

Dai-3-Ji Super Robot Taisen (Import) Enemy Units FAQ

by FZoli

Updated to v1.5 on Aug 22, 2006

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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/QQQQ// QQ/ QQ/QQQQQQ//QQQQQQQ/QQQQQQ//
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//////// // // //
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Q/// QQQQ// /QQQ// QQ/Q// Q/ Q/ Q/ Q/ QQQQ// QQ/ QQQ/ /QQQ//
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Q/ Q/ Q/ QQQQ/ Q/Q/Q/ Q/ Q/ Q/ Q/ Q/ Q/ Q/ QQQ//
Q///// Q/ Q/ Q/// Q/Q/Q/ Q///Q/ Q///Q/ Q/ Q/ /Q// Q// ///Q/
QQQQQ/ Q/ Q/ QQQ/ Q/Q/Q/ QQQQ/ QQQ/ Q/ Q/ QQQ/ Q/ QQQQ/
//Q/
QQ/
```

Super Robot Wars 3 (a.k.a. Dai-3-Ji Super Robot Taisen) Enemy Units FAQ,
Version 1.5

For the SNES Version

By FZoli (Zoltan Fiala)

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Best viewed in 800x600 with monospaced font, 79 characters per line.

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- Psycho Gundam mk II - Mobile Suit
- Psycho Gundam mk II - Mobile Armor
- Qubelay
- Qubelay mk II
- Queen Mantha
- Rafflesia
- Saki
- Silver Wind
- Spartan K5
- Tekkou Oni
- The O
- Troth D7
- Valcion
- Valcion Kai
- Valsione
- Vastodon
- Vigna Ghina
- Z'Gok-E
- Zakrello
- Zaku
- Zaku (Char Custom Type)
- Zaku (Garma Custom Type)
- Zaku III

- Zaku III-R
- Zen II
- Zeong
- Zoo
- Zssa
- Zomezume
- Zy

VII. NAME CHANGES

VIII. IF YOU LIKE THIS GAME...

IX. ENDING

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/-----\
[ I. VERSION HISTORY ]
\-----/

```

Version 0.1 (V/04) Started the whole thing. Added a few machines.

Version 0.2 to 0.8 Added lots of machines.

Version 0.9 (24/VIII/04) Added again a few machines. Already 89 units!

Version 0.95 (22/X/04) Added again a few. Only 3 scenarios and I finish the game.

Version 0.96 (23/X/04) Added the robots of the last 3 scenarios.

Version 1.00 (31/X/04) Added a few missing units and infos. Already 114 units and still there are some, that I miss. The FAQ is 109 Kb big. Will send it to GameFAQs.

(11/X/04) I checked GameFAQs and my FAQ was put on! Wohoo! Also I found an e-mail from Leo Chan (Neoseeker), asking for the FAQ. I will send it morning afternoon.

Version 1.5 (21/VIII/06) Very BIG update! I added energy and morale to each unit and I put some technical informations as well where I could. (Mostly Gundam ones.) Added the missing units. Also reformatted the FAQ to mach the GameFAQs limits.

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[ II. COPYRIGHT ]
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```

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[ III. CREDITS ]
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```

Banpresto - For making this great game.

For all the SRW 3 FAQ Writers?

CMori - Walkthrough. It was a VERY BIG Help!

MNeidengard - Walkthrough. For those who have the PSX Version.

Hayato Kazami - Final Scenario Guide. Check it out if you need help against Neo Granzone.

lazygegman - Mecha FAQ. Thanks for inspiration!

CJayC - Robot Series Guide. Tons of information about the used series!

AceWhatever - Secrets FAQ. Can't get a unit? Check his FAQ, it might help!

Jeff "CJayC" Veasey - Again, for posting my FAQs and maintainig GameFAQs!

Leo Chan (Neoseeker) - For posting my FAQs!

Mecha & Anime HQ <www.mahq.net> - For the info on Gundam mechas. It's a wonderful site with with a lot of info and pictures!

Aeon Genesis <agtp.romhack.net> - For translating the game, so people with no japanese knowldge (like myself) can enjoy this great game!

ZSNES Team - For Emulating the SNES!

Dob (Tibor Szurok) - For Charoutwriter, I made the top logo with it!

Tom Kostiainen - For MDINotepad, its good alternate Notepad with additional functions!

My parents - For supporting me everytime.

NagyZoo - For being a great friend. (I know, his nickname is a joke in English.)

Me - For writing this FAQ.

You - For reading it (and hopefully finding it useful).

```
/-----\  
[ IV. INTRODUCTION ]  
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```

In May, 2004, browsing the net, I found the Aeon Genesis page. Here I saw that they made a translation for the game Super Robot Wars 3. I already played the first part of the series but it was japanese so I could not understand it. So I downloaded the patch and give the game a try. And it was worth it! I got hooked in it. The battles were great and the story was pretty good. (I didn't know that time, that it was a mix from mechaanimes.) After a while I looked for FAQs for the game on GameFAQs. I found three (mentioned below) FAQs for the SNES version and one, Mark Neidengard's, for the PSX version. Konokoni's FAQ (wich contained details of Playable Robots) inspired me, to write my first, similar FAQ. My FAQ was already at version 0.7 when read the Version History/Future Plans section. There stand that he wants to add the bad guys too. Ooops... Now, here I give my word that I don't stole the idea. Because of this I don't make a Player Units FAQ. That would be ideacopying!

VERSION 1.5 UPDATE: Oookaaayy, if I am right, then the FAQ covers all units. The "Used" section may be incomplete, but this will be corrected (if needed) in a future version.

It seems sadly, that Konokoni's FAQ is dead :(. (It wasn't updated already for two years.) Because of this I started a Player Unit's FAQ

Sorry for grammar problems, I'm from Hungary and I speak only Hungarian and German. I learn English from Games and in school.

If you have (grammar) corrections, suggestions, or info (like missing units) please send me an e-mail to fialazoli@freemail.hu with a subject like SRW 3 FAQ or something like this. I would happily accept it and naturally your name will be listed in the Credits section.

If you don't get an answer in a few days, please be patient. I can only write and read e-mails in school. And write FAQ or similar in the subject.

One more thing. DON'T put me in your address book, because I already got mail with MyDoom in it because of this! Thankfully Freemail scans for viruses!

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[ V. NOTES ON THE GUIDE ]
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```

Here is an example on Alpha Aziel of what means what:

```
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[ Alpha Aziel (1) ]
[ Model number: NZ-333 | HP: ???? | Type: Space | Adaptability ]
[ Code name: Alpha Azieru | EN: 255 | Unit Range: 8 | Sky: 0 ]
[ Head height: 58.4 meters | Space only | Armor: 650 | Land: 0 ]
[ Weight: 128.6 metric tons | Used: DC | Response: 210 | Sea: 0 ]
[ Generator output: 19830 kW | | Abilities: | Space: 7 ]
[ Type: Mobile Suit | (2) | - I-Field (3) | (4) ]
-----/
[ Weapon Power Range Hit% Ammo Sky/Lnd/Sea/Spc Ene/Mor ]
-----/
[ Vulcan (5) 380 1 145 5 7/ 7/ 7/ 7 ---/--- ]
[ Mega Arm Cannon 700 3 110 15 7/ 7/ 5/ 7 ---/--- ]
[ Funnel 1100 9 150 10 7/ 7/ 7/ 7 ---/--- ]
[ Mega Particle Cannon 1300 7 100 10 7/ 7/ -/ 7 ---/--- ]
-----/
```

- (1) * The first row contains the units name used in the game (Aeon Genesis Translation).
- * The Model number and the code name where used in the anime series the unit appeared (in our case Mobile Suit Gundam: Char's Counterattack). The code name can be different as the name the unit is listed.
 - * If it doesn't says otherwise height shows the overall height. (This applies to Length, Wingspan, etc.).
 - * Weight shows the units weight when it's empty (when it doen't says otherwise).
 - * Generator output is pretty self-explaining.
 - * Type shows what the heck the unit is (Mobile Suit or Armor, Machine-Beast, Magma Beast, etc.)
- (2) * HP shows the units health. If it falls to 0 the unit is destroyed. If the unit's HP is more than 9999, then the game will only show ????, until you deplete it to 9999 or less. (Just like the Aziel.)
- * Energy is decreased by some attacks, flying and moving in space and by the I-Field. Each unit regenerates 5 EN points per turn.
 - * The next sections shows in wich terrains the unit is usable (Space only, All terrain or Ground (= Earth or colonies) only). In our case the Aziel can be used only in space.
 - * Used shows wich enemy "fractions" use the unit (DC, Aliens, etc.) As you see the Aziel is only used by the DC.)
- (3) * Type shows where the unit is used best and mostly.
- * Unit Range shows how much squares the unit can move on clear terrain. It is affected by adaptibility and it is decreased by terrain objects (asteroids, mountains, etc.).
 - * Armor protects against attacks, decraising the damage.
 - * Response shows how much the unit responses to the pilot. It must be the same or more as the pilot's response for best performance. (Even a top pilot can suck with a unit, that has low response. Imagine Char at LV 50 with his Zaku, that has only 140 response. He would be an easy prey!)
 - * Abilites is a list about the units possible special abilites:
 - Transform: The unit can transform in to an other form (or forms).
 - Seperate / Combine: The unit can combine and seperate with other units. There are units that already launch combined, but after seperation they can't combine until the next scenario. (Due to space

limits I listed this as Sep./Comb.)

- I-Field: Blocks beam attacks, but decreases 20 EN each time.
- Beam Coating: Absorbs Beam Attacks and heals the unit.

NOTE: Transform and Seperate / Combine aren't used by the enemies, they are listed for the sake of completeness.

(4) * Shows the units adaptability on each terrain. 7 is the best, 1 is the worst and 0 means the unit can't move there at all.

(5) * Weapon shows the weapons name.

* Power shows, well, the power of the attack. This ISN'T equal to the damage you inflict, but determines it.

* Range shows how far the attack can be used. 1 means that you must be next to the enemy (this would be a close-range attack). 2 or more means that you can use the attack from 2 or more squares away from the enemy (this would be a long-range attack). But - mostly - you can't use this type of attacks after you moved.

* Hit% determines how possible is, that the attack hits. The enemy pilots level, statistic and terrain affects it.

* Ammo shows how much shots are left from the weapon. --- means it doesn't use ammo.

* Next section shows the weapons adaptability. 7 is the best, 1 is the worst, --- means not usable on that type of terrain. It affects your Hit%.

* Ene shows how much energy the attack needs.

* Mor determines how much moral the pilot needs at least to use the attack. It is mostly needed for the strongest attacks.

NOTE: I used the unit names that where used in the Aeon Genesis patch, but I maked a comparative list to easier reference with Carlos Mori's Walkthrough.

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/-----\
[ VI. ENEMY INFORMATION ]
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/-----\
[ Abdora U6 ]
[           | HP: 3000   | Type: Land   | Adaptability ]
[           | EN:  200   | Unit Range: 5 | Sky:         2 ]
[           | All terr. | Armor: 350    | Land:        7 ]
[           | Used: DC    | Response: 148 | Sea:         5 ]
[ Type: Machine-Beast | Aliens| Abilities: - | Space:       6 ]
[-----]
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Punch           480     1    130   ---   -/ 7/ 7/ 7   ---/--- ]
[ Destruction Beam 780     4   108   10    7/ 7/ -/ 7   ---/--- ]
\-----/

/-----\
[ Alpha Aziel ]
[ Model number: NZ-333 | HP: ????   | Type: Space   | Adaptability ]
[ Code name: Alpha Azieru | EN:  255   | Unit Range: 8 | Sky:         0 ]
[ Head height: 58.4 meters | Space only | Armor: 650    | Land:        0 ]
[ Weight: 128.6 metric tons | Used: DC   | Response: 210 | Sea:         0 ]
[ Generator output: 19830 kW | Aliens| Abilities:   | Space:       7 ]
[ Type: Mobile Suit | | - I-Field | ]
[-----]
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Vulcan          380     1   145    5     7/ 7/ 7/ 7   ---/--- ]
[ Mega Arm Cannon  700     3   110   15     7/ 7/ 5/ 7   ---/--- ]
[ Funnel          1100    9   150   10     7/ 7/ 7/ 7   ---/--- ]
```

[Mega Particle Cannon 1300 7 100 10 7/ 7/ -/ 7 ---/---]

/-----\
[Asshimar - Mobile Suit]
[Model number: NRX-044 | HP: 3500 | Type: Land | Adaptability]
[Code name: Asshimar | EN: 140 | Unit Range: 6 | Sky: 6]
[Height: 23.1 meters | Ground only | Armor: 650 | Land: 7]
[Weight: 41.1 metric tons | Used: Aliens | Response: 195 | Sea: 4]
[Generator output: 2010 kW | | Abilities: | Space: 0]
[Type: Mobile Suit | | - Form |]

[Weapon Power Range Hit% Ammo Sky/Lnd/Sea/Spc Ene/Mor]

[Beam Rifle 750 4 100 10 7/ 7/ -/ 7 ---/---]
[Beam Rifle 750 4 100 10 7/ 7/ -/ 7 ---/---]

/-----\
[Asshimar - Mobile Armor]
[Model number: NRX-044 | HP: 3500 | Type: Sky | Adaptability]
[Code name: Asshimar | EN: 140 | Unit Range: 10 | Sky: 7]
[Length: 18.4 meters | Ground only | Armor: 650 | Land: 6]
[Weight: 41.1 metric tons | Used: DC | Response: 195 | Sea: 4]
[Generator output: 2010 kW | Aliens | Abilities: | Space: 0]
[Type: Mobile Armor | | - Form |]

[Weapon Power Range Hit% Ammo Sky/Lnd/Sea/Spc Ene/Mor]

[Beam Rifle 750 4 100 10 7/ 7/ -/ 7 ---/---]
[Beam Rifle 750 4 100 10 7/ 7/ -/ 7 ---/---]

/-----\
[Bawoo - Mobile Suit]
[Model number: AMX-107 | HP: 3600 | Type: Land | Adaptability]
[Code name: Bawoo | EN: 190 | Unit Range: 9 | Sky: 5]
[Height: 22.05 meters | All terr. | Armor: 280 | Land: 7]
[Weight: 34.7 metric tons | Used: DC | Response: 189 | Sea: 5]
[Generator output: 2410 kW | Aliens | Abilities: | Space: 7]
[Type: Mobile Suit | | - Form |]

[Weapon Power Range Hit% Ammo Sky/Lnd/Sea/Spc Ene/Mor]

[Missile 500 3 100 5 7/ 7/ 7/ 7 ---/---]
[Beam Sabre 500 1 130 --- -/ 7/ 6/ 7 ---/---]
[Beam Rifle 750 4 100 10 7/ 7/ -/ 7 ---/---]
[Mega Particle Cannon 900 6 100 10 7/ 7/ -/ 7 ---/---]

/-----\
[Bawoo - Mobile Armor]
[Model number: AMX-107 | HP: 3600 | Type: Sky | Adaptability]
[Code name: B. Attacker & Nutter | EN: 190 | Unit Range: 10 | Sky: 7]
[Length: 26.6 & 12.34 meters | All terr. | Armor: 280 | Land: 5]
[Weight: 46.3 & 21.2 m.tons (max) | Used: DC | Response: 185 | Sea: 5]
[Generator output: 2410 kW | | Abilities: | Space: 7]
[Type: Mobile Armor | | - Form |]

[Weapon Power Range Hit% Ammo Sky/Lnd/Sea/Spc Ene/Mor]


```

-----
[ Missile                500      3  100      5    7/  7/  7/  7  ---/--- ]
[ Beam Rifle            750      4  100     10    7/  7/  -/  7  ---/--- ]
[ Mega Particle Cannon  900      6  100     10    7/  7/  -/  7  ---/--- ]
-----

```

```

-----
[ Bawoo (Gremi Custom Type) ]
[ Model number: AMX-107      | HP: 7500 | Type: Land | Adaptability ]
[ Code name: Bawoo          | EN: 210 | Unit Range: 10 | Sky: 5 ]
[ Height: 22.05 meters      | All terr. | Armor: 390 | Land: 7 ]
[ Weight: 34.7 metric tons  | Used: DC | Response: 225 | Sea: 5 ]
[ Generator output: 2410 kW |           | Abilities: | Space: 7 ]
[ Type: Mobile Suit        |           | - Form | ]
-----

```

```

-----
[ Weapon                Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
-----
[ Missile                500    3   100    5    7/  7/  7/  7  ---/--- ]
[ Beam Sabre             500    1   130   ---   -/  7/  6/  7  ---/--- ]
[ Beam Rifle             750    4   100   10    7/  7/  -/  7  ---/--- ]
[ Mega Particle Cannon  900    6   100   10    7/  7/  -/  7  ---/--- ]
-----

```

```

-----
[ Berga Giros ]
[ Model number: XM-05      | HP: 4800 | Type: Land | Adaptability ]
[ Code name: Berga Giros  | EN: 220 | Unit Range: 9 | Sky: 5 ]
[ Head height: 15.7 meters | All terr. | Armor: 700 | Land: 7 ]
[ Weight: 9.1 metric tons  | Used: DC | Response: 225 | Sea: 5 ]
[ Generator output: 4790 kW |           | Aliens| Abilities: - | Space: 7 ]
[ Type: Mobile Suit      |           |           | ]
-----

```

```

-----
[ Weapon                Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
-----
[ Beam Sabre             600    1   130   ---   -/  7/  6/  7  ---/--- ]
[ Heavy Machinegun       880    3   122   15    7/  7/  6/  7  ---/--- ]
[ Shot Lancer            1100   2   106    1    7/  7/  7/  7  ---/--- ]
-----

```

```

-----
[ Big Garuda ]
[           | HP: 4800 | Type: Sky/Land | Adaptability ]
[           | EN: 200 | Unit Range: 8 | Sky: 7 ]
[           | All terr. | Armor: 200 | Land: 7 ]
[           | Used: | Response: 170 | Sea: 6 ]
[ Type: - | Campbellians | Abilities: - | Space: 6 ]
-----

```

```

-----
[ Weapon                Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
-----
[ Missile                620    5   100   10    7/  7/  7/  7  ---/--- ]
[ Big Bow                700    7   110   10    7/  7/  7/  7  ---/--- ]
[ Wing Sword             800    1   130   ---   7/  7/  7/  7  ---/--- ]
-----

```

```

-----
[ Big Zam ]
[ Model number: MA-08      | HP: ???? | Type: Land | Adaptability ]
[ Code name: Big Zam      | EN: 255 | Unit Range: 5 | Sky: 5 ]
[ Height: 59.6 meters     | All terr. | Armor: 750 | Land: 7 ]
[ Weight: 1021.2 metric tons | Used: DC | Response: 195 | Sea: 2 ]
-----

```

```

[ Generator output: 35000 kW | Aliens| Abilities: | Space: 7 ]
[ Type: Mobile Armor | | - I-Field | ]
-----
[ Weapon Power Range Hit% Ammo Sky/Lnd/Sea/Spc Ene/Mor ]
-----
[ 105mm Vulcan 580 1 130 10 7/ 7/ 7/ 7 ---/--- ]
[ Claw 600 1 125 2 7/ 7/ 7/ 7 ---/--- ]
[ AA Mega Particle C. 750 5 150 10 7/ 7/ -/ 7 ---/--- ]
[ Large Mega Particle C. 950 7 120 10 7/ 7/ -/ 7 ---/--- ]
\-----/

```

```

/-----\
[ Bood ]
[ | HP: ???? | Type: | Adaptability ]
[ | EN: 240 | Unit Range: 6 | Sky: 5 ]
[ | Ground only | Armor: 200 | Land: 5 ]
[ | Used: DC | Response: 194 | Sea: 7 ]
[ Type: Submarine | | Abilities: - | Space: 0 ]
-----
[ Weapon Power Range Hit% Ammo Sky/Lnd/Sea/Spc Ene/Mor ]
-----
[ Missile 620 5 100 10 7/ 7/ 7/ 7 ---/--- ]
[ Ring Beam 650 4 110 10 7/ 7/ -/ 7 ---/--- ]
[ Torpedo 780 5 150 10 -/ -/ 7/ - ---/--- ]
[ Whirlpool 1040 3 198 --- -/ -/ 7/ - ---/--- ]
\-----/

```

```

/-----\
[ Bound Doc - Mobile Suit ]
[ Model number: NRX-055 | HP: 7600 | Type: Land | Adaptability ]
[ Code name: Bound Doc | EN: 250 | Unit Range: 6 | Sky: 5 ]
[ Height: 29.7 meters | All terr. | Armor: 650 | Land: 7 ]
[ Weight: 82.7 metric tons | Used: Aliens| Response: 225 | Sea: 5 ]
[ Generator output: 2260 kW | DC | Abilities: | Space: 7 ]
[ Type: Mobile Suit | | - Form | ]
-----
[ Weapon Power Range Hit% Ammo Sky/Lnd/Sea/Spc Ene/Mor ]
-----
[ Diffusion Mega Beam 680 1 140 10 7/ 7/ -/ 7 ---/--- ]
[ Beam Rifle 750 4 100 10 7/ 7/ -/ 7 ---/--- ]
\-----/

```

```

/-----\
[ Bound Doc - Mobile Armor ]
[ Model number: NRX-055 | HP: 7600 | Type: Sky | Adaptability ]
[ Code name: Bound Doc | EN: 250 | Unit Range: 10| Sky: 7 ]
[ Length: 27.2 meters | All terr. | Armor: 800 | Land: 5 ]
[ Weight: 82.7 metric tons | Used: DC | Response: 225 | Sea: 5 ]
[ Generator output: 2260 kW | | Abilities: | Space: 7 ]
[ Type: Mobile Armor | | - Form | ]
-----
[ Weapon Power Range Hit% Ammo Sky/Lnd/Sea/Spc Ene/Mor ]
-----
[ Diffusion Mega Beam 680 1 140 10 7/ 7/ -/ 7 ---/--- ]
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```

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/-----\
[ Bud ]
[ | HP: 1500 | Type: Sky | Adaptability ]
[ | EN: 150 | Unit Range: 7 | Sky: 7 ]

```

```
[ | Ground only | Armor: 120 | Land: 5 ]
[ | Used: Aliens | Response: 155 | Sea: 2 ]
[ Type: Mechasaurus | Abilities: - | Space: 0 ]
```

```
-----
[ Weapon Power Range Hit% Ammo Sky/Lnd/Sea/Spc Ene/Mor ]
-----
[ Magma Bullet 480 3 100 10 7/ 7/ -/ - ---/--- ]
[ Missile 620 5 100 10 7/ 7/ 7/ 7 ---/--- ]
\-----/
```

```
/-----\
[ Byarlant ]
[ Model number: RX-160 | HP: 3200 | Type: Sky/Land | Adaptability ]
[ Code name: Byalant | EN: 150 | Unit Range: 8 | Sky: 7 ]
[ Height: 23.1 meters | All terr. | Armor: 240 | Land: 7 ]
[ Weight: 34.2 metric tons | Used: Aliens | Response: 192 | Sea: 5 ]
[ Generator output: 1760 kW | DC | Abilities: - | Space: 7 ]
[ Type: Mobile Suit | | | ]
```

```
-----
[ Weapon Power Range Hit% Ammo Sky/Lnd/Sea/Spc Ene/Mor ]
-----
[ Beam Sabre 450 1 130 10 -/ 7/ 6/ 7 ---/--- ]
[ Mega Particle Cannon 800 6 100 10 7/ 7/ -/ 7 ---/--- ]
[ Mega Particle Cannon 800 6 100 10 7/ 7/ -/ 7 ---/--- ]
\-----/
```

```
/-----\
[ Cig ]
[ | HP: 7500 | Type: Sky/Land | Adaptability ]
[ | EN: 200 | Unit Range: 7 | Sky: 7 ]
[ | Ground only | Armor: 350 | Land: 7 ]
[ | Used: DC | Response: 195 | Sea: 7 ]
[ Type: Mechasaurus | Abilities: - | Space: 0 ]
```

```
-----
[ Weapon Power Range Hit% Ammo Sky/Lnd/Sea/Spc Ene/Mor ]
-----
[ Claw 700 1 125 --- 7/ 7/ 7/ 7 ---/--- ]
[ Laser 750 5 140 10 7/ 7/ -/ 7 ---/--- ]
[ Destruction Beam 850 5 108 10 7/ 7/ -/ 7 ---/--- ]
\-----/
```

```
/-----\
[ Dahgi Iris ]
[ Model number: XM-06 | HP: 3800 | Type: Land | Adaptability ]
[ Code name: Dahgi Iris | EN: 200 | Unit Range: 9 | Sky: 5 ]
[ Head height: 15.0 meters | All terr. | Armor: 590 | Land: 7 ]
[ Weight: 9.7 metric tons | Used: DC | Response: 210 | Sea: 5 ]
[ Generator output: 3620 kW | Aliens | Abilities: - | Space: 7 ]
[ Type: Mobile Suit | | | ]
```

```
-----
[ Weapon Power Range Hit% Ammo Sky/Lnd/Sea/Spc Ene/Mor ]
-----
[ Beam Sabre 600 1 130 --- -/ 7/ 6/ 7 ---/--- ]
[ Diffusion Beam 700 1 140 5 7/ 7/ -/ 7 ---/--- ]
[ Beam Rifle 950 5 100 10 7/ 7/ -/ 7 ---/--- ]
\-----/
```

```
/-----\
[ Dark General ]
[ | HP: ???? | Type: Sky/Land | Adaptability ]
```

```

[ | EN: 200 | Unit Range: 6 | Sky: 6 ]
[ | All terr. | Armor: 440 | Land: 7 ]
[ | Used: DC | Response: 199 | Sea: 6 ]
[ Type: - | Abilities: - | Space: 6 ]

```

```

-----
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
-----
[ Dark Sabre      500    1   140   ---   7/ 7/ 7/ 7   ---/--- ]
[ Destruction Beam 900    6   108   10    7/ 7/ -/ 7   ---/--- ]
[ Hurricane       1000   2   127   ---   7/ 7/ -/ -   40/--- ]
\-----/

```

```

/-----\
[ Di ]
[ | HP: ???? | Type: Land | Adaptability ]
[ | EN: 255 | Unit Range: 5 | Sky: 6 ]
[ | Ground only | Armor: 550 | Land: 7 ]
[ | Used: Aliens | Response: 190 | Sea: 7 ]
[ Type: Mechasaurus | DC | Abilities: - | Space: 0 ]

```

```

-----
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
-----
[ Minimisile      680    4   140   15    7/ 7/ 7/ 7   ---/--- ]
[ Cannon          1000   8   149   20    7/ 7/ 7/ 7   ---/--- ]
\-----/

```

```

/-----\
[ Dikastis ]
[ | HP: ???? | Type: Sky/Land | Adaptability ]
[ | EN: 255 | Unit Range: 12 | Sky: 7 ]
[ | All terr. | Armor: 1000 | Land: 7 ]
[ | Used: Aliens | Response: 254 | Sea: 7 ]
[ | | | Abilities: | Space: 7 ]
[ Type: - | - I-Field | ]

```

```

-----
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
-----
[ Micromissile (ALL) 700    6   160   3     7/ 7/ 7/ 7   ---/--- ]
[ High Frequency    1390   1   130   ---   7/ 7/ 7/ 7   ---/--- ]
[ Big Bang Wawe (ALL) 1800   7   160   5     7/ 7/ 7/ 7   ---/--- ]
[ Mega Flasher      1920  10   120  25    7/ 7/ -/ 7   ---/--- ]
\-----/

```

```

/-----\
[ Dogosse Giar ]
[ | HP: 6500 | Type: Space | Adaptability ]
[ | EN: 255 | Unit Range: 7 | Sky: 0 ]
[ | Space only | Armor: 680 | Land: 0 ]
[ | Used: DC | Response: 188 | Sea: 0 ]
[ Type: Cruiser | Abilities: - | Space: 7 ]

```

```

-----
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
-----
[ 40mm Machinegun   420    1   140   10    7/ 7/ 7/ 7   ---/--- ]
[ Missile           550    4   100   5     7/ 7/ 7/ 7   ---/--- ]
[ Mega Particle Cannon 900    7    80   10    7/ 7/ -/ 7   ---/--- ]
[ Highmega Particle C. 920    9    80   10    7/ 7/ -/ 7   ---/--- ]
\-----/

```

```

/-----\

```

```

[ Dolos ]
[ | HP: ???? | Type: Space | Adaptability ]
[ | EN: 255 | Unit Range: 6 | Sky: 0 ]
[ | Space only | Armor: 880 | Land: 0 ]
[ | Used: DC | Response: 218 | Sea: 0 ]
[ Type: Cruiser | Abilities: - | Space: 7 ]

```

```

-----
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
-----
[ Homing Missile   400    9   200   25    7/ 7/ 7/ 7  ---/--- ]
[ 40mm Machinegun 420    1   140   10    7/ 7/ 7/ 7  ---/--- ]
[ 20 Inch Cannon  600    4   100   10    7/ 7/ 7/ 7  ---/--- ]
[ Mega Particle Cannon 900    7    80   10    7/ 7/ -/ 7  ---/--- ]
\-----/

```

```

/-----\
[ Dom ]
[ Model number: MS-09 | HP: 1400 | Type: Land | Adaptability ]
[ Code name: Dom | EN: 100 | Unit Range: 8 | Sky: 5 ]
[ Head Height: 18.6 meters | All terr. | Armor: 100 | Land: 7 ]
[ Weight: 62.6 metric tons | Used: DC | Response: 135 | Sea: 5 ]
[ Generator output: 1269 kW | Aliens | Abilities: - | Space: 7 ]
[ Type: Mobile Suit | | | ]

```

```

-----
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
-----
[ Heat Sabre       300    1   136   ---   -/ 7/ 6/ 7  ---/--- ]
[ Diffusion Beam   350    1   133    5    7/ 7/ -/ 7  ---/--- ]
[ Giant Buzz       580    3    90    3    7/ 7/ 5/ 7  ---/--- ]
\-----/

```

```

/-----\
[ Dorona ]
[ | HP: 300 | Type: Sky | Adaptability ]
[ | EN: 70 | Unit Range: 5 | Sky: 7 ]
[ | Ground only | Armor: 60 | Land: 5 ]
[ | Used: Aliens | Response: 120 | Sea: 6 ]
[ Type: Fossil Beast | Demon Empire | Abilities: - | Space: 0 ]

```

```

-----
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
-----
[ Magma Bullet     350    3   100   10    7/ 7/ 7/ -  ---/--- ]
\-----/

```

```

/-----\
[ Dorukin ]
[ | HP: ???? | Type: Sky/Land | Adaptability ]
[ | EN: 255 | Unit Range: 9 | Sky: 4 ]
[ | All terr. | Armor: 1000 | Land: 7 ]
[ | Used: Aliens | Response: 240 | Sea: 4 ]
[ | | | Abilities: | Space: 7 ]
[ Type: - | | - Beam Coating | ]

```

```

-----
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
-----
[ Small Missile    480    4   100   10    7/ 7/ 7/ 7  ---/--- ]
[ Highmega Particle C. 1000    6   100   ---   7/ 7/ -/ 7  70/--- ]
[ Banish Laser     1550    8   125   ---   7/ 7/ -/ 7  10/--- ]
[ Hammer           1550    1   135   ---   7/ 7/ 7/ 7  ---/--- ]
\-----/

```

```

/-----\
[ Doublas M2 ]
[           | HP: 1800 | Type: Land | Adaptability ]
[           | EN: 150 | Unit Range: 6 | Sky: 2 ]
[           | All terr. | Armor: 170 | Land: 7 ]
[           | Used: DC | Response: 148 | Sea: 5 ]
[ Type: Machine-Beast | Aliens | Abilities: - | Space: 5 ]
[-----]
[ Weapon          Power Range Hit% Ammo Sky/Lnd/Sea/Spc Ene/Mor ]
[-----]
[ Laser           350    3  140  10   7/ 7/ -/ 7  ---/--- ]
[ Missile         620    5  100  10   7/ 7/ 7/ 7  ---/--- ]
[ Missile         620    5  100  10   7/ 7/ 7/ 7  ---/--- ]
\-----/

```

```

/-----\
[ Doven Wolf ]
[ Model number: AMX-014 | HP: 5200 | Type: Land | Adaptability ]
[ Code name: Doven Wolf | EN: 220 | Unit Range: 7 | Sky: 5 ]
[ Height: 25.9 meters | Ground only | Armor: 580 | Land: 7 ]
[ Weight: 74.5 metric tons | Used: Aliens | Response: 235 | Sea: 5 ]
[ Generator output: 5250 kW | DC | Abilities: - | Space: 7 ]
[ Type: Mobile Suit | | | ]
[-----]
[ Weapon          Power Range Hit% Ammo Sky/Lnd/Sea/Spc Ene/Mor ]
[-----]
[ Beam Sabre      500    1  130  ---  -/ 7/ 6/ 7  ---/--- ]
[ Hand Beam Cannon 600    3  110  10   7/ 7/ -/ 7  ---/--- ]
[ Beam Cannon     900    6  100  10   7/ 7/ -/ 7  ---/--- ]
[ Mega Launcher   900    6  100  5    7/ 7/ -/ 7  ---/--- ]
[ Anti-warship Missile 1000  6  80  2    7/ 7/ -/ 7  ---/--- ]
[ N-Com           1050   6  143  6    7/ 7/ 7/ 7  ---/--- ]
\-----/

```

```

/-----\
[ Dra-C ]
[ Model number: MS-21C | HP: 800 | Type: Space | Adaptability ]
[ Code name: Dra-C | EN: 100 | Unit Range: 10 | Sky: 0 ]
[ Height: 29.8 meters | Space only | Armor: 80 | Land: 0 ]
[ Weight: 23.9 metric tons | Used: DC | Response: 115 | Sea: 0 ]
[ Generator output: 596 kW | Aliens | Abilities: - | Space: 7 ]
[ Type: Mobile Suit | | | ]
[-----]
[ Weapon          Power Range Hit% Ammo Sky/Lnd/Sea/Spc Ene/Mor ]
[-----]
[ Vulcan          300    1  145  5    7/ 7/ 7/ 7  ---/--- ]
[ Beam Sabre      350    1  130  ---  -/ 7/ 6/ 7  ---/--- ]
\-----/

```

```

/-----\
[ Dragonosaurus ]
[           | HP: ??? | Type: Amphibian | Adaptability ]
[           | EN: 200 | Unit Range: 5 | Sky: 4 ]
[           | Ground only | Armor: 580 | Land: 7 ]
[           | Used: DC | Response: 209 | Sea: 7 ]
[           | | Abilities: | Space: 0 ]
[ Type: Machine-Beast | | - Beam Coating | ]
[-----]
[ Weapon          Power Range Hit% Ammo Sky/Lnd/Sea/Spc Ene/Mor ]
[-----]

```

```

[-----]
[ Ramming Attack          590      1  128  ---  -/  7/  7/  7  ---/--- ]
[ Destruction Beam       900      6  108   10   7/  7/  -/  7  ---/--- ]
[ Whirlpool              1040     3  198  ---  -/  -/  7/  -  ---/--- ]
\-----/

```

```

/-----\
[ Dreissen ]
[ Model number: AMX-009      | HP: 3200      | Type: Land      | Adaptability ]
[ Code name: Dreissen      | EN: 160       | Unit Range: 9   | Sky: 5 ]
[ Height: 23.4 meters      | Space only    | Armor: 360      | Land: 7 ]
[ Weight: 36.7 metric tons  | Used: DC      | Response: 188   | Sea: 5 ]
[ Generator output: 2380 kW | Aliens| Abilities: -   | Space: 7 ]
[ Type: Mobile Suit        |               |                 |         ]

```

```

[-----]
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Beam Tomahawk   520     1   130   ---   -/  7/  6/  7  ---/--- ]
[ Tri-blade       750     3   160    5     7/  7/  5/  7  ---/--- ]
[ Hand Cannon     800     3   115   10    7/  7/  6/  7  ---/--- ]
\-----/

```

```

/-----\
[ Elmeth ]
[ Model number: MAN-08      | HP: 3600      | Type: Space     | Adaptability ]
[ Code name: Elmeth        | EN: 150       | Unit Range: 10  | Sky: 0 ]
[ Height: 47.7 meters     | Space only    | Armor: 240      | Land: 0 ]
[ Weight: 163.7 metric tons | Used: DC      | Response: 200   | Sea: 0 ]
[ Generator output: 14200 kW | Aliens| Abilities: -   | Space: 7 ]
[ Type: Mobile Armor      |               |                 |         ]

```

```

[-----]
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Mega Particle Cannon  700     5   100   10    7/  7/  -/  7  ---/--- ]
[ Mega Particle Cannon  700     5   100   10    7/  7/  -/  7  ---/--- ]
[ Bit                  800     6   150   10    7/  7/  7/  7  ---/--- ]
\-----/

```

```

/-----\
[ Gabthley - Mobile Suit ]
[ Model number: RX-110     | HP: 2900      | Type: Land      | Adaptability ]
[ Code name: Gabthley      | EN: 190       | Unit Range: 8   | Sky: 5 ]
[ Height: 18.5 meters     | All terr.    | Armor: 240      | Land: 7 ]
[ Weight: 32.6 metric tons | Used: DC      | Response: 210   | Sea: 5 ]
[ Generator output: 1800 kW | Aliens| Abilities:      | Space: 7 ]
[ Type: Mobile Suit        |               | - Form         |         ]

```

```

[-----]
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Vulcan          380     1   145    5     7/  7/  7/  7  ---/--- ]
[ Beam Sabre      450     1   130   ---   -/  7/  6/  7  ---/--- ]
[ Fader-in Rifle  720     8   120   10    7/  7/  -/  7  ---/--- ]
\-----/

```

```

/-----\
[ Gabthley - Mobile Armor ]
[ Model number: RX-110     | HP: 2900      | Type: Sky       | Adaptability ]
[ Code name: Gabthley      | EN: 190       | Unit Range: 12  | Sky: 7 ]
[ Length: 26.5 meters     | All terr.    | Armor: 240      | Land: 5 ]
[ Weight: 32.6 metric tons | Used: DC      | Response: 210   | Sea: 5 ]

```

```

[ Generator output: 1800 kW      | Aliens| Abilities:      | Space:      7 ]
[ Type: Mobile Armor           |         | - Form           |         ]
[-----]
[ Weapon           Power  Range  Hit%  Ammo   Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Fader-in Rifle      720      8   120   10    7/ 7/ -/ 7   ---/--- ]
\-----/

```

```

/-----\
[ Gante ]
[         | HP: 4800 | Type: Sky      | Adaptability ]
[         | EN:  200 | Unit Range: 5 | Sky:         7 ]
[         | All terr. | Armor: 200    | Land:        5 ]
[         | Used:      | Response: 160 | Sea:         5 ]
[ Type: Fossil Beast | Demon Empire| Abilities: -   | Space:       0 ]
[-----]

```

```

[ Weapon           Power  Range  Hit%  Ammo   Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Flame            580      1   110   ---    7/ 7/ -/ -    5/--- ]
[ Missile          620      5   100   10    7/ 7/ 7/ 7   ---/--- ]
[ Gante Missile    900      4    85    1     7/ 7/ 7/ 7   ---/--- ]
\-----/

```

```

/-----\
[ Gaplant - Mobile Suit ]
[ Model number: ORX-005 | HP: 3300 | Type: Land    | Adaptability ]
[ Code name: Gaplant    | EN:  190 | Unit Range: 7 | Sky:         5 ]
[ Height: 25.2 meters   | All terr. | Armor: 250    | Land:        7 ]
[ Weight: 50.7 metric tons | Used: DC  | Response: 200 | Sea:         5 ]
[ Generator output: 3040 kW | Aliens| Abilities:      | Space:       7 ]
[ Type: Mobile Suit     |         | - Form           |         ]
[-----]

```

```

[ Weapon           Power  Range  Hit%  Ammo   Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Beam Sabre        450      1   130   ---    -/ 7/ 6/ 7   ---/--- ]
[ Mega Particle Cannon 800      6   100   10    7/ 7/ -/ 7   ---/--- ]
[ Mega Particle Cannon 800      6   100   10    7/ 7/ -/ 7   ---/--- ]
\-----/

```

```

/-----\
[ Gaplant - Mobile Armor ]
[ Model number: ORX-005 | HP: 3300 | Type: Sky    | Adaptability ]
[ Code name: Gaplant    | EN:  190 | Unit Range: 11 | Sky:         7 ]
[ Length: 20.3 meters   | All terr. | Armor: 250    | Land:        5 ]
[ Weight: 50.7 metric tons | Used: DC  | Response: 200 | Sea:         5 ]
[ Generator output: 3040 kW |         | Abilities:      | Space:       7 ]
[ Type: Mobile Armor     |         | - Form           |         ]
[-----]

```

```

[ Weapon           Power  Range  Hit%  Ammo   Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Mega Particle Cannon 800      6   100   10    7/ 7/ -/ 7   ---/--- ]
[ Mega Particle Cannon 800      6   100   10    7/ 7/ -/ 7   ---/--- ]
\-----/

```

```

/-----\
[ Garada K7 ]
[         | HP: 1800 | Type: Land    | Adaptability ]
[         | EN:  150 | Unit Range: 6 | Sky:         2 ]
[         | All terr. | Armor: 170    | Land:        7 ]
[         | Used: DC  | Response: 148 | Sea:         5 ]

```



```

[ Type: Machine-Beast          | Aliens| Abilities: - | Space: 5 ]
[-----]
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Sickle          420    1    145   ---   -/ 7/ 7/ 7   ---/--- ]
[ Missile         620    5    100   10    7/ 7/ 7/ 7   ---/--- ]
\-----/

```

```

/-----\
[ Gargau ]
[ | HP: ???? | Type: Sky/Land| Adaptability ]
[ | EN: 255 | Unit Range: 9 | Sky: 5 ]
[ | All terr. | Armor: 750 | Land: 7 ]
[ | Used: Aliens| Response: 246 | Sea: 7 ]
[ | | Abilities: | Space: 7 ]
[ Type: - | | - Beam Coating| ]
[-----]

```

```

[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Small Missile   480    4    100   10    7/ 7/ 7/ 7   ---/--- ]
[ Iron Claw       950    1    140   ---   7/ 7/ 7/ 7   ---/--- ]
[ High Frequency  1180   1    140   ---   7/ 7/ 7/ 7   ---/--- ]
[ Mega Particle Cannon 1300   7    100   10    7/ 7/ -/ 7   ---/--- ]
[ Mega Smasher    1900   7    125   25    7/ 7/ -/ 7   ---/--- ]
\-----/

```

```

/-----\
[ Garmuth ]
[ | HP: 2800 | Type: Land | Adaptability ]
[ | EN: 200 | Unit Range: 6 | Sky: 6 ]
[ | All terr. | Armor: 150 | Land: 7 ]
[ | Used: DC | Response: 160 | Sea: 2 ]
[ Type: Magma Beast | Campbellians| Abilities: - | Space: 6 ]
[-----]

```

```

[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Ramming Attack  590    1    128   ---   -/ 7/ 7/ 7   ---/--- ]
[ Missile         620    5    100   10    7/ 7/ 7/ 7   ---/--- ]
\-----/

```

```

/-----\
[ Gaza C - Mobile Suit ]
[ Model number: AMX-003 (MMT-1)| HP: 1800 | Type: Land | Adaptability ]
[ Code name: Gaza-C | EN: 130 | Unit Range: 7 | Sky: 5 ]
[ Height: 22.5 meters | All terr. | Armor: 130 | Land: 7 ]
[ Weight: 40.8 metric tons | Used: DC | Response: 172 | Sea: 5 ]
[ Generator output: 1720 kW | Aliens| Abilities: | Space: 7 ]
[ Type: Mobile Suit | | - Form | ]
[-----]

```

```

[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Beam Sabre      450    1    130   ---   -/ 7/ 6/ 7   ---/--- ]
[ Beam Gun        600    4    100   10    7/ 7/ -/ 7   ---/--- ]
[ Knucklebuster   700    4    100   10    7/ 7/ -/ 7   ---/--- ]
\-----/

```

```

/-----\
[ Gaza C - Mobile Armor ]
[ Model number: AMX-003 (MMT-1)| HP: 1800 | Type: Sky/Land | Adaptability ]
[ Code name: Gaza-C | EN: 130 | Unit Range: 8 | Sky: 7 ]

```

```

[ Length: 21.2 meters      | All terr.  | Armor: 130   | Land:    5 ]
[ Weight: 40.8 metric tons | Used: DC   | Response: 172 | Sea:     5 ]
[ Generator output: 1720 kW |           | Aliens| Abilities:  | Space:    7 ]
[ Type: Mobile Armor      |           | - Form      |           ]

```

```

[-----]
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Beam Gun        600    4    100   10    7/ 7/ -/ 7    ---/--- ]
[ Knucklebuster  700    4    100   10    7/ 7/ -/ 7    ---/--- ]
\-----/

```

```

/-----\
[ Gelgoog ]
[ Model number: MS-14A      | HP: 1400   | Type: Land   | Adaptability ]
[ Code name: Gelgoog       | EN: 110    | Unit Range: 7 | Sky:         5 ]
[ Head height: 19.2 meters | All terr.  | Armor: 120    | Land:        7 ]
[ Weight: 42.1 metric tons | Used: DC   | Response: 162 | Sea:         5 ]
[ Generator output: 1440 kW |           | Abilities: -  | Space:       7 ]
[ Type: Mobile Suit        |           |           |           ]

```

```

[-----]
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Beam Naginata    350    1   138   ---    -/ 7/ 6/ 7    ---/--- ]
[ Beam Rifle       550    4   100   10    7/ 7/ -/ 7    ---/--- ]
\-----/

```

```

/-----\
[ Gelgoog (Char Custom Type) ]
[ Model number: MS-14S (YMS-14) | HP: 2400   | Type: Land   | Adaptability ]
[ Code name: G. Commander Type | EN: 110    | Unit Range: 9 | Sky:         5 ]
[ Head height: 19.2 meters     | All terr.  | Armor: 130    | Land:        7 ]
[ Weight: -                    | Used: DC   | Response: 188 | Sea:         5 ]
[ Generator output: -          |           | Abilities: -  | Space:       7 ]
[ Type: Mobile Suit           |           |           |           ]

```

```

[-----]
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Beam Naginata    350    1   138   ---    -/ 7/ 6/ 7    ---/--- ]
[ Beam Rifle       550    4   100   10    7/ 7/ -/ 7    ---/--- ]
[ Sturm Faust     900    3    90    2    -/ 7/ 7/ 7    ---/--- ]
\-----/

```

```

/-----\
[ Gelgoog J ]
[ Model number: MS-14J      | HP: 1800   | Type: Land   | Adaptability ]
[ Code name: ReGelg       | EN: 110    | Unit Range: 7 | Sky:         5 ]
[ Height: 23.1 meters     | All terr.  | Armor: 130    | Land:        7 ]
[ Weight: 43.7 metric tons | Used: DC   | Response: 169 | Sea:         5 ]
[ Generator output: 1890 kW |           | Aliens| Abilities: -  | Space:       7 ]
[ Type: Mobile Suit        |           |           |           ]

```

```

[-----]
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Beam Naginata    350    1   138   ---    -/ 7/ 6/ 7    ---/--- ]
[ Beam Rifle       550    4   100   10    7/ 7/ -/ 7    ---/--- ]
[ Sturm Faust     900    3    90    2    -/ 7/ 7/ 7    ---/--- ]
\-----/

```

```

/-----\
[ Gelgoog M ]

```

```

[ Model number: MS-14F          | HP: 2100 | Type: Land | Adaptability ]
[ Code name: Gelgoog Marine    | EN: 120 | Unit Range: 8 | Sky: 5 ]
[ Head height: 19.2 meters     | All terr. | Armor: 130 | Land: 7 ]
[ Weight: 45.1 metric tons     | Used: DC | Response: 185 | Sea: 5 ]
[ Generator output: 1440 kW    |          | Abilities: - | Space: 7 ]
[ Type: Mobile Suit           |          |          |          ]

```

```

-----
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
-----
[ Beam Naginata   350    1   138   ---   -/ 7/ 6/ 7   ---/--- ]
[ Beam Rifle      550    4   100   10    7/ 7/ -/ 7   ---/--- ]
[ Sturm Faust     900    3    90    2    -/ 7/ 7/ 7   ---/--- ]
\-----/

```

```

/-----\
[ Gelgoog M (Cima Custom Type) ]
[ Model number: MS-14F          | HP: 2700 | Type: Land | Adaptability ]
[ Code name: Gelgoog Marine    | EN: 130 | Unit Range: 9 | Sky: 5 ]
[ Head height: 19.2 meters     | All terr. | Armor: 130 | Land: 7 ]
[ Weight: 45.1 metric tons     | Used: DC | Response: 195 | Sea: 5 ]
[ Generator output: 1440 kW    |          | Abilities: - | Space: 7 ]
[ Type: Mobile Suit           |          |          |          ]

```

```

-----
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
-----
[ Beam Naginata   350    1   138   ---   -/ 7/ 6/ 7   ---/--- ]
[ Beam Rifle      550    4   100   10    7/ 7/ -/ 7   ---/--- ]
[ 110mm Machine Gun  550    3   120   15    7/ 7/ 6/ 7   ---/--- ]
[ Sturm Faust     900    3    90    2    -/ 7/ 7/ 7   ---/--- ]
\-----/

```

```

/-----\
[ Gerbera Tetra ]
[ Model number: AGX-04          | HP: 2700 | Type: Land | Adaptability ]
[ Code name: Gerbera Tetra    | EN: 130 | Unit Range: 9 | Sky: 5 ]
[ Height: 18.0 meters         | All terr. | Armor: 240 | Land: 7 ]
[ Weight: 46.7 metric tons     | Used: DC | Response: 188 | Sea: 5 ]
[ Generator output: 1710 kW    |          | Abilities: - | Space: 7 ]
[ Type: Mobile Suit           |          |          |          ]

```

```

-----
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
-----
[ Beam Sabre      400    1   130   ---   -/ 7/ 6/ 7   ---/--- ]
[ 110mm Machine Gun  550    3   120   15    7/ 7/ 6/ 7   ---/--- ]
[ Beam Machinegun  800    4   126   15    7/ 7/ -/ 7   ---/--- ]
\-----/

```

```

/-----\
[ Germark ]
[ Model number: AMX-015        | HP: 5600 | Type: Land | Adaptability ]
[ Code name: Geymark          | EN: 230 | Unit Range: 6 | Sky: 6 ]
[ Height: 25.5 meters         | All terr. | Armor: 400 | Land: 6 ]
[ Weight: 46.3 metric tons     | Used: DC | Response: 220 | Sea: 5 ]
[ Generator output: 8320 kW    |          | Aliens| Abilities: - | Space: 7 ]
[ Type: Mobile Suit           |          |          |          ]

```

```

-----
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
-----
[ Beam Sabre      500    1   130   ---   -/ 7/ 6/ 7   ---/--- ]
[ Beam Launcher   770    8   100   10    7/ 7/ -/ 7   ---/--- ]

```

```

[ Mega Beam Cannon      800      5  100  10   7/  7/  -/  7   ---/--- ]
[ Grenade Laucher      900      3   90   2   7/  7/  7/  7   ---/--- ]
[ Hypermega Particle C. 930      6  100   8   7/  7/  -/  7   ---/--- ]
[ Funnel                1050     10  150  10   7/  7/  7/  7   ---/ 95 ]
\-----/

```

```

/-----\
[ Ghoul ]
[           | HP: 7500 | Type: Sky | Adaptability ]
[           | EN:  220 | Unit Range: 7 | Sky: 7 ]
[           | All terr. | Armor: 200 | Land: 5 ]
[           | Used: DC | Response: 174 | Sea: 5 ]
[ Type: - |           | Abilities: - | Space: 0 ]

```

```

[-----]
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Shock Beam      520    5   100   ---   7/  7/  7/  7   1/--- ]
[ Missile         620    5   100   10    7/  7/  7/  7   ---/--- ]
[ Magnetic Beam   640    4   100   ---   7/  7/  7/  7   1/--- ]
[ Bomb           800    1  120   5     -/  7/  7/  -   ---/--- ]
\-----/

```

```

/-----\
[ Giga Sharkin ]
[           | HP: 6000 | Type: Sky/Land | Adaptability ]
[           | EN:  200 | Unit Range: 7 | Sky: 7 ]
[           | Ground only | Armor: 200 | Land: 7 ]
[           | Used: | Response: 170 | Sea: 6 ]
[ Type: Fossil Beast | Demon Empire | Abilities: - | Space: 4 ]

```

```

[-----]
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Ghost Sabre     500    1  130   ---   7/  7/  7/  7   ---/--- ]
[ Flame          580    1  110   ---   7/  7/  -/  -   5/--- ]
[ Destruction Beam 900    6  108   10    7/  7/  -/  7   ---/--- ]
\-----/

```

```

/-----\
[ Gila Doga ]
[ Model number: AMS-119 | HP: 3500 | Type: Land | Adaptability ]
[ Code name: Geara Doga | EN:  200 | Unit Range: 8 | Sky: 5 ]
[ Head height: 20.0 meters | All terr. | Armor: 340 | Land: 7 ]
[ Weight: 23.0 metric tons | Used: DC | Response: 187 | Sea: 5 ]
[ Generator output: 2160 kW | Aliens | Abilities: - | Space: 7 ]
[ Type: Mobile Suit | | | | ]

```

```

[-----]
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Beam Swordaxe    580    1  135   ---   -/  7/  6/  7   ---/--- ]
[ Beam Machinegun  800    4  126   15    7/  7/  -/  7   ---/--- ]
[ Grenade Launcher 900    3   90   2     7/  7/  7/  7   ---/--- ]
[ Sturm Faust     900    3   90   2     -/  7/  7/  7   ---/--- ]
\-----/

```

```

/-----\
[ Gila Doga (Resin Custom Type) ]
[ Model number: AMS-119 | HP: 4300 | Type: Land | Adaptability ]
[ Code name: Geara Doga | EN:  200 | Unit Range: 9 | Sky: 5 ]
[ Head height: 20.0 meters | All terr. | Armor: 450 | Land: 7 ]
[ Weight: 23.0 metric tons | Used: DC | Response: 210 | Sea: 5 ]

```

```

[ Generator output: 2160 kW      |      | Abilities: - | Space: 7 ]
[ Type: Mobile Suit            |      |              |      ]
[-----]
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Beam Swordaxe    580    1   135   ---   -/ 7/ 6/ 7   ---/--- ]
[ Beam Machinegun  800    4   126   15    7/ 7/ -/ 7   ---/--- ]
[ Grenade Launcher  900    3    90    2     7/ 7/ 7/ 7   ---/--- ]
[ Sturm Faust     900    3    90    2     -/ 7/ 7/ 7   ---/--- ]
\-----/

```

```

/-----\
[ Gildeen                                           ]
[      | HP: 3500   | Type: Sky/Land | Adaptability ]
[      | EN: 180    | Unit Range: 6  | Sky: 7 ]
[      | All terr. | Armor: 140     | Land: 7 ]
[      | Used:      | Response: 158  | Sea: 5 ]
[ Type: Fossil Beast | Demon Empire| Abilities: -   | Space: 0 ]
[-----]
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Gil Sword       400    1   130   ---   7/ 7/ 7/ 7   ---/--- ]
[ Gil Arrow       500    4   100   20    7/ 7/ 7/ 7   ---/--- ]
\-----/

```

```

/-----\
[ Gilgil                                           ]
[      | HP: 2000   | Type: Sky/Land | Adaptability ]
[      | EN: 180    | Unit Range: 8  | Sky: 7 ]
[      | All terr. | Armor: 120     | Land: 7 ]
[      | Used: DC   | Response: 152  | Sea: 3 ]
[ Type: Discus Beast | Aliens| Abilities: -   | Space: 7 ]
[-----]
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Laser           350    3   140   10    7/ 7/ -/ 7   ---/--- ]
[ Flame           400    1   110   ---   -/ 7/ -/ -   5/--- ]
[ Ramming Attack  590    1   128   ---   -/ 7/ 7/ 7   ---/--- ]
\-----/

```

```

/-----\
[ Gilgilgun 1st Form                               ]
[      | HP: 4000   | Type: Land     | Adaptability ]
[      | EN: 255    | Unit Range: 6  | Sky: 1 ]
[      | All terr. | Armor: 150     | Land: 7 ]
[      | Used: DC   | Response: 140  | Sea: 7 ]
[      | Aliens| Abilities:    | Space: 1 ]
[ Type: Machine-Beast | - Form |      ]
[-----]
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Claw            450    1   125   ---   -/ 7/ 7/ 7   ---/--- ]
[ Venom           720    1   108   15    7/ 7/ -/ 7   ---/--- ]
\-----/

```

```

/-----\
[ Gilgilgun 2nd Form                               ]
[      | HP: 8000   | Type: Land     | Adaptability ]
[      | EN: 255    | Unit Range: 7  | Sky: 7 ]
[      | All terr. | Armor: 200     | Land: 7 ]

```

```

[                               | Used: DC      | Response: 170 | Sea:      7 ]
[                               | Aliens| Abilities:  | Space:     0 ]
[ Type: Machine-Beast         |               | - Form       |           ]
[-----]
[ Weapon           Power  Range  Hit%  Ammo   Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Claw              450    1    125   ---   -/  7/  7/  7   ---/--- ]
[ Destruction Beam  970    7    120   ---   7/  7/  -/  7   ---/--- ]
\-----/

```

```

/-----\
[ Gilgilgun 3rd Form ]
[                               | HP: ????     | Type: Land    | Adaptability ]
[                               | EN:  255     | Unit Range: 8 | Sky:         7 ]
[                               | All terr.   | Armor: 450    | Land:        7 ]
[                               | Used: DC    | Response: 190 | Sea:         7 ]
[                               | Aliens| Abilities:  | Space:        7 ]
[                               |               | - Form       |           ]
[ Type: Machine-Beast         |               | - Beam Coating |           ]
[-----]
[ Weapon           Power  Range  Hit%  Ammo   Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Iron Claw         800    1    140   ---   7/  7/  7/  7   ---/--- ]
[ Destruction Beam  970    7    120   ---   7/  7/  -/  7   ---/--- ]
[ Graviton Wave    1200   9    180   15    7/  7/  7/  7   ---/--- ]
\-----/

```

```

/-----\
[ Glossum X2 ]
[                               | HP: 2000     | Type: Amphibian| Adaptability ]
[                               | EN:  200     | Unit Range: 6 | Sky:         6 ]
[                               | All terr.   | Armor: 180    | Land:        7 ]
[                               | Used: DC    | Response: 160 | Sea:         7 ]
[ Type: Machine-Beast         | Aliens| Abilities: - | Space:        6 ]
[-----]
[ Weapon           Power  Range  Hit%  Ammo   Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Homing Torpedo    500    5    170   10    -/  -/  7/  -   ---/--- ]
[ Cross Scissors    650    1    130   ---   -/  7/  7/  7   ---/--- ]
\-----/

```

```

/-----\
[ Gothgoth ]
[                               | HP: 4200     | Type: Sky/Land| Adaptability ]
[                               | EN:  220     | Unit Range: 8 | Sky:         7 ]
[                               | All terr.   | Armor: 400    | Land:        7 ]
[                               | Used: DC    | Response: 188 | Sea:         3 ]
[ Type: Discus Beast         | Aliens| Abilities: - | Space:        7 ]
[-----]
[ Weapon           Power  Range  Hit%  Ammo   Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Freezing Beam     600    1    140    5    7/  7/  -/  7   ---/--- ]
[ Missile           620    5    100   10    7/  7/  7/  7   ---/--- ]
[ Electromag Lance  820    1    130   ---   7/  7/  6/  7   ---/--- ]
\-----/

```

```

/-----\
[ Gouf ]
[ Model number: MS-07B         | HP: 1250     | Type: Land    | Adaptability ]
[ Code name: Gouf             | EN:  85      | Unit Range: 7 | Sky:         5 ]

```

```

[ Head height: 18.7 meters      | Ground only | Armor: 90      | Land:      7 ]
[ Weight: 58.5 metric tons     | Used: DC    | Response: 120  | Sea:       4 ]
[ Generator output: 1034 kW    |             | Aliens| Abilities: -  | Space:     0 ]
[ Type: Mobile Suit           |             |             |           ]

```

```

[-----]
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Heat Sabre      300    1    136   ---   -/ 7/ 6/ 7    ---/--- ]
[ 75mm Machinegun 320    1    138   10    7/ 7/ 7/ 7    ---/--- ]
[ Heat Rod        360    1    114   ---   -/ 7/ -/ -    3/--- ]
\-----/

```

```

/-----\
[ GP-02 ]
[ Model number: RX-78GP02A      | HP: 3500 | Type: Land     | Adaptability ]
[ Code name: Gundam "Physalis" | EN: 200  | Unit Range: 7  | Sky:         5 ]
[ Head height: 19.5 meters     | All terr. | Armor: 420     | Land:        7 ]
[ Weight: 54.4 metric tons     | Used: DC  | Response: 178  | Sea:         5 ]
[ Generator output: 1860 kW    |           | Abilities: -   | Space:       6 ]
[ Type: Mobile Suit           |           |           |           ]

```

```

[-----]
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Vulcan          340    1    145    5    7/ 7/ 7/ 7    ---/--- ]
[ Beam Sabre      450    1    130   ---   -/ 7/ 6/ 7    ---/--- ]
[ Atomic Bazooka (All) 2550   10   255    1    7/ 7/ 7/ 7    ---/--- ]
\-----/

```

```

/-----\
[ Gratnios ]
[           | HP: 4800 | Type: Sky/Land| Adaptability ]
[           | EN: 200  | Unit Range: 7 | Sky:          7 ]
[           | All terr. | Armor: 550   | Land:         7 ]
[           | Used: DC  | Response: 198 | Sea:          7 ]
[ Type: Battle Beast           | Aliens| Abilities: -  | Space:        7 ]

```

```

[-----]
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Drill           540    1    130   ---   7/ 7/ 7/ 7    ---/--- ]
[ Vibration Wave  620    3    112   ---   7/ 7/ 5/ -    ---/--- ]
[ Whip            800    1    135   ---   -/ 7/ 7/ 7    ---/--- ]
[ Destruction Beam 900    6    108   10    7/ 7/ -/ 7    ---/--- ]
\-----/

```

```

/-----\
[ Greater Kin ]
[           | HP: ???? | Type: Sky/Land| Adaptability ]
[           | EN: 255  | Unit Range: 9 | Sky:          7 ]
[           | All terr. | Armor: 850   | Land:         7 ]
[           | Used: Aliens| Response: 249 | Sea:          5 ]
[           |           | Abilities:    | Space:        7 ]
[ Type: -           |           | - Beam Coating|           ]

```

```

[-----]
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Thunder Crash (ALL) 790    6    160    2    7/ 7/ -/ 7    ---/--- ]
[ Mega Beam Rifle    870    8    100   10    7/ 7/ -/ 7    ---/--- ]
[ Mega Beam Saber    1020   1    130   ---   7/ 7/ 6/ 7    ---/--- ]
[ High Frequency     1180   1    140   ---   7/ 7/ 7/ 7    ---/--- ]
[ Photon Beam Cannon 1800   8    122   12    7/ 7/ -/ 7    ---/--- ]

```

```

/-----\
[ Gundam mk II ]
[ Model number: RX-178 | HP: 1800 | Type: Land | Adaptability ]
[ Code name: Gundam Mark II | EN: 130 | Unit Range: 7 | Sky: 5 ]
[ Height: 19.6 meters | All terr. | Armor: 130 | Land: 7 ]
[ Weight: 33.4 metric tons | Used: DC | Response: 170 | Sea: 5 ]
[ Generator output: 1930 kW | | Abilities: | Space: 7 ]
[ Type: Mobile Suit | | - Sep./Comb. | ]

```

```

[-----]
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Vulcan          320    1    145   5     7/ 7/ 7/ 7     ---/--- ]
[ Beam Sabre      450    1    130   ---   -/ 7/ 6/ 7     ---/--- ]
[ Beam Rifle      750    4    100  10    7/ 7/ -/ 7     ---/--- ]
[ Hyper Bazooka   750    3    90    3     7/ 7/ 3/ 7     ---/--- ]

```

```

/-----\
[ Gyan ]
[ Model number: YMS-15 | HP: 2900 | Type: Land | Adaptability ]
[ Code name: Gyan | EN: 120 | Unit Range: 8 | Sky: 5 ]
[ Height: 19.9 meters | All terr. | Armor: 280 | Land: 7 ]
[ Weight: 52.7 metric tons | Used: DC | Response: 158 | Sea: 5 ]
[ Generator output: 1360 kW | | Abilities: - | Space: 7 ]
[ Type: Mobile Suit | | | ]

```

```

[-----]
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Beam Sabre      400    1    130   ---   -/ 7/ 6/ 7     ---/--- ]
[ Missile          500    3    100   5     7/ 7/ 7/ 7     ---/--- ]
[ Hide Bomb        700    5    135   5     7/ 7/ 7/ 7     ---/--- ]

```

```

/-----\
[ Hambrabi - Mobile Suit ]
[ Model number: RX-139 | HP: 2900 | Type: Land | Adaptability ]
[ Code name: Hambrabi | EN: 140 | Unit Range: 7 | Sky: 5 ]
[ Height: 19.9 meters | Ground only | Armor: 240 | Land: 7 ]
[ Weight: 34.6 metric tons | Used: DC | Response: 220 | Sea: 5 ]
[ Generator output: 1540 kW | | Abilities: | Space: 7 ]
[ Type: Mobile Suit | | - Form | ]

```

```

[-----]
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Beam Sabre      450    1    130   ---   -/ 7/ 6/ 7     ---/--- ]
[ Beam Gun        600    4    100  10    7/ 7/ -/ 7     ---/--- ]
[ Beam Rifle      750    4    100  10    7/ 7/ -/ 7     ---/--- ]
[ Sea Serpent     780    1    108   2     -/ 7/ -/ 7     ---/--- ]

```

```

/-----\
[ Hambrabi - Mobile Armor ]
[ Model number: RX-139 | HP: 2900 | Type: Sky | Adaptability ]
[ Code name: Hambrabi | EN: 140 | Unit Range: 11 | Sky: 7 ]
[ Length: 17.9 meters | All terr. | Armor: 240 | Land: 5 ]
[ Weight: 34.6 metric tons | Used: DC | Response: 215 | Sea: 5 ]
[ Generator output: 1540 kW | | Aliens | Abilities: | Space: 7 ]
[ Type: Mobile Armor | | - Form | ]

```



```

-----
[ Weapon                Power  Range  Hit%  Ammo   Sky/Lnd/Sea/Spc   Ene/Mor ]
-----
[ Beam Gun              600    4   100   10    7/ 7/ -/ 7   ---/--- ]
[ Beam Rifle           750    4   100   10    7/ 7/ -/ 7   ---/--- ]
\-----/

```

```

-----\
[ Hygogg ]
[ Model number: MSM-03C      | HP: 1750      | Type: Amphibian | Adaptability ]
[ Code name: Hygogg        | EN: 100       | Unit Range: 7   | Sky: 4 ]
[ Head height: 15.4 meters  | All terr.    | Armor: 100      | Land: 5 ]
[ Weight: 54.5 meters      | Used: DC     | Response: 125   | Sea: 7 ]
[ Generator output: 2735 kW | Aliens      | Abilities: -    | Space: 5 ]
[ Type: Mobile Suit        |              |                | ]
-----

```

```

-----
[ Weapon                Power  Range  Hit%  Ammo   Sky/Lnd/Sea/Spc   Ene/Mor ]
-----
[ Claw                  300    1   125   ---    -/ 7/ 7/ 7   ---/--- ]
[ Beam Cannon           480    3   100    5     7/ 7/ -/ 7   ---/--- ]
[ Hand Missile          500    3   126    5     7/ 7/ 7/ 7   ---/--- ]
[ Torpedo               780    5   150   10    -/ -/ 7/ -   ---/--- ]
\-----/

```

```

-----\
[ Jagd Doga ]
[ Model number: MSN-03      | HP: 3600      | Type: Land      | Adaptability ]
[ Code name: Jagd Doga     | EN: 220       | Unit Range: 9   | Sky: 5 ]
[ Head height: 21.0 meters  | All terr.    | Armor: 260      | Land: 7 ]
[ Weight: 28.0 metric tons  | Used: DC     | Response: 228   | Sea: 5 ]
[ Generator output: 3340 kW | Aliens      | Abilities: -    | Space: 7 ]
[ Type: Mobile Suit        |              |                | ]
-----

```

```

-----
[ Weapon                Power  Range  Hit%  Ammo   Sky/Lnd/Sea/Spc   Ene/Mor ]
-----
[ Missile               500    4   100    5     7/ 7/ 7/ 7   ---/--- ]
[ Beam Sabre            600    1   130   ---    -/ 7/ 6/ 7   ---/--- ]
[ Beam Assault Rifle    900    6   110   15     7/ 7/ -/ 7   ---/--- ]
[ Mega Particle Cannon 1000    7   100   10     7/ 7/ -/ 7   ---/--- ]
[ Funnel               1200    8   150   10     7/ 7/ 7/ 7   ---/ 95 ]
\-----/

```

```

-----\
[ Jagd Doga (Gyunei Custom Model) ]
[ Model number: MSN-03      | HP: 4400      | Type: Land      | Adaptability ]
[ Code name: Jagd Doga     | EN: 220       | Unit Range: 9   | Sky: 5 ]
[ Head height: 21.0 meters  | All terr.    | Armor: 270      | Land: 7 ]
[ Weight: 28.0 metric tons  | Used: Aliens | Response: 228   | Sea: 5 ]
[ Generator output: 3340 kW |              | Abilities: -    | Space: 7 ]
[ Type: Mobile Suit        |              |                | ]
-----

```

```

-----
[ Weapon                Power  Range  Hit%  Ammo   Sky/Lnd/Sea/Spc   Ene/Mor ]
-----
[ Missile               500    4   100    5     7/ 7/ 7/ 7   ---/--- ]
[ Beam Sabre            600    1   130   ---    -/ 7/ 6/ 7   ---/--- ]
[ Beam Assault Rifle    900    6   110   15     7/ 7/ -/ 7   ---/--- ]
[ Mega Particle Cannon 1000    7   100   10     7/ 7/ -/ 7   ---/--- ]
[ Funnel               1200    8   150   10     7/ 7/ 7/ 7   ---/ 95 ]
\-----/

```

```

/-----\
[ Jamru Fin - Mobile Suit ]
[ Model number: AMA-01X | HP: 4800 | Type: Space | Adaptability ]
[ Code name: Jamru Fin | EN: 190 | Unit Range: 11 | Sky: 0 ]
[ Height: 17.2 meters | Space only | Armor: 250 | Land: 0 ]
[ Weight: 24.7 metric tons | Used: Aliens | Response: 196 | Sea: 0 ]
[ Generator output: 4750 kW | Abilities: | Space: 7 ]
[ Type: Mobile Suit | - Form | ]

```

```

/-----\
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Small Missile    480    4   100   10    7/ 7/ 7/ 7  ---/--- ]
[ Beam Cannon      850    5   100   10    7/ 7/ -/ 7  ---/--- ]
[ Highmega Cannon 1300    6   100   ---   7/ 7/ -/ 7  160/--- ]
\-----/

```

```

/-----\
[ Jamru Fin - Mobile Armor ]
[ Model number: AMA-01X | HP: 4800 | Type: Space | Adaptability ]
[ Code name: Jamru Fin | EN: 190 | Unit Range: 14 | Sky: 0 ]
[ Length: 20.5 meters | Space only | Armor: 240 | Land: 0 ]
[ Weight: 24.7 metric tons | Used: Aliens | Response: 196 | Sea: 0 ]
[ Generator output: 4750 kW | Abilities: | Space: 7 ]
[ Type: Mobile Armor | - Form | ]

```

```

/-----\
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Small Missile    480    4   100   10    7/ 7/ 7/ 7  ---/--- ]
[ Beam Cannon      850    5   100   10    7/ 7/ -/ 7  ---/--- ]
\-----/

```

```

/-----\
[ Jarraga ]
[ | HP: 2500 | Type: Sky | Adaptability ]
[ | EN: 200 | Unit Range: 6 | Sky: 7 ]
[ | All terr. | Armor: 150 | Land: 5 ]
[ | Used: DC | Response: 155 | Sea: 2 ]
[ Type: Mechasaurus | Aliens | Abilities: - | Space: 4 ]

```

```

/-----\
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Venom            720    1  108   15    7/ 7/ -/ 7  ---/--- ]
[ Destruction Beam 780    4  108   10    7/ 7/ -/ 7  ---/--- ]
\-----/

```

```

/-----\
[ Jenova M9 ]
[ | HP: 2300 | Type: Land | Adaptability ]
[ | EN: 150 | Unit Range: 7 | Sky: 6 ]
[ | All terr. | Armor: 180 | Land: 7 ]
[ | Used: DC | Response: 188 | Sea: 5 ]
[ Type: Machine-Beast | Aliens | Abilities: - | Space: 5 ]

```

```

/-----\
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Pistol           580    1  105    8    7/ 7/ 6/ 7  ---/--- ]
[ Rifle            800    6  145   10    7/ 7/ 6/ 7  ---/--- ]
\-----/

```

```

/-----\

```

```
[ Kaempfer ]
[ Model number: MS-18E | HP: 2200 | Type: Land | Adaptability ]
[ Code name: K春pfer | EN: 100 | Unit Range: 8 | Sky: 5 ]
[ Height: 18.2 meters | All terr. | Armor: 260 | Land: 7 ]
[ Weight: 43.5 metric tons | Used: DC | Response: 169 | Sea: 5 ]
[ Generator output: 1550 kW | Abilities: - | Space: 7 ]
[ Type: Mobile Suit | | | ]
```

```
[-----]
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ 60mm Machinegun  300    1   130   10   7/ 7/ 6/ 7  ---/--- ]
[ Beam Sabre       400    1   130   ---  -/ 7/ 6/ 7  ---/--- ]
[ Shotgun          550    3   150   10   7/ 7/ 6/ 7  ---/--- ]
[ Giant Buzz       580    3    90    3   7/ 7/ 5/ 7  ---/--- ]
[ Panzer Faust     800    3    90    2   7/ 7/ 7/ 7  ---/--- ]
[-----]
```

```
/-----\
[ Kapool ]
[ Model number: AMX-109 | HP: 3800 | Type: Amphibian| Adaptability ]
[ Code name: Kapool | EN: 170 | Unit Range: 9 | Sky: 5 ]
[ Height: 16.5 meters | All terr. | Armor: 510 | Land: 6 ]
[ Weight: 38.7 metric tons | Used: DC | Response: 182 | Sea: 7 ]
[ Generator output: 1840 kW | Aliens| Abilities: - | Space: 5 ]
[ Type: Mobile Suit | | | ]
```

```
[-----]
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Claw            300    1   125   ---  -/ 7/ 7/ 7  ---/--- ]
[ Missile          500    3   100    5   7/ 7/ 7/ 7  ---/--- ]
[ Laser Beam      580    3   100   10   7/ 7/ -/ 7  ---/--- ]
[ Sonic Blast     850    1   126    5   -/ 4/ 7/ -  ---/--- ]
[-----]
```

```
/-----\
[ Kouchou Oni ]
[ | HP: 9800 | Type: Sky/Land| Adaptability ]
[ | EN: 255 | Unit Range: 9 | Sky: 6 ]
[ | All terr. | Armor: 300 | Land: 6 ]
[ | Used: DC | Response: 190 | Sea: 6 ]
[ | Abilities: | Space: 6 ]
[ Type: - | - Beam Coating| ]
```

```
[-----]
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Missile          620    5   100   10   7/ 7/ 7/ 7  ---/--- ]
[ Destruction Beam  780    4   108   10   7/ 7/ -/ 7  ---/--- ]
[ Tomahawk         900    1   135   ---  7/ 7/ 7/ 7  ---/--- ]
[-----]
```

```
/-----\
[ Line X 1 ]
[ | HP: 4800 | Type: Land | Adaptability ]
[ | EN: 210 | Unit Range: 7 | Sky: 2 ]
[ | All terr. | Armor: 320 | Land: 7 ]
[ | Used: DC | Response: 188 | Sea: 6 ]
[ Type: Machine-Beast | Aliens| Abilities: - | Space: 6 ]
```

```
[-----]
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
```

```

[ Vulcan                300      1  145   5    7/  7/  7/  7    ---/--- ]
[ Missile               620      5  100  10    7/  7/  7/  7    ---/--- ]
[ Missile               620      5  100  10    7/  7/  7/  7    ---/--- ]
[ Whip                  800      1  135  ---    -/  7/  7/  7    ---/--- ]
\-----/

```

```

/-----\
[ Marasai ]
[ Model number: RMS-108 | HP: 2100 | Type: Land | Adaptability ]
[ Code name: Marasai | EN: 130 | Unit Range: 7 | Sky: 5 ]
[ Height: 20.5 meters | All terr. | Armor: 180 | Land: 7 ]
[ Weight: 33.1 metric tons | Used: DC | Response: 175 | Sea: 5 ]
[ Generator output: 1790 kW | | Abilities: - | Space: 7 ]
[ Type: Mobile Suit | | | ]

```

```

[-----]
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Vulcan          340     1   145   5    7/  7/  7/  7    ---/--- ]
[ Beam Sabre     450     1   130  ---    -/  7/  6/  7    ---/--- ]
[ Beam Rifle     650     4   100  10    7/  7/  -/  7    ---/--- ]
\-----/

```

```

/-----\
[ Mechagante ]
[ | HP: ???? | Type: Sky | Adaptability ]
[ | EN: 200 | Unit Range: 6 | Sky: 7 ]
[ | All terr. | Armor: 950 | Land: 5 ]
[ | Used: DC | Response: 165 | Sea: 5 ]
[ Type: Machine-Beast | | Abilities: - | Space: 7 ]

```

```

[-----]
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Flame           580     1   110  ---    7/  7/  -/  -    5/--- ]
[ Missile         620     5   100  10    7/  7/  7/  7    ---/--- ]
[ Missile         620     5   100  10    7/  7/  7/  7    ---/--- ]
[ Big Missile     950     5    98   1    7/  7/  7/  7    ---/--- ]
\-----/

```

```

/-----\
[ Mecha Gilgilgun (Gilgilgun 4th Form) ]
[ | HP: ???? | Type: Land | Adaptability ]
[ | EN: 255 | Unit Range: 10 | Sky: 7 ]
[ | All terr. | Armor: 900 | Land: 7 ]
[ | Used: DC | Response: 220 | Sea: 7 ]
[ | Aliens | Abilities: | Space: 7 ]
[ Type: Machine-Beast | | - Beam Coating | ]

```

```

[-----]
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Iron Claw       800     1   140  ---    7/  7/  7/  7    ---/--- ]
[ Destruction Beam 970     7   120  ---    7/  7/  -/  7    ---/--- ]
[ Mega Graviton Wave 1500    10   190   8    7/  7/  7/  7    ---/--- ]
\-----/

```

```

/-----\
[ Medea ]
[ | HP: 2500 | Type: Sky | Adaptability ]
[ | EN: 255 | Unit Range: 5 | Sky: 7 ]
[ Length: 45 meters | Ground only | Armor: 100 | Land: 5 ]
[ Weight: 245 tons (full) | Used: Aliens | Response: 154 | Sea: 3 ]

```

```

[ | | Abilities: - | Space: 0 ]
[ Type: Transport Plane | | | ]
[-----]
[ Weapon          Power  Range  Hit%  Ammo   Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Repair Equipment      0      1   ---   ---    -/  -/  -/  -   ---/--- ]
[ 30mm Machinegun     400     1  140   10    7/  7/  7/  7   ---/--- ]
\-----/

```

```

/-----\
[ Messala - Mobile Suit ]
[ Model number: PMX-000 | HP: 6800 | Type: Land | Adaptability ]
[ Code name: Messala | EN: 255 | Unit Range: 7 | Sky: 5 ]
[ Height: 30.3 meters | All terr. | Armor: 620 | Land: 7 ]
[ Weight: 37.3 metric tons | Used: DC | Response: 230 | Sea: 5 ]
[ Generator output: 4900 kW | Aliens | Abilities: | Space: 7 ]
[ Type: Mobile Suit | | - Form | ]
[-----]
[ Weapon          Power  Range  Hit%  Ammo   Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Missile          500     4  100   5     7/  7/  7/  7   ---/--- ]
[ Beam Sabre       500     1  130   ---   -/  7/  6/  7   ---/--- ]
[ Grenade Launcher  900     3   90   2     7/  7/  7/  7   ---/--- ]
[ Mega Particle Cannon 900     6  100  10    7/  7/  -/  7   ---/--- ]
\-----/

```

```

/-----\
[ Messala - Mobile Armor ]
[ Model number: PMX-000 | HP: 6800 | Type: Sky | Adaptability ]
[ Code name: Messala | EN: 255 | Unit Range: 13 | Sky: 7 ]
[ Length: - | All terr. | Armor: 650 | Land: 5 ]
[ Weight: 37.3 metric tons | Used: DC | Response: 230 | Sea: 5 ]
[ Generator output: 4900 kW | Aliens | Abilities: | Space: 7 ]
[ Type: Mobile Armor | | - Form | ]
[-----]
[ Weapon          Power  Range  Hit%  Ammo   Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Missile          500     4  100   5     7/  7/  7/  7   ---/--- ]
[ Mega Particle Cannon 900     6  100  10    7/  7/  -/  7   ---/--- ]
[ Grenade Launcher  900     3   90   2     7/  7/  7/  7   ---/--- ]
\-----/

```

```

/-----\
[ Minerva X ]
[ | HP: 6800 | Type: Land | Adaptability ]
[ | EN: 230 | Unit Range: 7 | Sky: 2 ]
[ | All terr. | Armor: 390 | Land: 7 ]
[ | Used: DC | Response: 195 | Sea: 4 ]
[ Type: - | Aliens | Abilities: - | Space: 5 ]
[-----]
[ Weapon          Power  Range  Hit%  Ammo   Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Rocket Punch      600     3  100   ---   5/  7/  5/  6   ---/--- ]
[ Rust Hurricane    750     1  107   ---   -/  7/  -/  -   10/--- ]
[ Breast Fire      1100     1  125   ---   4/  7/  -/  7   60/--- ]
\-----/

```

```

/-----\
[ Musai ]
[ Height: 79.4 meters | HP: 2800 | Type: Space | Adaptability ]

```

```

[ Width: 98.4 meters      | EN: 240 | Unit Range: 6 | Sky: 0 ]
[ Length: 234 meters     | Space only | Armor: 120 | Land: 0 ]
[ Weight: -              | Used: DC | Response: 170 | Sea: 0 ]
[ Generator output: -    | Aliens | Abilities: - | Space: 7 ]
[ Type: Light Cruiser    |         |             |         ]

```

```

-----
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
-----
[ 30mm Machinegun  400    1   140   10   7/ 7/ 7/ 7  ---/--- ]
[ 18 Inch Cannon  550    4   100   10   7/ 7/ 7/ 7  ---/--- ]
[ Missile          550    4   100    5   7/ 7/ 7/ 7  ---/--- ]
\-----/

```

```

/-----\
[ Neo Granzone ]
[              | HP: ???? | Type: Sky/Land | Adaptability ]
[              | EN: 255  | Unit Range: 16 | Sky: 7 ]
[              | All terr. | Armor: 1600 | Land: 7 ]
[              | Used: Shuu | Response: 255 | Sea: 7 ]
[              |           | Abilities: | Space: 7 ]
[ Type: -      |         | - I-Field |         ]

```

```

-----
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
-----
[ Gran Wyrm Sword  570    1   140   ---   7/ 7/ 7/ 7  ---/--- ]
[ Wyrm Smasher     870    3   120   10   7/ 7/ 7/ 7  ---/--- ]
[ Graviton Cannon  1000   8   120   ---   7/ 7/ 7/ 7  120/120 ]
[ Big Bang Wave (ALL) 1800   7   160    5   7/ 7/ 7/ 7  ---/--- ]
[ Blackhole Cluster 2200   5   160   ---   7/ 7/ 7/ 7  100/140 ]
[ Reduce Cannon    2500  12   160   40   7/ 7/ 7/ 7  ---/110 ]
\-----/

```

```

/-----\
[ Pallas Athena ]
[ Model number: PMX-001 | HP: 9200 | Type: Land | Adaptability ]
[ Code name: Pallas Athena | EN: 200 | Unit Range: 6 | Sky: 6 ]
[ Height: 27.4 meters | All terr. | Armor: 560 | Land: 7 ]
[ Weight: 65.0 metric tons | Used: DC | Response: 228 | Sea: 4 ]
[ Generator output: 1790 kW |           | Abilities: - | Space: 7 ]
[ Type: Mobile Suit |         |             |         ]

```

```

-----
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
-----
[ Beam Sabre      500    1   130   ---   -/ 7/ 6/ 7  ---/--- ]
[ Diffusion Beam  700    1   140    5   7/ 7/ -/ 7  ---/--- ]
[ Beam Gun        700    4   100   10   7/ 7/ -/ 7  ---/--- ]
[ Mega Beam Cannon 900    6   100    5   7/ 7/ -/ 7  ---/--- ]
[ Anti-warship Missile 1000   6    80    2   7/ 7/ -/ 7  ---/--- ]
\-----/

```

```

/-----\
[ Pigdoron ]
[              | HP: ???? | Type: Sky/Land | Adaptability ]
[              | EN: 255  | Unit Range: 9 | Sky: 7 ]
[              | All terr. | Armor: 450 | Land: 7 ]
[              | Used: DC | Response: 218 | Sea: 2 ]
[              | Aliens | Abilities: | Space: 7 ]
[ Type: Machine-Beast |         | - Beam Coating |         ]

```

```

-----
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]

```

```

[-----]
[ Claw                700      1  125  ---   7/  7/  7/  7  ---/--- ]
[ Laser               750      5  140   10   7/  7/  -/  7  ---/--- ]
[ Lightning Arrow    1150      7  110   20   7/  7/  -/  7  ---/--- ]
\-----/

```

```

/-----\
[ Psycho Gundam - Mobile Suit ]
[ Model number: MRX-009      | HP: 9000 | Type: Land | Adaptability ]
[ Code name: Psycho Gundam  | EN: 230  | Unit Range: 5 | Sky: 5 ]
[ Height: 41.0 meters       | All terr. | Armor: 300 | Land: 7 ]
[ Weight: 214.1 metric tons | Used: DC  | Response: 200 | Sea: 5 ]
[ Generator output: 33600 kW |           | Abilities:   | Space: 7 ]
[ Type: Mobile Suit         |           | - Form      | ]
[                           |           | - I-Field   | ]
[-----]

```

```

[ Weapon                Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Small Mega Beam       650    4   110   10    7/  7/  -/  7  ---/--- ]
[ Diffusion Mega Beam   740    1   140   10    7/  7/  -/  7  ---/--- ]
[ Beam Cannon           850    5   100   10    7/  7/  -/  7  ---/--- ]
[ Beam Cannon           850    5   100   10    7/  7/  -/  7  ---/--- ]
\-----/

```

```

/-----\
[ Psycho Gundam - Mobile Armor ]
[ Model number: MRX-009      | HP: 9000 | Type: Sky   | Adaptability ]
[ Code name: Psycho Gundam  | EN: 230  | Unit Range: 4 | Sky: 7 ]
[ Height: 30.2 meters       | All terr. | Armor: 350 | Land: 5 ]
[ Weight: 214.1 metric tons | Used: DC  | Response: 200 | Sea: 5 ]
[ Wingspan: 32.4 meters     |           | Abilities:   | Space: 7 ]
[ Generator output: 33600 kW |           | - Form      | ]
[ Type: Mobile Armor        |           | - I-Field   | ]
[-----]

```

```

[ Weapon                Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Small Mega Beam       650    4   110   10    7/  7/  -/  7  ---/--- ]
[ Diffusion Mega Beam   740    1   140   10    7/  7/  -/  7  ---/--- ]
[ Beam Cannon           850    5   100   10    7/  7/  -/  7  ---/--- ]
[ Beam Cannon           850    5   100   10    7/  7/  -/  7  ---/--- ]
\-----/

```

```

/-----\
[ Psycho Gundam mk II - Mobile Suit ]
[ Model number: MRX-010      | HP: ???? | Type: Land | Adaptability ]
[ Code name: Psycho Gundam Mark II | EN: 250  | Unit Range: 5 | Sky: 5 ]
[ Height: 40.74 meters       | All terr. | Armor: 380 | Land: 7 ]
[ Weight: 187.8 metric tons | Used: DC  | Response: 210 | Sea: 5 ]
[ Generator output: 19760 kW |           | Aliens | Abilities:   | Space: 7 ]
[ Type: Mobile Suit         |           | - Form      | ]
[                           |           | - I-Field   | ]
[-----]

```

```

[ Weapon                Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Diffusion Mega Beam   740    1   140   10    7/  7/  -/  7  ---/--- ]
[ Mega Particle Cannon 1000    7   100   10    7/  7/  -/  7  ---/--- ]
[ Mega Particle Cannon 1000    7   100   10    7/  7/  -/  7  ---/--- ]
\-----/

```

```

/-----\

```

```

[ Psycho Gundam mk II - Mobile Armor ]
[ Model number: MRX-010 | HP: ???? | Type: Sky | Adaptability ]
[ Code name: Psyco Gundam Mark II | EN: 250 | Unit Range: 4 | Sky: 7 ]
[ Height: 33.73 meters | All terr. | Armor: 440 | Land: 5 ]
[ Weight: 187.8 metric tons | Used: DC | Response: 210 | Sea: 5 ]
[ Generator output: 19760 kW | | Abilities: | Space: 7 ]
[ Type: Mobile Armor | | - Form | ]
[ | | - I-Field | ]

```

```

-----
[ Weapon Power Range Hit% Ammo Sky/Lnd/Sea/Spc Ene/Mor ]
-----
[ Diffusion Mega Beam 740 1 140 10 7/ 7/ -/ 7 ---/--- ]
[ Mega Particle Cannon 1000 7 100 10 7/ 7/ -/ 7 ---/--- ]
[ Mega Particle Cannon 1000 7 100 10 7/ 7/ -/ 7 ---/--- ]
\-----/

```

```

/-----\
[ Qubelay ]
[ Model number: AMX-004 | HP: ???? | Type: Land | Adaptability ]
[ Code name: Qubeley | EN: 210 | Unit Range: 12 | Sky: 5 ]
[ Height: 18.9 meters | All terr. | Armor: 880 | Land: 7 ]
[ Weight: 35.2 metric tons | Used: DC | Response: 255 | Sea: 5 ]
[ Generator output: 1820 kW | | Abilities: - | Space: 7 ]
[ Type: Mobile Suit | | | ]

```

```

-----
[ Weapon Power Range Hit% Ammo Sky/Lnd/Sea/Spc Ene/Mor ]
-----
[ Beam Sabre 500 1 130 --- -/ 7/ 6/ 7 ---/--- ]
[ Beam Gun 900 5 100 10 7/ 7/ -/ 7 ---/--- ]
[ Funnel 1100 7 150 10 7/ 7/ 7/ 7 ---/ 95 ]
\-----/

```

Hamarn Khan

```

/-----\
[ Qubelay mk II ]
[ Model number: AMX-004-2 | HP: 2400 | Type: Land | Adaptability ]
[ Code name: Qubeley Mark II | EN: 200 | Unit Range: 10 | Sky: 5 ]
[ Height: 18.9 meters | All terr. | Armor: 170 | Land: 7 ]
[ Weight: 35.2 metric tons | Used: DC | Response: 225 | Sea: 5 ]
[ Generator output: 1820 kW | | Abilities: - | Space: 7 ]
[ Type: Mobile Suit | | | ]

```

```

-----
[ Weapon Power Range Hit% Ammo Sky/Lnd/Sea/Spc Ene/Mor ]
-----
[ Beam Sabre 500 1 130 --- -/ 7/ 6/ 7 ---/--- ]
[ Beam Gun 900 5 100 10 7/ 7/ -/ 7 ---/--- ]
[ Funnel 1100 7 150 10 7/ 7/ 7/ 7 ---/ 95 ]
\-----/

```

```

/-----\
[ Queen Mantha ]
[ Model number: NZ-000 | HP: 9800 | Type: Land | Adaptability ]
[ Code name: Quin Mantha | EN: 240 | Unit Range: 8 | Sky: 5 ]
[ Height: 42.1 meters | All terr. | Armor: 750 | Land: 7 ]
[ Weight: 143.2 metric tons | Used: DC | Response: 248 | Sea: 5 ]
[ Generator output: 21370 kW | | Aliens | Abilities: | Space: 7 ]
[ Type: Mobile Suit | | - I-Field | ]

```

```

-----
[ Weapon Power Range Hit% Ammo Sky/Lnd/Sea/Spc Ene/Mor ]
-----

```



```
[ Beam Sabre          600      1  130  ---  -/  7/  6/  7  ---/--- ]
[ Mega Particle Cannon 1000     7  100   10   7/  7/  -/  7  ---/--- ]
[ Funnel              1200     8  150   20   7/  7/  7/  7  ---/ 95 ]
```

```
\-----/
```

```
/-----\
```

```
[ Rafflesia ]
[ Model number: XMA-01 | HP: ???? | Type: Space | Adaptability ]
[ Code name: Rafflesia | EN: 255 | Unit Range: 7 | Sky: 0 ]
[ Lenght: 37.5 meters | Space only | Armor: 750 | Land: 0 ]
[ Weight: 184.6 metric tons | Used: DC | Response: 200 | Sea: 0 ]
[ Generator output: 31650 kW | Aliens | Abilities: | Space: 7 ]
[ Type: Mobile Armor | - I-Field | ]
```

```
[-----]
```

```
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Tentacler Rod   650     1  156  ---   7/  7/  7/  7  ---/--- ]
[ Diffusion Beam  700     1  140   5   7/  7/  -/  7  ---/--- ]
[ Bug             780     4  140   5   7/  7/  7/  7  ---/--- ]
[ Mega Beam Cannon 850     5  100  10   7/  7/  -/  7  ---/--- ]
[ Mega Particle Cannon 1300    7  100  10   7/  7/  -/  7  ---/--- ]
```

```
\-----/
```

```
/-----\
```

```
[ Saki ]
[ | HP: 2800 | Type: Land | Adaptability ]
[ | EN: 150 | Unit Range: 6 | Sky: 4 ]
[ | Ground only | Armor: 120 | Land: 7 ]
[ | Used: Aliens | Response: 150 | Sea: 4 ]
[ Type: Mechasaurus | Abilities: - | Space: 0 ]
```

```
[-----]
```

```
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Claw            450     1  125  ---   -/  7/  7/  7  ---/--- ]
[ Minimisssile   680     4  140  15   7/  7/  7/  7  ---/--- ]
```

```
\-----/
```

```
/-----\
```

```
[ Silver Wind ]
[ | HP: ???? | Type: Sky/Land | Adaptability ]
[ | EN: 255 | Unit Range: 12 | Sky: 7 ]
[ | All terr. | Armor: 500 | Land: 7 ]
[ | Used: Aliens | Response: 254 | Sea: 4 ]
[ | | Abilities: | Space: 7 ]
[ Type: - | - Beam Coating | ]
```

```
[-----]
```

```
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ High Frequency  1180     1  140  ---   7/  7/  7/  7  ---/--- ]
[ Mega Particle Cannon 1300    7  100  10   7/  7/  -/  7  ---/--- ]
[ High Frequency  1390     1  130  ---   7/  7/  7/  7  ---/--- ]
[ Photon Beam Cannon 1800     8  122  12   7/  7/  -/  7  ---/--- ]
[ Voltec Shooter  2280     7  120  ---   7/  7/  -/  7  20/--- ]
```

```
\-----/
```

```
/-----\
```

```
[ Spartan K5 ]
[ | HP: 5800 | Type: Land | Adaptability ]
[ | EN: 200 | Unit Range: 7 | Sky: 4 ]
[ | All terr. | Armor: 450 | Land: 7 ]
```

```

[                               | Used: DC | Response: 188 | Sea:      5 ]
[ Type: Machine-Beast         |           Aliens| Abilities: - | Space:    5 ]
[-----]
[ Weapon                       Power  Range  Hit%  Ammo   Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Spear                        850    1   162   ---   -/  7/  7/  7   ---/--- ]
[ Hurricane                    1000   2   127   ---   7/  7/  -/  -   40/--- ]
\-----/

```

```

/-----\
[ Tekkou Oni                                                           ]
[                               | HP: 3200 | Type: Sky/Land| Adaptability ]
[                               | EN:  250 | Unit Range: 8 | Sky:        7 ]
[                               | All terr. | Armor: 260 | Land:       6 ]
[                               | Used: Aliens| Response: 175 | Sea:        2 ]
[ Type: -                       |           | Abilities: - | Space:     5 ]
[-----]
[ Weapon                       Power  Range  Hit%  Ammo   Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Butterfly Dance              620    1   125   ---   7/  7/  -/  7   ---/--- ]
[ Boomerang                    780    3   100   ---   7/  7/  7/  7   ---/--- ]
\-----/

```

```

/-----\
[ The O                                                                 ]
[ Model number: PMX-003        | HP: ???? | Type: Land    | Adaptability ]
[ Code name: The O            | EN:  255 | Unit Range: 10| Sky:         5 ]
[ Height: 28.4 meters         | All terr. | Armor: 720 | Land:       7 ]
[ Weight: 57.3 metric tons    | Used: DC | Response: 230 | Sea:        5 ]
[ Generator output: 1840 kW   |           | Abilities:   | Space:      7 ]
[ Type: Mobile Suit          |           | - I-Field   |           ]
[-----]
[ Weapon                       Power  Range  Hit%  Ammo   Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Beam Sword                   980    1   140   ---   -/  7/  6/  7   ---/--- ]
[ Beam Rifle                   1250   7   110   15    7/  7/  -/  7   ---/--- ]
[ Beam Rifle                   1250   7   110   15    7/  7/  -/  7   ---/--- ]
\-----/

```

```

/-----\
[ Troth D7                                                             ]
[                               | HP: 3000 | Type: Land    | Adaptability ]
[                               | EN:  200 | Unit Range: 6 | Sky:         4 ]
[                               | All terr. | Armor: 490 | Land:       7 ]
[                               | Used: DC | Response: 178 | Sea:        3 ]
[ Type: Machine-Beast         |           Aliens| Abilities: - | Space:     5 ]
[-----]
[ Weapon                       Power  Range  Hit%  Ammo   Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Ramming Attack              590    1   128   ---   -/  7/  7/  7   ---/--- ]
[ Missile                      620    5   100   10    7/  7/  7/  7   40/--- ]
\-----/

```

```

/-----\
[ Valcion                                                             ]
[                               | HP: ???? | Type: Sky/Land| Adaptability ]
[                               | EN:  255 | Unit Range: 8 | Sky:         6 ]
[                               | Ground only | Armor: 1000 | Land:       6 ]
[                               | Used: DC | Response: 250 | Sea:        6 ]
[                               |           Aliens| Abilities: - | Space:     7 ]

```

```

[ Type: - | Shuu | ]
-----
[ Weapon Power Range Hit% Ammo Sky/Lnd/Sea/Spc Ene/Mor ]
-----
[ Divine Arm 780 1 120 --- 7/ 7/ 7/ 7 ---/--- ]
[ Mega Graviton Wave 1500 10 190 15 7/ 7/ 7/ 7 ---/--- ]
[ Claw Smasher 1800 6 100 --- 7/ 7/ 4/ 7 50/--- ]
\-----/

```

As you can see, what a boss was in SRW 2, it's now only a "simple" enemy. You can except, that the real bosses in SRW 3 are harder.

```

/-----\
[ Valcion Kai ]
[ | HP: ???? | Type: Sky/Land| Adaptability ]
[ | EN: 255 | Unit Range: 11| Sky: 7 ]
[ | All terr. | Armor: 1000 | Land: 7 ]
[ | Used: DC | Response: 255 | Sea: 7 ]
[ | | Abilities: | Space: 7 ]
[ Type: - | - I-Field | ]
-----
[ Weapon Power Range Hit% Ammo Sky/Lnd/Sea/Spc Ene/Mor ]
-----
[ Divine Arm 780 1 120 --- 7/ 7/ 7/ 7 ---/--- ]
[ Claw Smasher 1800 6 100 --- 7/ 7/ 4/ 7 50/--- ]
[ Big Bang Wave (ALL) 1800 7 160 5 7/ 7/ 7/ 7 ---/--- ]
[ Mega Flasher 1920 10 120 25 7/ 7/ -/ 7 ---/--- ]
\-----/

```

```

/-----\
[ Valsione ]
[ | HP: 3300 | Type: Sky/Land| Adaptability ]
[ | EN: 255 | Unit Range: 10| Sky: 7 ]
[ | All terr. | Armor: 150 | Land: 6 ]
[ | Used: Ryune | Response: 221 | Sea: 6 ]
[ Type: Mobile Suit | Abilities: - | Space: 7 ]
-----
[ Weapon Power Range Hit% Ammo Sky/Lnd/Sea/Spc Ene/Mor ]
-----
[ Psycho Blaster (ALL) 650 7 120 1 7/ 7/ -/ 7 ---/--- ]
[ Divine Arm 780 1 120 --- 7/ 7/ 7/ 7 ---/--- ]
[ Highmega Cannon 1800 6 100 2 7/ 7/ -/ 7 ---/--- ]
[ Claw Smasher 1800 6 100 --- 7/ 7/ 4/ 7 50/--- ]
\-----/

```

```

/-----\
[ Vastodon ]
[ | HP: 3000 | Type: Land | Adaptability ]
[ | EN: 180 | Unit Range: 6 | Sky: 7 ]
[ | All terr. | Armor: 150 | Land: 7 ]
[ | Used: Aliens| Response: 170 | Sea: 5 ]
[ Type: Fossil Beast | Demon Empire| Abilities: - | Space: 0 ]
-----
[ Weapon Power Range Hit% Ammo Sky/Lnd/Sea/Spc Ene/Mor ]
-----
[ Ceramic Sword 380 1 130 --- 7/ 7/ 7/ 7 ---/--- ]
\-----/

```

```

/-----\
[ Vigna Ghina ]
[ Model number: XM-07 | HP: 2800 | Type: Land | Adaptability ]

```

```

[ Code name: Vigna Ghina          | EN: 230 | Unit Range: 10 | Sky:      6 ]
[ Head height: 15.8 meters        | All terr. | Armor: 300    | Land:     7 ]
[ Weight: 8.9 metric tons         | Used: DC  | Response: 230 | Sea:      5 ]
[ Generator output: 4790 kW       |           | Abilities: -  | Space:    7 ]
[ Type: Mobile Suit              |           |               |           ]

```

```

-----
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
-----
[ Beam Sabre      600    1    130   ---   -/ 7/ 6/ 7   ---/--- ]
[ Beam Rifle      950    5    100   10    7/ 7/ -/ 7   ---/--- ]
[ Beam Launcher   1200   6    100   10    7/ 7/ -/ 7   ---/--- ]
\-----/

```

```

/-----\
[ Z'Gok-E                                               ]
[ Model number: MSM-07E          | HP: 1500   | Type: Amphibian | Adaptability ]
[ Code name: Z'Gok-E            | EN: 100    | Unit Range: 8   | Sky:         5 ]
[ Head height: 18.4 meters      | All terr.  | Armor: 100     | Land:        6 ]
[ Weight: 69.5 metric tons      | Used: DC   | Response: 128  | Sea:         7 ]
[ Generator output: 2570 kW     |           | Aliens | Abilities: -  | Space:       6 ]
[ Type: Mobile Suit            |           |               |           ]

```

```

-----
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
-----
[ Iron Nail       300    1    134   ---   -/ 7/ 7/ 7   ---/--- ]
[ Beam Cannon     480    3    100    5    7/ 7/ -/ 7   ---/--- ]
[ Torpedo         780    5    150   10    -/ -/ 7/ -   ---/--- ]
\-----/

```

```

/-----\
[ Zakrello                                               ]
[ Model number: MA-04X          | HP: 1500   | Type: Sky       | Adaptability ]
[ Code name: Zakrello          | EN: 160    | Unit Range: 5   | Sky:         0 ]
[ Length: 25.0 meters         | All terr.  | Armor: 100     | Land:        0 ]
[ Weight: 185.0 m. tons (max) | Used: DC   | Response: 160  | Sea:         0 ]
[ Generator output: -         |           | Aliens | Abilities: -  | Space:       7 ]
[ Type: Mobile Armor         |           |               |           ]

```

```

-----
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
-----
[ Claw            300    1    125   ---   -/ 7/ 7/ 7   ---/--- ]
[ Diffusion Beam  350    1    133    5    7/ 7/ -/ 7   ---/--- ]
\-----/

```

```

/-----\
[ Zaku                                               ]
[ Model number: MS-06F          | HP: 980    | Type: Land      | Adaptability ]
[ Code name: Zaku II           | EN: 70     | Unit Range: 6   | Sky:         5 ]
[ Head height: 17.5 meters     | All terr.  | Armor: 80      | Land:        7 ]
[ Weight: 58.1 metric tons     | Used: DC   | Response: 101  | Sea:         5 ]
[ Generator output: 951 kW     |           | Aliens | Abilities: -  | Space:       7 ]
[ Type: Mobile Suit            |           |               |           ]

```

```

-----
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
-----
[ Heat Hawk       280    1    135   ---   -/ 7/ 6/ 7   ---/--- ]
[ 120mm Machine Gun 300    2    107   10    7/ 7/ 6/ 7   ---/--- ]
[ 240mm Bazooka   500    3     90    2    7/ 7/ 3/ 7   ---/--- ]
\-----/

```

```

/-----\
[ Zaku (Char Custom Type) ]
[ Model number: MS-06S | HP: 1400 | Type: Land | Adaptability ]
[ Code name: Zaku II Commander Type| EN: 80 | Unit Range: 8 | Sky: 5 ]
[ Height: 18.0 meters | All terr.| Armor: 100 | Land: 7 ]
[ Weight: 56.5 metric tons | Used: DC | Response: 140 | Sea: 5 ]
[ Generator output: 976 kW | | Abilities: - | Space: 7 ]
[ Type: Mobile Suit | | | ]

```

```

-----
[ Weapon Power Range Hit% Ammo Sky/Lnd/Sea/Spc Ene/Mor ]
-----
[ Heat Hawk 280 1 135 --- -/ 7/ 6/ 7 ---/--- ]
[ 120mm Machine Gun 300 2 107 10 7/ 7/ 6/ 7 ---/--- ]
[ 240mm Bazooka 500 3 90 2 7/ 7/ 3/ 7 ---/--- ]
[ Grenade Launcher 900 3 90 2 7/ 7/ 7/ 7 ---/--- ]
\-----/

```

```

/-----\
[ Zaku (Garma Custom Type) ]
[ Model number: MS-06S | HP: 1300 | Type: Land | Adaptability ]
[ Code name: Zaku II Commander Type| EN: 80 | Unit Range: 6 | Sky: 5 ]
[ Height: 18.0 meters | All terr.| Armor: 120 | Land: 7 ]
[ Weight: 56.5 metric tons | Used: DC | Response: 110 | Sea: 5 ]
[ Generator output: 976 kW | | Abilities: - | Space: 7 ]
[ Type: Mobile Suit | | | ]

```

```

-----
[ Weapon Power Range Hit% Ammo Sky/Lnd/Sea/Spc Ene/Mor ]
-----
[ Heat Hawk 280 1 135 --- -/ 7/ 6/ 7 ---/--- ]
[ 120mm Machine Gun 300 2 107 10 7/ 7/ 6/ 7 ---/--- ]
[ 240mm Bazooka 500 3 90 2 7/ 7/ 3/ 7 ---/--- ]
[ Grenade Launcher 900 3 90 2 7/ 7/ 7/ 7 ---/--- ]
\-----/

```

```

/-----\
[ Zaku III ]
[ Model number: AMX-011 | HP: 3900 | Type: Land | Adaptability ]
[ Code name: Zaku III | EN: 200 | Unit Range: 10| Sky: 5 ]
[ Height: 23.9 meters | All terr. | Armor: 230 | Land: 7 ]
[ Weight: 44.2 metric tons | Used: DC | Response: 205 | Sea: 5 ]
[ Generator output: 2150 kW | Aliens| Abilities: - | Space: 7 ]
[ Type: Mobile Suit | | | ]

```

```

-----
[ Weapon Power Range Hit% Ammo Sky/Lnd/Sea/Spc Ene/Mor ]
-----
[ Beam Sabre 500 1 130 --- -/ 7/ 6/ 7 ---/--- ]
[ Beam Cannon 780 5 110 10 7/ 7/ -/ 7 ---/--- ]
[ Beam Rifle 850 5 100 10 7/ 7/ -/ 7 ---/--- ]
[ Mega Particle Cannon 900 6 100 10 7/ 7/ -/ 7 ---/--- ]
\-----/

```

```

/-----\
[ Zaku III-R ]
[ Model number: AMX-011S | HP: ???? | Type: Land | Adaptability ]
[ Code name: Zaku III Custom | EN: 220 | Unit Range: 10| Sky: 5 ]
[ Height: 25.3 meters | All terr. | Armor: 650 | Land: 7 ]
[ Weight: 44.3 metric tons | Used: DC | Response: 249 | Sea: 5 ]
[ Generator output: 2860 kW | | Abilities: - | Space: 7 ]
[ Type: Mobile Suit | | | ]
-----

```

[Weapon	Power	Range	Hit%	Ammo	Sky/Lnd/Sea/Spc	Ene/Mor
[Vulcan	340	1	145	5	7/ 7/ 7/ 7	---/---
[Beam Sabre	500	1	130	---	-/ 7/ 6/ 7	---/---
[Hide Bomb	700	5	135	5	7/ 7/ 7/ 7	---/---
[Beam Cannon	780	5	110	10	7/ 7/ -/ 7	---/---
[Beam Rifle	850	5	100	10	7/ 7/ -/ 7	---/---

[Zen II						
[HP: 5500	Type: Land	Adaptability		
[EN: 255	Unit Range: 6	Sky: 2		
[Ground only	Armor: 400	Land: 6		
[Used: Aliens	Response: 195	Sea: 3		
[Type: Mechasaurus		DC	Abilities: -	Space: 0		

[Weapon	Power	Range	Hit%	Ammo	Sky/Lnd/Sea/Spc	Ene/Mor
[Hand Sword	470	1	130	---	-/ 7/ 7/ 7	---/---
[Rocket Bullet	540	3	110	10	7/ 7/ 7/ 7	---/---

[Zeong						
[Model number: MSN-02		HP: 4500	Type: Space	Adaptability		
[Code name: Zeong		EN: 120	Unit Range: 8	Sky: 0		
[Head height: 17.3 meters		Space only	Armor: 210	Land: 0		
[Weight: 151.2 metric tons		Used: DC	Response: 185	Sea: 0		
[Generator output: 9400 kW			Abilities: -	Space: 7		
[Type: Mobile Suit						

[Weapon	Power	Range	Hit%	Ammo	Sky/Lnd/Sea/Spc	Ene/Mor
[Mega Particle Cannon	700	5	100	10	7/ 7/ -/ 7	---/---
[Wire Beam Cannon	720	5	135	10	7/ 7/ 7/ 7	---/---
[Wire Beam Cannon	720	5	135	10	7/ 7/ 7/ 7	---/---

[Zoo						
[HP: 3200	Type: Amphibian	Adaptability		
[EN: 150	Unit Range: 5	Sky: 2		
[Ground only	Armor: 120	Land: 5		
[Used: Aliens	Response: 128	Sea: 7		
[Type: Mechasaurus			Abilities: -	Space: 0		

[Weapon	Power	Range	Hit%	Ammo	Sky/Lnd/Sea/Spc	Ene/Mor
[Flame	400	1	110	---	-/ 7/ -/ -	5/---
[Ramming Attack	590	1	128	---	-/ 7/ 7/ 7	---/---

[Zssa						
[Model number: AMX-102		HP: 1800	Type: Land	Adaptability		
[Code name: Zssa		EN: 150	Unit Range: 7	Sky: 6		
[Head height: 15.85 meters		All terr.	Armor: 140	Land: 7		
[Weight: 23.7 metric tons		Used: DC	Response: 175	Sea: 5		
[Generator output: 1820 kW			Abilities: -	Space: 7		

```

[ Type: Mobile Suit | | | ]
[-----]
[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Beam Sabre      500    1   130   ---   -/ 7/ 6/ 7   ---/--- ]
[ Missile         500    3   100    5     7/ 7/ 7/ 7   ---/--- ]
[ Missile         500    3   100    5     7/ 7/ 7/ 7   ---/--- ]
[ Missile         500    3   100    5     7/ 7/ 7/ 7   ---/--- ]
\-----/

```

```

/-----\
[ Zumezume ]
[           | HP: 3800   | Type: Sky/Land| Adaptability ]
[           | EN:  220   | Unit Range: 7 | Sky:      5 ]
[           | All terr.  | Armor: 200    | Land:     7 ]
[           | Used: DC    | Response: 198 | Sea:     3 ]
[ Type: Machine-Beast | Aliens | Abilities: - | Space:    7 ]
[-----]

```

```

[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Freezing Beam   600    1   140    5     7/ 7/ -/ 7   ---/--- ]
[ Freezing Beam   600    1   140    5     7/ 7/ -/ 7   ---/--- ]
[ Ripper Claw     740    1   132   ---   7/ 7/ 7/ 7   ---/--- ]
\-----/

```

```

/-----\
[ Zy ]
[           | HP: 3500   | Type: Land    | Adaptability ]
[           | EN:  150   | Unit Range: 6 | Sky:      2 ]
[           | Ground only | Armor: 150    | Land:     7 ]
[           | Used: Aliens| Response: 128 | Sea:     2 ]
[ Type: Mechasaurus | DC | Abilities: - | Space:    0 ]
[-----]

```

```

[ Weapon          Power  Range  Hit%  Ammo  Sky/Lnd/Sea/Spc  Ene/Mor ]
[-----]
[ Ramming Attack   590    1   128   ---   -/ 7/ 7/ 7   ---/--- ]
[ Minimisile       680    4   140   15     7/ 7/ 7/ 7   ---/--- ]
\-----/

```

```

/-----\
[ VII. NAME CHANGES ]
\-----/

```

In this section I listed the name differences between the Aeon Genesis Patch (the names I used) and Carlos Mori's FAQ for easier use.

AEON GENESIS NAME	CARLOS MORI'S FAQ
Abdora U6	Abdra U6
Bound Doc	Bound Dog
Bud	Bado
Byarlant	Biaran
Cig	Shigu
Dark General	Darkness Great General
Di	Dai
Dikastis	Dikastes
Dogosse Giar	Dogos Gear
Dolos	Doros
Dorona	Drome
Dorukin	Druekin
Doublas M2	Dabras M2

Dra-C	Drattse
Garmuth	Garms
Germark	Geymalk
Giga Sharkin	Monster Sharkin
Gila Doga	Gira Doga
Gila Doga (Resin Custom Type)	Gira Doga (Resun Custom Model)
Gilgil	GiruGiru
Gilgilgun	GiruGiruGan
Glossum X2	Grossam X2
Gothgoth	GosuGosu
Gratnios	Gratonios
Greater Kin	Grey Turkin
Gundam mk II	Gundam Mk.II
Hygogg	Hi-Gogg
Jagd Doga (Gyunei Custom Type)	Jagd Doga (Gyunei Custom Model)
Jamru Fin	Jamul Fin
Jarraga	Jalaga
Jenova M9	Genova M9
Kaempfer	Kampfer
Kapool	Capoole
Kouchou Oni	Mecha Tekkou Ki
Line X 1	Rain X1
Mechagante	MechaGante
Neo Granzone	Neo Granzon
Pallas Athena	Palas Athene
Pigdoron	Pigdrone
Psycho Gundam mk II (Psycho mk II)	Psycho Gundam Mk.II
Qubelay	Qubeley
Qubelay mk II	Qubeley Mk.II
Queen Mantha	Quin Mantha
Rafflesia	Lafressia
Silver Wind	Silbelvint
Tekkou Oni	Mecha Kochou Ki
The O	The-O
Troth D7	Toros D7
Valsione	Valcienne
Vastodon	Fossile Beast Bastodon
Z'Gok-E	Z'gok E
Zaku (Garma Custom Type)	Zaku (Garma Custom Model)
Zaku III-R	Zaku III Kai
Zoo	Zuu
Zumezume	ZumeZume
Zy	Zai

```

/-----\
[ VIII. IF YOU LIKE THIS GAME... ]
\-----/

```

...then you should play these games too:

- Front Mission: A great strategy / RPG game by Square.
- Mobile Suit Gundam: Cross Dimension 0079: An action-strategy game with Gundam and Amuro. Very good music, but the game is a bit short (20 levels). You can find the English patch on the Aeon Genesis site.
- Mobile Suit Z Gundam: Away to the Newtype: Similar game to Cross Dimension, but there already "FPS" stages and it's longer (29 missions with tree possible endings).
- Other SRW Games! Aeon Genesis is already working on SRW EX, 4, Gaiden, and Alpha Gaiden.

(They're all SNES games, except Alpha Gaiden, it's for the PSX.)

```

/-----\
[ IX. ENDING ]
\-----/

```


That's all for now. I hope you found it useful. If you have comments and/or corrections send it to fialazoli@freemail.hu with a subject like FAQ or something. Good luck against the DC and the Aliens!

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