  6  6	---/---	500	1	155	--
Back Spin Kick	6  7  6  6	---/---	600	1	140	--
Mazinger Blade	7  7  6  7	---/---	800	1	130	--
Naval Missile	7  7  7  7	---/---	800	4	96	5
Scramble Cutter	7  6  -  7	---/---	850	1	102	--
Great Typhoon	-  7  -  -	10/---	850	1	120	--
Atomic Punch	6  7  6  7	---/---	900	3	100	--
Thunder Break	7  7  -  7	25/---	1000	1	120	--
Drill Pressure	6  7  6  7	---/---	1050	3	100	--
Great Boomerang	7  7  6  7	---/---	1100	5	98	--
Breast Burn	5  7  -  7	40/---	1300	1	145	--

What a powerful Super Robot; as strong and useful as the Mazinger was, the Great Mazinger trumps it in every category (including mid-range attacks)!

+e6 Venus A -----+

Series:	Mazinger Saga	HP:	2800	Adaptability	Rating	
First Pilot:	Jun Honoo	EN:	180	Sky:	7	Early: --
Introduced:	Scenario 34	Type:	Sky/Lnd	Land:	7	Mid: --
		Range:	8	Sea:	3	Late: **
		Armor:	300	Space:	6	End: **
		Response:	162			

Attack Name	SK LD SE SP	Eng/Mor	Power	Range	Hit%	Ammo
-------------	-------------	---------	-------	-------	------	------

Finger Missile	7  7  7  7	---/---	450	1	160	10
Photon Beam	7  7  -  7	10/---	700	1	135	--
Photon Missile	7  7  7  7	---/---	800	5	100	10

While stronger than Dianan A, it lacks the healing factor reducing it's usefulness. As a consolation, it's stronger than the Tekkou Oni or Garganchua

+e7 Tekkou Oni -----+

Series:	Getter-Robo	HP:	3200	Adaptability	Rating	
Pilot:	Kochou Oni	EN:	250	Sky:	7	Early: --
Introduced:	Scenario 34	Type:	Sky/Lnd	Land:	6	Mid: --
		Range:	8	Sea:	2	Late: **
		Armor:	260	Space:	5	End: *
		Response:	175			

Attack Name	SK	LD	SE	SP	Eng/Mor	Power	Range	Hit%	Ammo
Butterfly Dance	7	7	-	7	---/---	620	1	125	--
Boomerang	7	7	7	7	---/---	780	3	100	--

Think of this like the Garganchua, except with Kochou Oni always at the helm and not as powerful or as useful. The all-terrain Boomerang requires some set-up to use and Kochou Oni just isn't an offense-oriented pilot.

!-The Getter Robo, in any form, can talk to Kochou to get this.

+e8 Grendizer/Spazer									
Series:	Mazinger Saga	HP:	4500	Adaptability	Rating				
Pilot:	Duke Fleed	EN:	240	Sky:	3	Early:	--		
Abilities:	Transform/Combine	Type:	Land	Land:	6	Mid:	--		
Introduced:	Scenario 34/38	Range:	8	Sea:	4	Late:	****		
		Armor:	400	Space:	7	End:	****		
		Response:	190						

Attack Name	SK	LD	SE	SP	Eng/Mor	Power	Range	Hit%	Ammo
Hand Beam	7	7	-	7	5/---	700	1	110	--
Antigrav Storm	7	7	5	-	7/---	800	1	100	--
Double Hook	7	7	7	7	---/---	840	1	144	--
Shoulder Boomer	7	7	6	7	---/---	970	3	100	4
Screw Crasher	7	7	6	7	---/---	1060	3	100	2
Space Thunder	7	7	-	7	30/---	1350	1	135	--

+--- Spazer/Grendizer									
Series:	Mazinger Saga	HP:	4500	Adaptability	Rating				
Pilot:	Duke Fleed	EN:	255	Sky:	7	Early:	--		
Abilities:	Transform	Type:	Sky	Land:	4	Mid:	--		
		Range:	9	Sea:	4	Late:	****		
		Armor:	400	Space:	7	End:	****		
		Response:	190						

Attack Name	SK	LD	SE	SP	Eng/Mor	Power	Range	Hit%	Ammo
Hand Beam	7	7	-	7	5/---	700	1	110	--
Spin Saucer	7	7	6	7	---/---	810	4	120	5
Drill Saucer	7	7	6	7	---/---	810	4	120	5
Melt Shower	7	7	-	7	---/---	840	1	110	5
Shoulder Boomer	7	7	6	7	---/---	970	3	100	4
Screw Crasher	7	7	6	7	---/---	1060	3	100	2
Space Thunder	7	7	-	7	30/---	1350	1	135	--

A dang-strong Super Robot comaprable to the Great Mazinger you met shortly before. Both are more energy-efficient than Kouji's Mazinger, but the Grendizer has a few more tricks. For one, it can transform into its Spazer form, a speedier pursuit vehicle without any sacrifices in armor or major changes in weaponry. Secondly, it can combine with the various other Spazer units you'll obtain throughout the game. The disadvtanges of the Grendizer are few: like the other Mazingers, it lacks a long-range attack. Unlike the others, the only one who can pilot is Duke; he's competent, but having Maria or Tetsuya in the G.Mazinger, Duke is outperformed.

+e9 Vigna Ghina									
Series:	Gundam Series	HP:	2800	Adaptability	Rating				

```
| First Pilot:CecilyFairchild | EN:      230   Sky:      6   Early:   -- |
| Introduced:      Scenario 42 | Type:    Land   Land:    7   Mid:     -- |
|                   | Range:   10   Sea:     5   Late:   **** |
|                   | Armor:   300  Space:   7   End:    ***  |
|                   | Response: 230 |
```

```
+-----+
| Attack Name          SK|LD|SE|SP   Eng/Mor   Power  Range  Hit% Ammo|
+-----+
| Beam Sabre          -| 7| 6| 7   ---/---   600    1   130  --|
| Beam Rifle          7| 7| -| 7   ---/---   950    5   100  10|
| Beam Launcher       7| 7| -| 7   ---/---  1200    6   100   8|
+-----+
```

Despite being a unique unit, it's got very standard equipment. The 6-range Beam Launcher packs a punch though, making this superior to the Dijeh SE-R for long-range attacking. The Vigna could have used the missiles though. !-Seabuck must be deployed to convince Cecily to give this up.

```
+e+ Double Spazer -----+
| Series:      Mazinger Saga | HP:      3200   Adaptability  Rating |
| First Pilot:      None | EN:      230   Sky:      7   Early:   -- |
| Abilities:      Combine | Type:    Sky   Land:     6   Mid:     -- |
| Introduced:      Scenario 42 | Range:    9   Sea:     2   Late:   **  |
|                   | Armor:   300  Space:   7   End:    **  |
|                   | Response: 180 |
```

```
+-----+
| Attack Name          SK|LD|SE|SP   Eng/Mor   Power  Range  Hit% Ammo|
+-----+
| Missile              7| 7| 7| 7   ---/---   620    5   100  10|
| Double Cutter        7| 7| 5| 7   ---/---   820    5   120  --|
| Cyclone Beam         7| 7| -| 7   10/---   970    3   100  --|
+-----+
```

```
--- Grendizer/Double Spazer -+-----+
| Series:      Mazinger Saga | HP:      4500   Adaptability  Rating |
| First Pilot:      None | EN:      255   Sky:      7   Early:   -- |
| Abilities:      Separate | Type:    Sky/Lnd   Land:     6   Mid:     -- |
|                   | Range:    9   Sea:     2   Late:   **** |
|                   | Armor:   400  Space:   7   End:    **** |
|                   | Response: 190 |
```

```
+-----+
| Attack Name          SK|LD|SE|SP   Eng/Mor   Power  Range  Hit% Ammo|
+-----+
| Missile              7| 7| 7| 7   ---/---   620    5   100  10|
| Hand Beam           7| 7| -| 7   5/---   700    1   110  --|
| Antigrav Storm      7| 7| 5| -   7/---   800    1   100  --|
| Double Cutter        7| 7| 5| 7   ---/---   820    5   120  --|
| Double Hook          7| 7| 7| 7   ---/---   840    1   144  --|
| Cyclone Beam         7| 7| -| 7   10/---   970    3   100  --|
| Shoulder Boomer     7| 7| 6| 7   ---/---   970    3   100   4|
| Screw Crasher       7| 7| 6| 7   ---/---  1060    3   100   2|
| Space Thunder        7| 7| -| 7   30/---  1350    1   135  --|
+-----+
```

The Grendizer (not in Spazer mode) can merge with the Double Spazer to form a faster, stronger, winged Super Robot. Not only will the Double-Grendizer have the attacks of both units, it will have +1 Movement, added EN, and better Adaptability (not to mention Flight). Unlike the Super Gundam, when you Divide, the Grendizer actually goes out first. Speaking of the Super Gundam, reducing your sortie by 1 for the sake of combining into the Double-Grendizer seems pretty risky by this point, when you need all the power you can muster. If you weren't planning on powering up

a Mazinger teammate, the Double-G doesn't provide anything the Spazer-mode of the Grendizer doesn't. As a standalone, the Double Spazer might be useful as a mid-range attacker, but the Mazinger pilots all take too long to reach 130+ response to utilize it for hit-and-run tactics.

```

+-e^ Drill Spazer -----+
| Series:      Mazinger Saga | HP:      3000  Adaptability  Rating      |
| First Pilot: Maria Flead  | EN:      230   Sky:         6   Early:     -- |
| Abilities:   Combine     | Type: Sky/Sub Land:      7   Mid:      -- |
| Introduced:  Scenario 43  | Range:    8   Sea:         2   Late:     ** |
|              | Armor:    300 Space:    6   End:      *  |
|              | Response: 185                                     |

```

```

-----+
| Attack Name          SK|LD|SE|SP  Eng/Mor   Power  Range  Hit% Ammo|
-----+
| Drill Missile        5| 7| 5| 5   ---/---   830    5   120   6|
| Spark Bomber        7| 7| -| 7    8/---   950    3   100  --|

```

```

+--- Grendizer/Drill Spazer --+-----+
| Series:      Mazinger Saga | HP:      4500  Adaptability  Rating      |
| First Pilot: None         | EN:      255   Sky:         6   Early:     -- |
| Abilities:   Separate    | Type: Sky/Sub Land:      7   Mid:      -- |
|              | Range:    8   Sea:         2   Late:     **** |
|              | Armor:    400 Space:    6   End:      **** |
|              | Response: 190                                     |

```

```

-----+
| Attack Name          SK|LD|SE|SP  Eng/Mor   Power  Range  Hit% Ammo|
-----+
| Hand Beam           7| 7| -| 7    5/---   700    1   110  --|
| Antigrav Storm     7| 7| 5| -    7/---   800    1   100  --|
| Drill Missile       5| 7| 5| 5   ---/---   830    5   120   6|
| Double Hook        7| 7| 7| 7   ---/---   840    1   144  --|
| Spark Bomber       7| 7| -| 7    8/---   950    3   100  --|
| Shoulder Boomer    7| 7| 6| 7   ---/---   970    3   100   4|
| Screw Crasher      7| 7| 6| 7   ---/---  1060    3   100   2|
| Space Thunder      7| 7| -| 7   30/---  1350    1   135  --|

```

Much like the Double Spazer, the Drill Spazer can combine with Duke's Grendizer (again, not in Spazer mode) to form a stronger, flying, drilling Super Robot... yeah. The Drill-Grendizer has the attacks of both units, added EN, and better Adaptability (and Flight and Subterrain movement). Unlike the Super Gundam, when you Divide, the Grendizer goes out first. Again, reducing your sortie by 1 for the sake of combining into the Drill-Grendizer seems pretty risky by this point, when you need all the power you can muster. Most Mazinger teammates are better off on their own (especially those with Luck) than sitting backseat to Duke.

The Drill-Spazer isn't as fast as the Double Spazer, but it provides the fun "Subterrain" movement to conserve energy and protect the Grendizer. Of course the Grendizer is well armored, has high HP, and is pretty energy-efficient, so a +1 movement would have been better. In that respect, the Double-Spazer beats the Drill Spazer in all categories.

!-Keep in mind when Dividing the Drill Grendizer that the Grendizer leaves 1st.

```

+-e* Marine Spazer -----+
| Series:      Mazinger Saga | HP:      3000  Adaptability  Rating      |
| First Pilot: Hikaru Makiba | EN:      230   Sky:         7   Early:     -- |
| Abilities:   Combine     | Type: Sky/Lnd Land:      2   Mid:      -- |
| Introduced:  Scenario 43  | Range:    8   Sea:         7   Late:     *  |

```

```

|           | Armor:   300   Space:   6   End:   * |
|           | Response: 180 |
+-----+

```

Attack Name	SK	LD	SE	SP	Eng/Mor	Power	Range	Hit%	Ammo
Marine Missile	5	5	7	5	---/---	800	5	100	10
Marine Cutter	5	5	7	5	---/---	900	3	120	--

```

+--- Grendizer/Marine Spazer ---+
| Series:      Mazinger Saga | HP:      4500   Adaptability   Rating   |
| First Pilot:  None       | EN:      255   Sky:           7   Early:    -- |
| Abilities:   Separate/Combine | Type:   Sky/Lnd   Land:        2   Mid:      -- |
|              | Range:     8   Sea:          7   Late:     -- |
|              | Armor:    400   Space:        6   End:     **** |
|              | Response: 190 |
+-----+

```

Attack Name	SK	LD	SE	SP	Eng/Mor	Power	Range	Hit%	Ammo
Hand Beam	7	7	-	7	5/---	700	1	110	--
Antigrav Storm	7	7	5	-	7/---	800	1	100	--
Marine Missile	5	5	7	5	---/---	800	5	100	10
Double Hook	7	7	7	7	---/---	840	1	144	--
Marine Cutter	5	5	7	5	---/---	900	3	120	--
Shoulder Boomer	7	7	6	7	---/---	970	3	100	4
Screw Crasher	7	7	6	7	---/---	1060	3	100	2
Space Thunder	7	7	-	7	30/---	1350	1	135	--

Much like the Double Spazer, the Marine Spazer can combine with Duke's Grendizer (again, not in Spazer mode) to form a stronger, flying, swimming Super Robot... and the fact there will soon be no water for you to enter makes this unit even more useless. The Marine-Grendizer adds nothing the Drill- and Double-Grendizer don't already do better.

!-When you Dividing, the Grendizer goes out first. The Marine Spazer offers nothing new from the Drill or Double Spazer, so it's best to mothball this and let Hikaru pilot the Great Mazinger or Dianan A from time to time.

```

+-e$ Qubelay Mk.II -----+
| Series:      Gundam Series | HP:      2400   Adaptability   Rating   |
| First Pilot:  Elpy Puru   | EN:      200   Sky:           5   Early:    -- |
| Introduced:   Scenario 43 | Type:    Land   Land:          7   Mid:      -- |
|              | Range:    10   Sea:           5   Late:     **** |
|              | Armor:   170   Space:         7   End:     **** |
|              | Response: 225 |
+-----+

```

Attack Name	SK	LD	SE	SP	Eng/Mor	Power	Range	Hit%	Ammo
Beam Sabre	-	7	6	7	---/---	500	1	130	--
Beam Gun	7	7	-	7	---/---	900	5	100	10
Funnel	7	7	7	7	---/ 95	1100	7	150	7

While the Qubelay Mk.ii's stats and arsenal look decent, compared to other Funnel users, they are under-par -- especially with a Funnel range of 7.

It still has an advantage over beam-heavy units like the Re-GZ though.

!-You'll have to send Judou out to convince Puru to get this.

```

+-e# Sazabi -----+
| Series:      Gundam Series | HP:      3600   Adaptability   Rating   |
| First Pilot:  None       | EN:      220   Sky:           5   Early:    -- |
+-----+

```





Attack Name	SK LD SE SP	Eng/Mor	Power	Range	Hit%	Ammo
Liger Missile	6  7  5  7	---/---	800	4	106	4
Drill Arm	-  7  6  7	---/---	900	1	140	--
Chain Attack	-  7  5  7	---/---	1000	1	130	--

+--- Getta Poseidon -----+						
Series:	Getter Robo	HP:	4200	Adaptability	Rating	
Pilot:	Benkei Kurama	EN:	255	Sky:	1	Early: --
Abilities:	Transform	Type:	Amphib	Land:	6	Mid: --
		Range:	8	Sea:	7	Late: --
		Armor:	380	Space:	4	End: ***
		Response:	170			

Attack Name	SK LD SE SP	Eng/Mor	Power	Range	Hit%	Ammo
Strong Missile	4  6  7  6	---/---	1000	5	100	4
Getta Cyclone	-  6  7  -	10/---	1200	1	108	--

Now THIS is an upgrade. Sure you lose the Getta 1-2-3 and any upgrades you put into them. On the other hand, you have the SHINE SPARK. The Shine Spark (once Benkei Yells twice) will help win several important victories for you. On the minus side, Benkei sucks (he starts at level 40, regardless of what level Musashi, Ryouma and Hayato are) and has inferior Spirit Techs. The Getta Dragon becomes your primary damage dealer, the Liger is still the "pursuit" mode (Mach Special functions exactly like Getta Vision), and Poesidon... is no Getta-3 in terms of usefulness. With only slightly enhanced armor, slightly stronger ranged attack, and just 3~4 stages (out of 7) where Cyclone's available, the only time Benkei sees daylight is for Spirit Techs.

+-f2 Ra Cailum -----+						
Series:	Gundam Series	HP:	7500	Adaptability	Rating	
Pilot:	Bright Noah	EN:	255	Sky:	7	Early: --
Abilities:	Docking	Type:	Sky	Land:	5	Mid: --
Introduced:	Scenario 45	Range:	9	Sea:	3	Late: --
		Armor:	150	Space:	7	End: ****
		Response:	200			

Attack Name	SK LD SE SP	Eng/Mor	Power	Range	Hit%	Ammo
60mm Machinegun	7  7  7  7	---/---	500	1	140	10
Missile	7  7  7  7	---/---	550	4	100	5
Mega Particle Cannon	7  7  -  7	---/---	900	7	80	10
Hypermega Part. Can. (ALL)	7  7  7  7	150/---	1500	3x7	80	--

Your last mobile base, it features improved stats, better movement, 60mm guns and nothing new. The Mega Particle Cannon is still a "Beam"-type attack. !-As always, A unit that flies in to Dock immediately recovers their ammo, loses 5 Morale and by next turn, begins to gradually recover their HP and EN. !-Any unit still in Dock when the Ra Cailum goes down, goes down with the ship.

+-f3 Psycho Gundam Mk.II-----+						
Series:	Gundam Series	HP:	????	Adaptability	Rating	
Pilot:	Puru 2	EN:	250	Sky:	5	Early: --
Abilities:	I-Field	Type:	Land	Land:	7	Mid: --
	Transform	Range:	5	Sea:	5	Late: --
Introduced:	Scenario 46	Armor:	380	Space:	7	End: ****
		Response:	210			

Attack Name	SK	LD	SE	SP	Eng/Mor	Power	Range	Hit%	Ammo
Diffusion Mega	7	7	-	7	---/---	740	1	140	10
Mega Particle Cannon	7	7	-	7	---/---	1000	7	100	10
Mega Particle Cannon	7	7	-	7	---/---	1000	7	100	10

--- Psycho Mk.II (Fortress) ---									
Series:	Gundam Series	HP:	????	Adaptability	Rating				
Pilot:	Puru 2	EN:	250	Sky:	7	Early:	--		
Abilities:	I-Field	Type:	Sky	Land:	5	Mid:	--		
	Transform	Range:	4	Sea:	5	Late:	--		
		Armor:	440	Space:	7	End:	***		
		Response:	210						

Attack Name	SK	LD	SE	SP	Eng/Mor	Power	Range	Hit%	Ammo
Diffusion Mega	7	7	-	7	---/---	740	1	140	10
Mega Particle Cannon	7	7	-	7	---/---	1000	7	100	10
Mega Particle Cannon	7	7	-	7	---/---	1000	7	100	10

Goofy grin aside, this behemoth is quite frightening. It may be (very) slow, only has beam weapons, and lasts just one stage, but MAN is it fun tromping around with a unit that has over 10,000 HP!

-f4 Jagd Doga									
Series:	Gundam Series	HP:	2700	Adaptability	Rating				
First Pilot:	Puru 2	EN:	220	Sky:	5	Early:	--		
Introduced:	Scenario 46	Type:	Land	Land:	7	Mid:	--		
		Range:	9	Sea:	5	Late:	--		
		Armor:	160	Space:	7	End:	****		
		Response:	228						

Attack Name	SK	LD	SE	SP	Eng/Mor	Power	Range	Hit%	Ammo
Missile	7	7	7	7	---/---	500	4	100	5
Beam Sabre	-	7	6	7	---/---	600	1	130	--
Beam Assault Rifle	7	7	-	7	---/---	900	6	110	15
Mega Particle Cannon	7	7	-	7	---/---	1000	7	100	10
Funnel	7	7	7	7	---/ 95	1200	8	150	10

Puru 2 may have stolen Ques' MS, but you can swap seats with any UC pilot. The Jagd Doga sets the mark of what a standard Funnel user should be like. (Especially considering how many enemy Jagd Doga's you've faced already.)

-f5 Granzone									
Series:	Banpresto Original	HP:	4800	Adaptability	Rating				
Pilot:	Shuu Shirakawa	EN:	255	Sky:	6	Early:	--		
Introduced:	Scenario 47/48	Type:	Sky/Lnd	Land:	7	Mid:	--		
		Range:	10	Sea:	6	Late:	--		
		Armor:	450	Space:	7	End:	****		
		Response:	228						

Attack Name	SK	LD	SE	SP	Eng/Mor	Power	Range	Hit%	Ammo
Gran Wyrm Sword	7	7	7	7	---/---	570	1	140	--
Wyrm Smasher	7	7	7	7	---/---	870	3	120	10
Graviton Cannon (ALL)	7	7	7	7	120/120	1000	rx8	120	--



```

|                               | Armor:   190   Space:    5   End:    ** |
|                               | Response: 210 |
+-----+

```

Attack Name	SK LD SE SP	Eng/Mor	Power	Range	Hit%	Ammo
Multiwarhead Missile	7  7  7  7	---/---	600	5	140	7
Missile	7  7  7  7	---/---	620	5	100	10
Arrow Lancer	7  7  7  7	---/---	680	1	130	--
Beam Cannon	7  7  -  7	---/---	850	5	100	10

A second Garganchua with a different paintjob, it's the strongest (\*\*) unit for the End Game, but still overshadowed by the (\*\*\*) units.

Technically this is a Banpresto Original... that's based on a robot from Combattler V. Not War of the Gargantuas/Frankenstein Conquers the World.

```

+f8 Neue Ziel -----+
| Series:      Gundam Series | HP:      7000   Adaptability  Rating |
| First Pilot:      None | EN:      200   Sky:         0   Early:      -- |
| Abilities:      I-Field | Type:    Space  Land:        0   Mid:        -- |
| Introduced:     Scenario 48B | Range:   10   Sea:         0   Late:       -- |
|                               | Armor:   180   Space:       7   End:       ***** |
|                               | Response: 198 |
+-----+

```

Attack Name	SK LD SE SP	Eng/Mor	Power	Range	Hit%	Ammo
Missile	7  7  7  7	---/---	500	3	100	5
Cable Claw Arm	7  7  5  7	---/---	650	3	126	10
Micromissile (ALL)	7  7  7  7	---/---	700	6, rx3	160	3
Mega Particle Cannon	7  7  -  7	---/---	800	6	100	10
Mega Particle Cannon	7  7  -  7	---/---	800	6	100	10
Mega Cannon	7  7  -  7	30/---	900	5	100	--

Just like the GP-03, this Space-only Gundam is gotten near the very end of the game. It still has the I-Field, but does not have an interior "Stamen." The branch in which you obtain the Neue Ziel, all the remaining stages will take place in space, making this mech (and the GP-03) much more valuable. The Neue Ziel is much more durable compared to the GP-03, but lacks a melee weapon. (And it has too many beam weapons: three Mega Cannons?!)

!-Be VERY careful of Micromissile; it damages EVERY unit except the NZ. You can launch it at any time, even if there isn't anything in range. You fire a "grenade" within 6 tiles that then explodes in a spread-radius of 3.

!-Much like other flying units, the Neue Ziel can only fight in Outer Space.

```

+f9 Germark -----+
| Series:      Gundam Series | HP:      5600   Adaptability  Rating |
| First Pilot:     Cara Soon | EN:      230   Sky:         6   Early:      -- |
| Abilities:     Scenario 49 | Type:    Land  Land:        6   Mid:        -- |
|                               | Range:   6   Sea:         5   Late:       -- |
|                               | Armor:   400   Space:       7   End:       ***** |
|                               | Response: 220 |
+-----+

```

Attack Name	SK LD SE SP	Eng/Mor	Power	Range	Hit%	Ammo
Beam Sabre	-  7  6  7	---/---	500	1	130	--
Beam Launcher	7  7  -  7	---/---	770	8	100	10
Mega Beam Cannon	7  7  -  7	---/---	800	5	100	10
Grenade Launcher	7  7  7  7	---/---	900	3	90	2
Hypermega Particle Cannon	7  7  -  7	---/---	930	6	100	8

| Funnel 7| 7| 7| 7 ---/--- 1050 10 150 10|

!-Taken from Cara near the end of the game if you were on the Quattro path, just have Judou convince her before pasting Iria.

!-This is the best Funnel you can find; it has the longest range of ANY weapon you possess. The unit is a sweet tank too, with high HP and Armor.

= = = = =

+--- Boss Borot -----+

Series: Mazinger Saga	HP: 2500 Adaptability Rating
Pilot: Boss	EN: 120 Sky: 1 Early: \*\*
Abilities: Ground Only	Type: Land Land: 7 Mid: --
Introduced: Scenario 15	Range: 6 Sea: 2 Late: --
	Armor: 100 Space: 0 End: --
	Response: 108

+ Attack Name SK|LD|SE|SP Eng/Mor Power Range Hit% Ammo|

Barot Punch -	7	7	- ---/--- 680 1 160 --
Special B.Punch -	7	7	- ---/110 840 1 130 --
Special DX B.Punch -	7	7	- ---/120 1070 1 100 --

A potential powerhouse for the stage or three you have him (Scenario 15-17) due to his Morale-powered punches. But due to the limits of his stay and attack-type, best leave him behind the entire time.

+--- Getta Q -----+

Series: Getter-Robo	HP: 2200 Adaptability Rating
Pilot: Michiru Saotome	EN: 120 Sky: 5 Early: \*\*\*
Introduced: Scenario 14	Type: Land Land: 7 Mid: --
	Range: 7 Sea: 5 Late: \*
	Armor: 120 Space: 5 End: --
	Response: 112

+ Attack Name SK|LD|SE|SP Eng/Mor Power Range Hit% Ammo|

| Freezing Beam 7| 7| -| 7 ---/--- 600 1 140 5|
| Getta Beam 7| 7| -| 7 10/--- 870 1 100 --|

The first time you see the Getta Q, it can do its job of holding the line with the Texas Mack. The second time you see it, it remains the same, but the enemies can now chew it up like a toy. At least Maria's ZumeZume flew.

+--- Medea -----+

Series: Gundam Series	HP: 2500 Adaptability Rating
Pilot: Nina Purpleton	EN: 255 Sky: 7 Early: --
Introduced: Scenario 10	Type: Sky Land: 5 Mid: --
	Range: 5 Sea: 3 Late: --
	Armor: 100 Space: 0 End: --
	Response: 154

+ Attack Name SK|LD|SE|SP Eng/Mor Power Range Hit% Ammo|

| Repair Equipment -| -| -| - ---/--- 0 1 -- --|
| 30mm Machinegun 7| 7| 7| 7 ---/--- 400 1 140 10|

Seen thrice in the game, twice as an escorted NPC and once as an enemy.

```

+--- Texas Mack -----+
| Series:      Getter-Robo | HP:      2500  Adaptability  Rating      |
| Pilot:      Jack King  | EN:      120   Sky:         6   Early:     *** |
| Introduced:  Scenario 14 | Type: Sky/Lnd Land:      6   Mid:      -- |
|              | Range:    8   Sea:         6   Late:     *  |
|              | Armor:   130  Space:      5   End:      -- |
|              | Response: 125

```

```

+-----+
| Attack Name          SK|LD|SE|SP  Eng/Mor   Power  Range  Hit% Ammo|
+-----+
| Texas Sword          7| 7| 7| 7   ---/---   450    1   134   --|
| Mach Revolver        7| 7| 7| 7   ---/---   580    3   118   10|
| Mach Riot            7| 7| 7| 7   ---/---   600    3   160    5|
| Mach Rifle           7| 7| 7| 7   ---/---   650    6   106    5|
+-----+

```

Jack's fancy Texas Mack might last longer than Micheru's Getta Q the second time around. Might. At least it has a ranged rifle for ambushing enemies.

```

+--- ZumeZume -----+
| Series:      Mazinger Saga | HP:      3800  Adaptability  Rating      |
| Pilot:      Maria Flead  | EN:      220   Sky:         5   Early:     -- |
| Introduced:  Scenario 43 | Type: Sky/Lnd Land:      7   Mid:      -- |
|              | Range:    7   Sea:         3   Late:     *  |
|              | Armor:   200  Space:      7   End:      -- |
|              | Response: 198

```

```

+-----+
| Attack Name          SK|LD|SE|SP  Eng/Mor   Power  Range  Hit% Ammo|
+-----+
| Freezing Beam        7| 7| -| 7   ---/---   600    1   140    5|
| Freezing Beam        7| 7| -| 7   ---/---   600    1   140    5|
| Ripper Claw          7| 7| 7| 7   ---/---   740    1   132   --|
+-----+

```

A one-time-only deal you fly one of these melee-only monsters.

314159265358979323846264338327950288419Q2h1Y2sgb3V0IG15IG1hbnkgb3RoZXIqRkFRcw==  
+ = + =

(III) ERRATA

Trivia:

You can sell most of your Super Robots off except for those with bound pilots (like the Daitarn 3, the Tekkou Oni, or any of the Banpresto Originals). Several "titular" mecha are also immune from the scrapyard, such as the ZZ Gundam, Z Gundam, F-91, and anything from the Mazinger saga. You also cannot sell off the Bluegar, the Methuss, the Type-100, the v Gundam, the GP-01 variations, or the GP-03 or Neue Ziel. The optional MS units you can't lose are Quatro's Sazabi, the Vigna Ghina, and the Qubelay Mk.II.

If you're worried about upgrades, they are entirely optional and only serve to give Londo Bell an edge against similar mecha, which won't happen until beyond mid-game when the DC and Aliens start throwing around Super Robots of their own.

That said, I would keep track of how pilots progress (check out my Pilot FAQ!) and put priorities on making sure a mobile suit can handle the Response levels

of its pilot. In situations where I think one Super Robot will be making more frequent attacks, I'd also consider raising EN since it is also a cheap upgrade. Between Armor and HP, Armor is the more economical choice.

The best Super Robot is the Daitarn 3, especially if you plan to try Ragnarok, because of how hard it can hit and how frequently it can use its final attack. Don't let Banjou's training slip too far behind!

Also don't neglect the Great Mazinger or any of Banpresto's super robots. The game isn't all about bosses and final attacks; there are waves of regular enemies you have to plow through and these units are great for that.

In the case of story branches, choosing Quattro nets you a Germark (one of the best UC mobile suits), up there with the GP-03, Neue Ziel, v-Gundam, Sazabi, Gundam ZZ and Type 100. It easily out-powers the Jagd Doga or Qubelay Mk.II.

Ratings Comparison:

Translation Differences:

Name	Early	Mid	Late	End	Official Name
a1. Aphrodite A	****				Aphrodite A
a2. GM	**	*	*	*	RGM-79 GM
a3. Guncannon	****	**	*	*	RX-77-2 Guncannon
a4. Gundam	***	**	*	*	RX-78-2 Gundam
a5. Mazinger Z	*****				Mazinger Z
a6. P-Getta	****				Prototype Getter Robo
P-Getta 1	****				Prototype Getter-1
P-Getta 2	***				Prototype Getter-2
P-Getta 3	*				Prototype Getter-3
a7. White Base	****				White Base
Name	Early	Mid	Late	End	Official Name
b1. Getta Robo	*****	*****	*****		Getter Robo
Getta 1	*****	****	***		Getter-1
Getta 2	****	*****	*****		Getter-2
Getta 3	****	***	***		Getter-3
b2. Methuss	****	****	****	***	MSA-005 Methuss
b3. Nemo	***	*			MSA-003 Nemo
b4. Gundam Mk.II	****	***	*	*	RX-178 Gundam Mk-II
b5. Z Gundam	****	****	***	***	MSZ-006 Zeta Gundam
b6. GP-01	***				RX-78GP01 Zephyranthes
b7. GP-01FV	****	***	*	*	RX-78GP01FB FullVernian
b8. Z'Gok E	***	*	*	*	MSM-07E Z'GokExperiment
b9. Alex	***	**	*	*	RX-78NT-1 Gundam "Alex"
Name	Early	Mid	Late	End	Official Name
c1. Argamma	****	****			Argama
c2. Dijeh SE-R	*****	****	***	***	SE-DJ-1R Dijeh SE-R
c3. Combattler V	****	****	****	****	Combattler V
c4. Dianan A		****	***	**	Dianan A
c5. Mazinger Z (Jet)		*****	****	***	Mazinger Z+Jet Scrander
c6. Raideen		****	****	****	Raideen
c7. Bluegar		**	***	****	Bluegar
c8. Daitarn 3		****	****	****	Daitarn 3

