

# Dai-3-Ji Super Robot Taisen (Import) Secrets FAQ

by Ace Whatever

Updated to v1.0 on May 10, 2005

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

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Dai-3-Ji Super Robot Taisen  
(a.k.a Super Robot Wars 3)  
Secrets FAQ V 1.0 (10/5/2005)  
by Ace Whatever (jj\_alkaline@hotmail.com)  
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Introduction  
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Super Robot Wars (SRW, for short) is a series of Japan-only strategy RPGs where mechs from 3/4s of Japan's Super and Real robots anime plus a few original ones get together and proceed to trash the living (or mechanical, if you prefer) crap out of each other in the motherlode of all crossover fanfiction. SRW 3 was the first in the series to come out on the Super Famicom (that's the Japanese SNES for you and me). Justin Carrasco's unfinished Mecha FAQ's arrival list inspired me to write this one and add a few other things based on my experience with game and Carlos Satoshi Mori's excellent FAQ. As such, this guide is best used in conjunction with his FAQ since all the names were taken from it in order to maintain some uniformity. Be forewarned that this document might contain spoilers.

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 Acquiring New Pilots & Mechs  
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You start the game with 8 units (not counting White Base and its replacements since you automatically get those between missions and they cannot be upgraded): Mazinger Z, Aphrodi A, Proto Getta Robo, RX-78 Gundam, a Guncannon and 3 GMs. There 55 other units that can be acquired throughout the course of the game, bringing the total to 63. However, since some mechs are exclusive to certain paths, you can't get all 63.

Pilot-wise, you start with 10: Kouji, Sayaka, Getter Team (Ryou, Hayato Kami, Musashi), Amuro, Kai, Sayla, Ryou and Hayato. With another 44 available, but again you can't get'em all.

Arrival Table

This table will show what new pilots & mechs you get and when you get them. Scenarios marked with a (@) symbol denote branched missions, the other scenarios you'll play no matter what path you take. A star (\*) denotes a secret pilot and/or mech, everyone else automatically joins you either before, during or after the mission. Bracketed numbers (#) refer to their respective entries in the Comments section:

	Pilot	Mech	Note
Scene 3A/3B-"G-3": @	Recco Fa	Nemo x 2 Methuss Getter Robo	Getter Robo replaces the Proto Getter Robo (1)
Scene 5-"Von Braun": @	Camille *Emma	Z Gundam *Gundam Mk.II	
Scene 6-"Atmospheric Entry": @	Camille *Emma	Z Gundam *Gundam Mk.II	
Scene 7A-"Atmospheric Entry": @	Camille	Z Gundam	
Scene 8-"Gundam Pillage": @	Kou Keith	GP-01 Guncannon	
Scene 10-"Land of Hot Sands": @	Kou	*GP-01 Nemo Z'gok E	
Scene 11-"Gato's Raid":	Chris Sleggar	Alex Nemo x 2	
Scene 12-"Seaside Panic":		*Dijeh SE-R	(2)
Scene 13-"Super Electromagnetic Robo Com-Battler V":	Hyouma Juuzou Chizuru Taisaku Koke	Combattler V	(3)
Scene 15-"Crimson Wings":	Boss	Dianan A Boss Borot	Jet Scrander for Mazinger Z (4)

Scene 16-"Brave Raideen":	Akira	Raideen	
	Chikara	Blueger	
	Rei		
	Mari		
Scene 17-"The Rumoured Banjou Haran":	Banjou	Daitarn 3	
Scene 18-"Into Space":	Kayla	Re-GZ	GP-01 into
		Hyaku Shiki	GP-01 FV (5)
		Rick Dias	(6)
	-----OR-----		
	Quattro	Hyaku Shiki	
	Roberto	Rick Dias x 2	
	Apolli		
Scene 19-"In the Middle of Silence":	*Bernie	*Zaku	(7)
	*Katsu	*G-Defensor	
Scene 20-"Suspicion": @		Kampfer	
		Jegan	
		Gargantua	
Scene 21-"The Battle of Luna Two": @		Kampfer	
		Jegan	
		Gargantua	
Scene 22-"Pursuit Battle": @	Roux	Re-GZ	
	Judou	ZZ Gundam	
Scene 24-"Fierce Battle at Side 1": @		Gelgoog M	
Scene 25-"Fierce Battle at Side 1": @	Seabook	F-91	
	Roux	Jegan	
	Judou	ZZ Gundam	
Scene 26-"Shangri-La": @	Seabook	F-91	
	Elle		
	Beacha		
	Mondo		
	Ino		
Scene 27-"Shangri-La": @	*Quess		
	Elle		
	Beacha		
	Mondo		
	Ino		
Scene 28-"Conscon's Assault":		Nu Gundam	
		Re-GZ	
Scene 29-"Nightmare of Solomon": @	Masaki	Psybuster	
Scene 30-"Masoukishin": @	Masaki	Psybuster	
Scene 32-"Terror! Mobile Big Zam": @	*Four		(8)

Scene 33-"Ryuune, and Valcienne":	*Ryuune	*Valcienne	(9)	
Scene 34-"Storm of Jaburo":	Tetsuya	Great Mazinger	(10)	
	Jun	Byuunas A		
	*Kochou Ki	*Mecha Kochou Ki		
Scene 35-"Operation Solar Motion": @	Duke	Grendizer	(11)	
	Hikaru			
Scene 38-"Desert Storm": @	Duke	Grendizer		
	Hikaru			
Scene 42-"Matilda Rescue Operation":	*Cecily	*Vigna Ghina		
		Double Spazer		
Scene 43-"Sister!":	*Maria	Marine Spazer		
	*Puru	Drill Spazer		
		*Qubeley Mk.II		
Scene 44-"In Extreme Sorrow":		*Sazabi	(12)	
Scene 45-"Countdown":	Benkei	Getter Robo G	Getter Robo G	
			replaces the	
			Getter Robo (1)	
Scene 46-"Puru and Puru Two":	*Puru 2	*Jagd Doga	(13)	
Scene 47A-"Rabian Rose": @	Shuu	Granzon	(14)	
		GP-03		
		Pantagrue		
Scene 47B-"Rabian Rose": @	Shuu	Granzon	(14)	
	*Four	GP-03		
		Pantagrue		
Scene 48B-"Moonlight": @	Gato	Neue Ziel		
Scene 49-"Space Swirl": @	*Kyara	*Geymalk		

#### Secret Pilots & Mechs

##### -Emma & Gundam Mk.II

In either "G-3" missions, talk to Emma with Amuro and she'll leave. Then, if you chose to go after the DC, choose Von Braun (first choice) after the "Reef Airspace" mission and Emma will join you with the Mk.II before the start of the next mission. If you chose to go after the mysterious enemies, she'll show up in the Mk.II during the next mission, have Amuro or Camille talk to her and she'll join.

##### -GP-01

You'll get the GP-01 automatically if you play the "Gundam Pillage" mission, if you're playing "Land of Hot Sands" instead, you must protect the Medea that appears on turn 7 in order to get it.

##### -Dijeh SE-R

In "Seaside Panic", Four will appear in the Dijeh on turn 6 and she'll give it to you after the mission. Just make sure you don't kill off all the enemies before she appears.

-Bernie & Zaku

Have Chris attack Bernie in the "Into Space" mission, then on the next mission "In the Middle of Silence", have Chris talk to him when he appears on turn 6 and he'll join. Set your orders to "Always Guard" in the options menu so Bernie won't get killed by your units' counterattacks before Chris can talk to him.

-Katsu & G-Defensor

Katsu appears on turn 3 of the "In the Middle of Silence" mission if the following criteria is met:

-Emma joined you.

-Quattro didn't join you, meaning you didn't talk to Char in Scenario 1 or 4.

-Quess

If you have Quattro, you must choose to go to Luna Two after Scenario 20-"Suspicion", otherwise you'll go there automatically. In Scenario 27-"Shangri-La", move Amuro to the building one square north-east of the rightmost bridge to find Quess.

-Four

If you reached the "Terror! Mobile Big Zam" mission, Four will be there piloting the Psycho Gundam. Have Camille talk to her then destroy the Psycho Gundam. She'll join you after the mission. Otherwise, you can get her on Scenario 47B-"Rabian Rose" using the same method, but your turn count must be less than 350 for it to work this time.

-Ryuune & Valcienne

In Scenario 33, don't attack Ryuune at the beginning. Destroy the DC first and make sure she stays alive 'till then. This is a bit difficult to do. Your best bet is to use the Near Argama's Acceleration seishin and hope your mechs reach the DC before they kill Ryuune. Having a pilot with a Response of 130+ (like Four) helps as well. Once the DC is defeated Ryuune'll restore all her HP and attack you. Defeat her and she'll join.

-Kochou Ki & Mecha Kochou Ki

In the "Storm of Jaburo" mission, have any of the Getter Team pilots talk to him twice and he'll join.

-Cecily & Vigna Ghina

In "Matilda Rescue Operation", have Seabook talk to her and she'll join.

-Maria

In Scenario 43-"Sister!", have Duke attack or talk to Maria and she'll join. You won't get the ZumeZume, though.

-Puru & Qubeley Mk.II

In Scenario 43-"Sister!", Puru appears on turn 5 or 6. Have Judou attack or talk to her and she'll join.

-Sazabi

In the "In Extreme Sorrow" mission, attack Naida with Duke, then talk to her and she'll temporarily join you as an NPC. You must do this BEFORE you kill Ashura otherwise it won't work. Make sure she isn't killed (either by your units or the enemy's after she joins). After the mission she'll give you the Sazabi and leave.

-Puru 2 & Jagd Doga

You must have Puru for this to work. In the "Puru and Puru Two" mission, attack Puru 2 with Puru, then have Judou talk to her and finally talk to her again with Puru and she'll join. You'll get her Jagd Doga after the mission.

-Kyara & Geymalk

If you cleared the "The Nightmare of Solomon" mission, choose to go to A Bao A Qu after Scenario 47A-"Rabian Rose", in the "Space Swirl" mission, talk to Kyara with Judou BEFORE you kill Ilia and she'll join.

#### Comments

(1)-If you can help it, don't upgrade the Proto Getter Robo since the Getter Robo won't retain any of the Proto's upgrades and you'll have wasted your money. Upgrade the Getter 1 & Getter 3 since you'll probably use them more than Getter 2. When you get the Getter Robo G, upgrade the Getter Dragon and Getter Liger. Getter Poseidon will become pretty obsolete since you'll leave for space one mission after you get the Getter Robo G.

(2)-You'll permanently lose Hayato and Ryuu (not the Getter pilots, the ones from Gundam) after Scenario 12, so try not to level them up too much. Also, you should put Amuro in the Dijeh SE-R after you get it.

(3)-When you get the Combattler V after the mission, it'll have a new attack: The Big Blast Divider

(4)-The Mazinger Z can fly now thanks to the Jet Scrander. It also gains two new attacks: Iron Cutter and Drill Missile. However, it'll lose all the upgrades you put into it. \_-

(5)-The GP-01 FV retains the attacks of the GP-01 and it will have a higher movement range, but like the Mazinger Z it will lose any upgrades you put into it.

(6)-The pilots and mechs you will receive in this mission depend on whether you talked to Char or not in Scenario 1 or 4. If you did, you'll get Quattro, Robert & Apolly along with the Hyaku Shiki and two Rick Dias's before the start of the mission, else you'll get Kayla and a Re-GZ, as well as the Hyaku Shiki and one Rick Dias. Boss and his Boss Borot will permanently leave you. Sayla will permanently leave you as well if Quattro joined.

(7)-The G-Defensor can combine with the Gundam Mk.II to form the Super Gundam. After the mission Recco and whatever MS (Mobile Suit for the uninitiated) she was piloting temporarily leave you. She'll come back in Scenario 23 or 24, but if you cleared Scenario 22-"Pursuit Battle", you'll permanently lose her (but not her MS) in Scenario 40-"The Shadow of Brocken".

(8)-If you launched Sleggar in this mission and kept him alive until the Big Zam appears, he'll automatically head towards it and self-destructs, killing it in one hit. You'll permanently lose Sleggar (but not his MS). If you're not too attached to Sleggar, losing him ain't such a big deal compared to not having to fight the Big Zam.

(9)-After this mission, Raideen gets two new attacks: GoGun Sword and Energy Cutter.

(10)-After this mission, Combattler V gets three new attacks: V Laser, Twin Lancer and Battle Chainsaw.

(11)-After this mission, you're given a choice of going to Belfast or checking



(Hicchuu/Certain Hit)	Lock-On: 100% hit rate for one turn
(Hirameki/Flash)	Flash: 100% evade rate on the next battle
(Ki'Ai/Focus)	Yell: Morale + 15
(Gekido/Rage)	Rage: Inflicts a 10 to 1000 HP damage on all enemies.

Japanese seshin names are from Carlos Satoshi Mori's FAQ. Now, on with the tips:

1- Morale isn't just for using certain attacks. It also affects your attack and defense, so obviously the more the better. This doesn't really become that obvious or important until you (somehow) reach Scenario 58-"Ragnarok". Morale peaks at 200, and anyone with that much morale becomes one tough SOB.

2- In regards to upgrading, armor and HP should be your highest priority, anything to help you survive longer (especially in the later levels), the response limit comes in a close second. Energy is a different story. Since Super robots' strongest attacks use energy, you should definitely upgrade their energy to the maximum (255). Of course, most Super robots already have their energy maxed out when they join you so you're spared the trouble. As for Real robots, don't bother upgrading their energy at all UNLESS they have energy-draining attacks. Any MS with a Mega Cannon-like attack (Dijeh SE-R, Z Gundam, etc...) falls into this category.

3- Remember that if you lose a mission, you will restart it with all the exp and money you gained before losing, so it's not such a bad idea to repeat a mission several times to level up your units and collect some easy cash. Just don't do this too much if you plan on reaching Scenario 58-"Ragnarok" because even repeating missions add to your turn count.

4- All the pilots of the Gundam universe can freely switch MS's without any exceptions, so if you want to put Fa in the Nu Gundam for some odd reason, be my guest. All Super robots are exclusive to their respective pilots with the exception of the Mazinger team. Aside from Duke and Grendizer, Kouji, Tetsuya, Sayaka, Jun, Maria and Hikaru can freely switch between Mazinger Z, Great Mazinger, Dianan A, Byuunas A and the three Spazers. The Coplander team (Chikara, Rei and Mari) can only use the Blueger, Gargantua, and Pantagrue.

5- Since the game is pretty linear, make sure your low level units get enough kills to match the higher level ones. This is important for units like the Methuss and Aphrodi A/Dianan A, who'll spend most of their time healing. So basically whenever you have an enemy down to a morsel of HP and his level is less than that of your main units, bring in one of your weaker units to finish him off and use whatever skills that might help you kill him easily (Lock-On, Fervor, Focus) as well as Luck if the unit has it.

6- As you might already know, pilots with a Response of 130+ get to move/attack twice per turn. The Gundam pilots reach 130 faster than the Super robot pilots. It's in your interest to have them get the kills on the high level enemies when they get within 128-129 Response. Here's when the more important pilots reach that point:

- Amuro & Camille: 34-35
- Quattro & Judou: 44
- Seabook, Kou & Fa: 50's
- Kouji, Hayato, Hyouma, Ryuune, Tetsuya & Duke: 55-59
- Akira, Banjou, Masaki & Shuu: 51-54
- Ryou: 60's



Any Gundam pilot who joins you from Scenario 32 onwards will already have 130+ Response.

7- In the "G-3" and "Atmospheric Entry" missions, don't bother fighting Bosque's Dogos Gear as it's way too strong for you at this point. He'll leave when you destroy the Musai and the rest of his troops. He'll be much easier to kill the next time you meet him.

8- In Scenario 18-"Into Space", you might wanna deploy Boss Borot to use as bait. This way enemies will concentrate on him and ignore your other units. Remember to use his skills to heal him.

9- In Scenario 22-"Pursuit Battle", Gremmi (in his custom Bawoo, which has 7500 HP instead of the usual 3500) is the toughest enemy unit. You should do your best to take him out in one turn by ganging up on since he recovers HP each turn.

10- If you chose to chase the DC after Scenario 20-"Suspicion", you should help Gato in the "Fierce Battle at Side 1" mission by attacking Gates. This will benefit you greatly in the "Nightmare of Solomon" mission, where Gato shows up and nukes a good chunk of the enemy forces.

11- In the "Conscon's Assault" mission, I think it's a good idea to try and kill everyone before turn 5 when Rakan and his troops arrive. It's bad enough that you have to fight Gremmi again at this point.

12- Starting with the "Prelude to a Hard Battle" mission, you should start employing a new strategy against bosses or hoards of enemies. Up till now, you've probably been using the second option in the orders menu (Counterattack unless HP is critical). Now that you'll be fighting the alien generals and a lot of enemies with funnel attacks, it's best that you select the last option (Always evade or guard) because the alien's attacks are immensely powerful and they have Beam Coating (which makes beam attacks HEAL them) AND they have 130+ Response. Funnel using enemies are probably out of your range anyway.

13- Another strategy for killing bosses involves gang tackling them with your Super robots' final attacks. First, use the Yell spirit to get them the required amount of morale (if they don't have it already). Now save your game, the next spirit you should use depends on whether you could hit the boss or not. Even though final attacks have high hit rates, it's still next to impossible to hit the more powerful UC Gundam enemies with them (Scirocco and Hamaan immediately come to mind) so if you don't have enough SP for both Lock-On and Fervor, see if you can hit them with Fervor alone, if not, reload and use Lock-On. Better to hit them than to not hit at all. For other bosses, Lock-On probably won't be necessary.

14- You'll quickly learn to hate enemies with I-Fields or Beam Coating. Not only are most of your MS's unable to do any decent damage to them, they also have high HP (Quin Mantha, the I-Fielded unit with the least HP, has 9800). The only attacks that can damage them are:

- Melee attacks (Beam sabers included)
- Solid projectiles (Grenades, missiles, etc...)
- ALL attacks (a.k.a MAP weapons in other SRW games)
- Any Super robot's attack that isn't a beam or a laser (Thankfully, their final attacks aren't)
- Funnels: Strangely enough, even though funnels attack with laser beams (if I'm not mistaken, that is), they aren't affected by I-Fields or Beam Coating.

15- Speaking of ALL weapons, take advantage of them as much as you can. You'll want to set it up so that you hit as many enemy units as possible. The first ALL weapon you get is the Argama's, although this one is difficult to set up due to Argama's passive role in battle and enemies' tendency to attack it with reckless abandon. It'll be much easier with the Hyaku Shiki (whose ALL weapon has a range of 9(!) as opposed to Argama's 7) and once your pilots reach 130+ Response, you can simply move to the right position and fire on the second move. Same with the ZZ Gundam (although its ALL attack's range is 6, the lowest of the three). The GP-03 and Neue Ziel's ALL attack is just as useful, if not as powerful, and as a bonus, the unit that fired the attack won't get damaged if it's caught in the blast radius. Don't forget to use Fervor! Also, you have Psybuster and Valcienne's ALL attack. They're not as powerful as the previous two types (plus Masaki and Ryuune don't have Fervor) but they have great range and won't damage your own units. Good for softening up large groups of enemies.

16- Now we move on to funnels. They are your worst nightmare and also your best friend. They're powerful, have excellent hit rates, even better range and, as mentioned before, completely negate the effects of I-Fields and Beam Coating. Unfortunately, whereas the DC and the aliens will have an army of funnel using MS's, you're only able to get five at most. The Nu Gundam comes automatically, but for the rest you'll have to recruit Puru and Puru 2, save Nadia and recruit Kyara (the latter is only available in the A Bao A Qu path of the game's final stretch). You really should try getting all of them as it'll make missions go faster and ease some stress off your Super robots when fighting bosses. Psybuster also has a funnel-like attack, but it's slightly weaker and I found his ALL attack more useful.

17- When you face the Dragonosaurus in "Countdown" mission, lure it outside the water so it can't use its strongest attack, then hack away at it with whoever isn't busy facing Scirocco's group. Ashura's Boon submarine is a sitting duck, so it won't be too hard to destroy.

18- Remember that units docked into your battleship for one turn restores some HP, some energy and ALL their ammo. This is useful later on when enemies start swarming you. Valcienne and Hyaku Shiki can fire their ALL weapons, get into the ship and pop back out the next turn to deal hot plasma death again. Your funnel using MS's will be drained pretty quickly and you'll need their ammo restored ASAP. I find this better than using a Blueger for a lot of reasons. During the final stretch of the game you won't be able to launch a lot of units. Blueger's low HP and limited use of it's Restore energy attack isn't worth swapping out an offensive unit for it.

19- Against the Valcions, attack them normally and don't use Fervor except for your non-final attack equipped Super robots (Mazinger Z, Great Mazinger and Grendizer). You should save up your spirit points for the actual bosses. You could try to make them waste their Mega Graviton Wave ammo before doing this, but I don't think that's necessary. Especially since they'll be backed up by several enemies two out of the three times you face them. Likewise, don't use Fervor to attack the other initial bosses (Scirocco in The O, the alien generals Mekiboz, Sikalog, Agirha & Vigaj) during any of the "Final Battle" missions. At this point in the game they'll fall easily to continuous attacks. It's okay to use Fervor'd ALL attacks since those units won't have any useful direct attacks against the bosses.

20- The final bosses, on the other hand, are a whole new ballgame. The Valcion Kai, Dikastes and Neo Granzon are all capable of killing any of your non-guarding units in one hit. So your top priority is to make them use up all the ammo (and energy) of their best attacks, leaving them with only a melee strike and ALL attacks. You do this by having a unit with high HP and/or strong armor stand at the edge of their range and defend while the Methuss lurks

behind it to heal. Once that's done it's a simple matter of gang tackling them with your Super robots and smacking them with Fervor'd funnels. Neo Granzon will need a different strategy, however, due to his extremely high HP and huge morale boost. Refer to Hayato Kazami's FAQ for more details.

21- If you noticed, I said Methuss in the last tip. Even though the Dianan A has higher HP and armor, the Methuss will be much more useful in the long run on the account that it can fly, has a larger movement range, and the fact that UC Gundam pilots reach 130+ Response earlier than Super robot pilots, plus you'll almost always be guarding in the later missions anyway.

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Reenactments  
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During the game you'll witness several famous events from the anime the mechs came from, I'll list them here to the best of my knowledge. Feel free to send corrections and/or additions.

1- Scenario 7A/7B - "Atmospheric Entry":

Char Anzable betrays Garma Zabi by leaving him in the battlefield.

From: Mobile Suit Gundam

2- Scenario 8 - "Gundam Pillage":

Anavel Gato steals the GP-02, Kou Uraki goes after him in the GP-01 but fails to retrieve it.

From: Mobile Suit Gundam 0083: Stardust Memories

3- Scenario 22 - "Pursuit Battle":

Roux tricks Gremmi into escorting her to Bright's ship (forgot which one was it) then attacks him.

From: Mobile Suit Gundam ZZ

4- Scenario 32 - "Terror! Mobile Big Zam":

Dozul Zabi comes out to face you in the Big Zam, Sleggar Rou rams into it and destroys it, sacrificing himself in the process. Oddly enough, Ryuu, who sacrificed himself earlier in the show, doesn't die in this game.

From: Mobile Suit Gundam

5- Scenario 43 - "Sister!":

Not exactly a reenactment, but in the show, Maria Fleed was convinced that Grendizer was evil until she found out the pilot was her brother, Duke Fleed. Here, the DC somehow convinced her that Londo Bell was evil so she immediately joined them until Duke told her otherwise. Her gullibility makes me wonder if she's a natural brunette.

From: UFO Robo Grendizer

6- Scenario 44 - "In Extreme Sorrow":

Musashi goes out in the damaged Getter 3 and sacrifices himself to kill the enemy.

From: Getter Robo/Getter Robo G (?)

7- Scenario 56/57 - "Last Battle"

If Camille defeats Scirocco, Scirocco will use his Newtype powers to cripple Camille's mind before dying. Camille's stats will be drastically reduced, but Four can save him if she's in your party (the latter doesn't happen in the show).

From: Mobile Suit Z Gundam

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Nitpicky Nitpicks  
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This section is for some misc. rants I have about this game.

- The DC and the aliens not only have near infinite resources, but they also have brilliant reverse engineers. Somehow they managed to mass-produce nearly every prototype one-of-a-kind MS from the UC Gundam universe (Geymalk, Quin Mantha, the Psycho Gundams, Big Zam, among others) as well as several machines and monsters from the Super robots anime (Minerva X). This doesn't explain why there are three Re-GZ's in the game, though.
- Speaking of which, some players who don't know anything about Gundam might wonder why the Re-GZ has a separate command instead of a transform command and why it always starts a mission in mobile armor mode. Initially I thought this was a glitch, then I played Super Robot Wars R and noticed the Re-GZ still had a separate command. I looked up MAHQ and found out that this wasn't a glitch. See, Re-GZ stands for Refined Gundam Zeta. It was supposed to be a mass production version of the Zeta Gundam, but the transformation part was too costly. So instead they designed a Back Weapon System (BWS) which it could dock with to immitate the Z Gundam's Wave Rider from.
- The themes for the mechs during an attack animation vary in quality. The MS's theme was okay, some of the Super robots' were spot on, but why did Grendizer have to share that stupid theme with the Mazingers? It's stupid and fingernails-on-a-chalkboard annoying!
- Every Gundam present in the game gets its respective upgrade from the show except one. Would it have killed Banpresto to include the Full Armor ZZ Gundam in the game?
- The three Spazers can somehow be launched and used in space, even though they couldn't in the show.
- While the SD (super deformed) sprites of the Super robots, the Gundams and some MS's are faithful representations, others, like the Quin Mantha, Geymalk and Hyaku Shiki, look downright ugly compared to their full sized anime counterparts.
- The game designers thought it would be humorous to have the amount of units you can deploy inversely proportional to the amount of enemies you face, thus negating the whole point of amassing an army of mechs. This is especially irksome in the "Last Battle" variations.
- Kouji expresses interest in riding the Double Spazer when you get it. Why would anyone ditch their own Super robot to pilot a jet? Don't get me wrong, though. The Double Spazer was one of my favorite vehicles in Grendizer, but still...

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Notes  
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With this FAQ, along with Carlos Satoshi Mori's and Hayato Kazami's FAQs,

pretty much everything on this game has been covered. So I won't be accepting gameplay questions unless they're not covered in the other FAQs, which is very unlikely. Valid additions and corrections will definitely be accepted, but keep the following guidelines in mind:

- Don't use the all caps/l33t language combo or you're just begging to be ignored.
- Include "SRW 3 FAQ" in the title or you will be ignored as well.
- Don't flame me if some of the info regarding events in the anime are inaccurate, send a correction instead.
- Try to provide a source for the info that you'll send so I can confirm it.

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Credits  
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- Everyone who wrote a FAQ for this game.
- CJayC: For having a great site, being an SRW fan, and his stupendous Mecha Series FAQ.
- MAHQ ([www.mahq.net/index.htm](http://www.mahq.net/index.htm)): Great source for info on Gundam mechs.

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