

-Crimson King-
Peck Strike
Dondon Punch
Dopa Punch
Wanafly

-Giggly Jelly-
Missile Base
Intermissile
Guidemissile
Limptank

-Gorem-2-
Dogu
Dohmack
Dohmattack
Dokan

-Krosserdog-
Head Cannon
Aim Rifle
Battle Rifle
Howzer

-Mega-Emperor-
Deathbreak
Deathmissile
Deathlaser
Deathcrawler

-Monoklar-
Grave Lane
Crime Stick
Judge Shield
Protoauto

-Neutranurse-
Holy Helm
Donor
Translate
Petticoat

-Nin-Ninja-
Cover-up
Ninja Dagger
Ninja Sword
Tiptoe

-Oceana-
All repair
Cure Hand
Repair Arm
Purple Fin

-Orkamar-
New Wave
Clinch Wave
Nibble Wave
Fishtail

-- MALE MEDAPARTS SECTION --

-HEAD PARTS-

1.Antenna

Info- Scouting

Increase accuracy of shots to head parts

Arm-50 Pwr-40 Def-4 Num-3 Spd-D

2.Hunter

Info- No-shot Trap

Set trap for shooting parts

Arm-35 Pwr-32 Def-4 Num-6 Spd-B

3.Tension Up

Info- Extra Charge

Increase speed of movement

Arm-45 Pwr-17 Def-4 Num-3 Spd-D

4.Deathbreak

Info- Break

Shooting attack to send magnetic storm

Arm-65 Pwr-24 Def-7 Num-3 Spd-D

5.Fracture

Info- Medaforce Ctl

Seal medaforce for a length of time

Arm-35 Pwr-12 Def-8 Num-2 Spd-D

6.Guardian

Info- Symptom Clr

Cancel symptoms added by enemy

Arm-50 Pwr-0 Def-8 Num-3 Spd-S

7.Tyranolaser

Info- Laser

Powerful shooting attack

Arm-60 Pwr-30 Def-0 Num-2 Spd-D

8.Spydertrap

Info- No-grap trap

Set trap for grappling parts

Arm-30 Pwr-30 Def-7 Num-7 Spd-B

9.Cover-Up

Info- No-grap trap

Set trap for grappling parts

Arm-35 Pwr-32 Def-4 Num-6 Spd-B

10.Head Cannon

Info- Rifle

High speed shooting attack

Arm-30 Pwr-17 Def-4 Num-8 Spd-S

11.Missile Base

Info- Missile

Attack opponent with guided missile

Arm-60 Pwr-30 Def-0 Num-2 Spd-D

12.Helmet

Info- Revive

Revive broken parts

Arm-25 Pwr-0 Def-4 Num-3 Spd-C

13.Blastgun

Info- Fire

Continued damage with flame attack

Arm-30 Pwr-32 Def-3 Num-3 Spd-B

14.New Wave

Info- Wave

Decrease enemy movement speed

Arm-40 Pwr-20 Def-8 Num-4 Spd-B

15.Grave Lane

Info- Beam

Powerful shooting attack

Arm-45 Pwr-50 Def-1 Num-4 Spd-D

16.Dogu

Info- Void Explode

Void damage of missile

Arm-80 Pwr-0 Def-7 Num-0 Spd-?

17.Peck Strike

Info- Destroy

Cause great damage to defence less enemy

Arm-20 Pwr-85 Def-3 Num-3 Spd-D

18.Prominence

Info- Beam

Powerful shooting attack

Arm-45 Pwr-58 Def-3 Num-2 Spd-D

-RIGHT ARM PARTS-

1.Sword

Info- Sword

High speed grappling attack

Arm-35 Pwr-7 Def-5 Spd-B

2.Flexorsword

Info- Sword

High speed grappling attack

Arm-35 Pwr-5 Def-6 Spd-B

3.Shoot Barrel

Info- Rifle

High speed shooting attack

Arm-40 Pwr-3 Def-5 Spd-C

4.Deathmissile

Info- Missile

Attack opponent with guided missile

Arm-65 Pwr-24 Def-6 Spd-D

5.Past Touch

Info- Confusion

Confuse the opponent

Arm-25 Pwr-3 Def-7 Spd-D

6.Canceller

Info- Symptom Clr

Cancel symptoms added by enemy

Arm-50 Pwr-0 Def-7 Spd-S

7.Megalaser

Info- Laser

Powerful shooting attack

Arm-60 Pwr-12 Def-0 Spd-D

8.Cheapertrap

Info- No-grap trap

Set trap for grappling parts

Arm-30 Pwr-12 Def-6 Spd-B

9.Ninja Dagger

Info- Sword

High speed grappling attack

Arm-30 Pwr-7 Def-3 Spd-A

10.Aim Rifle

Info- Rifle

High speed shooting attack

Arm-30 Pwr-5 Def-4 Spd-C

11.Intermissile

Info- Missile

Attack opponent with guided missile

Arm-60 Pwr-12 Def-0 Spd-D

12.Helmight

Info- Sacrifice

Sacrifice parts to cause great damage

Arm-20 Pwr-64 Def-3 Spd-D

13.Fire Gun

Info- Fire

Continued damage with flame attack

Arm-30 Pwr-13 Def-3 Spd-B

14.Clinch Wave

Info- Wave

Decrease enemy movement speed

Arm-40 Pwr-8 Def-7 Spd-B

15.Judge Shield

Info- Defence

Increase defence power of ally

Arm-70 Pwr-6 Def-2 Spd-D

16.Dohtack

Info- Void Optic

Void damage of laser beam

Arm-80 Pwr-0 Def-6 Spd-?

17.Dondon Punch

Info- Destroy
Cause great damage to defenceless enemy
Arm-20 Pwr-34 Def-3 Spd-D

18.Ignition

Info- Rifle
High speed shooting attack
Arm-30 Pwr-7 Def-3 Spd-C

-LEFT ARM PARTS-

1.Pipo Hammer

Info- Hammer
High speed grappling attack
Arm-35 Pwr-19 Def-7 Spd-C

2.Straw Hammer

Info- Hammer
High speed grappling attack
Arm-35 Pwr-17 Def-8 Spd-C

3.Range Shooter

Info- Gatling Gun
High speed shooting attack
Arm-40 Pwr-10 Def-7 Spd-D

4.Deathlaser

Info- Laser
Powerful shooting attack
Arm-65 Pwr-35 Def-8 Spd-E

5.Past Feel

Info- Extra Charge
Increase speed of movement
Arm-60 Pwr-8 Def-9 Spd-E

6.Recovery

Info- Symptom Clr
Cancel symptoms added by enemy
Arm-50 Pwr-0 Def-10 Spd-B

7.Gigalaser

Info- Laser
Powerful shooting attack
Arm-60 Pwr-18 Def-0 Spd-E

8.Cheaptrap

Info- No-grap trap
Set trap for grappling parts
Arm-30 Pwr-18 Def-9 Spd-D

9.Ninja Blade

Info- Sword
High speed grappling attack
Arm-30 Pwr-15 Def-5 Spd-A

10.Battle Rifle

Info- Rifle

High speed shooting attack

Arm-30 Pwr-10 Def-6 Spd-C

11.Guidemissilie

Info- Missile

Attack opponent with guided missile

Arm-60 Pwr-18 Def-0 Spd-E

12.Helming

Info- Sacrifice

Sacrifice parts to cause great damage

Arm-20 Pwr-96 Def-4 Spd-E

13.Flame Gun

Info- Fire

Continued damage with flame attack

Arm-30 Pwr-19 Def-4 Spd-D

14.Nibble Wave

Info- Wave

Decrease enemy movement speed

Arm-40 Pwr-12 Def-10 Spd-D

15.Crime Stick

Info- Ineffective

Make parts unusable for a length of time

Arm-35 Pwr-3 Def-3 Spd-D

16.Dohtatack

Info- Void Gravity

Void damage of break

Arm-80 Pwr-0 Def-9 Spd-?

17.Dopa Punch

Info- Destroy

Cause great damage to defenceless enemy

Arm-20 Pwr-51 Def-4 Spd-E

18.Explode

Info- Gatling Gun

High speed shooting attack

Arm-30 Pwr-14 Def-5 Spd-D

-LEG PARTS-

1.Tatacker

Info- Dual Leg (GRP)

Common leg type

Good at grapple

Arm-50 Def-4 Spd-B

Sht-E Eft-E Grp-S Def-E

2.Sharp Edge

Info- Dual Leg (GRP)

Common leg type

Good at grapple

Arm-45 Def-4 Spd-B

Sht-E Eft-E Grp-B Def-C

3.Abductor

Info- Dual Leg (SHT)

Common leg type

Good at shooting

Arm-50 Def-4 Spd-C

Sht-B Eft-D Grp-E Def-D

4.Deathcrawler

Info- Multi Leg

Not influenced by a slope

Arm-55 Def-6 Spd-E

Sht-A Eft-E Grp-C Def-D

5.Umbilical

Info- Float

Not influenced by any landform

Arm-80 Def-7 Spd-E

Sht-E Eft-S Grp-E Def-D

6.Ace Hooves

Info- Multi Leg

Not influenced by a slope

Arm-40 Def-7 Spd-D

Sht-E Eft-A Grp-D Def-E

7.Rollertank

Info- Tank

Heavily armored but slow

Arm-105 Def-2 Spd-E

Sht-B Eft-E Grp-E Def-B

8.Multi-leg

Info- Multi Leg

Not influenced by a slope

Arm-30 Def-6 Spd-C

Sht-E Eft-E Grp-D Def-A

9.Tiptoe

Info- Dual Leg (GRP)

Common leg type

Good at grapple

Arm-45 Def-4 Spd-A

Sht-E Eft-E Grp-B Def-D

10.Howzer

Info- Dual Leg (SHT)

Common leg type

Good at shooting

Arm-45 Def-4 Spd-B

Sht-S Eft-E Grp-E Def-E

11.Limptank

Info- Tank

Heavily armored but slow

Arm-115 Def-0 Spd-E

Sht-B Eft-E Grp-E Def-B

12.Helchaos

Info-Dual Leg (SHT)

Common leg type

Good at shooting

Arm-45 Def-4 Spd-C
Sht-C Eft-C Grp-E Def-D

13.Red Tail

Info- Flight

Good at flying but fragile

Arm-25 Def-3 Spd-B
Sht-D Eft-E Grp-B Def-C

14.Fishtail

Info- DIVING

Good at underwater battles

Arm-55 Def-7 Spd-D
Sht-E Eft-E Grp-A Def-C

15.Protoauto

Info- Vehicle

Move quickly but fragile

Arm-45 Def-1 Spd-S
Sht-C Eft-D Grp-E Def-C

16.Dokan

Info- Float

Not influenced by any landform

Arm-80 Def-6 Spd-E
Sht-E Eft-S Grp-E Def-E

17.Wannaflly

Info- Flight

Good at flying but fragile

Arm-20 Def-3 Spd-B
Sht-D Eft-E Grp-B Def-C

18.Fireworks

Info- Dual Leg (SHT)

Common leg type

Good at shooting

Arm-55 Def-3 Spd-B
Sht-A Eft-E Grp-E Def-D

-- FEMALE MEDAPARTS SECTION --

-HEAD PARTS

1.Variablehair

Info- Scouting

Increase accuracy of shots to head parts

Arm-40 Pwr-41 Def-5 Num-4 Spd-D

2.Holy Helm

Info- Full Defence

Void damages for given length of time

Arm-20 Pwr-6 Def-4 Num-2 Spd-D

3.Pretty Face

Info- Change

Randomly change to other parts

Arm-50 Pwr-0 Def-7 Num-5 Spd-D

4.Allrepair

Info- Recovery

Recover the armor of parts

Arm-30 Pwr-17 Def-9 Num-6 Spd-E

5.Flip

Info- Freeze

Stop enemy movement with winter freeze

Arm-30 Pwr-16 Def-2 Num-6 Spd-C

6.Sala-Head

Info- Atk Change

Randomly change to other attack parts

Arm-30 Pwr-0 Def-7 Num-5 Spd-C

7.Lightcircuit

Info- Thunder

Stop enemy movement with electric attack

Arm-25 Pwr-18 Def-5 Num-5 Spd-B

-RIGHT ARM PARTS-

1.PateriVulcan

Info- Gatling Gun

High speed shooting attack

Arm-25 Pwr-9 Def-5 Spd-B

2.Donar

Info- Minute Recov

Continual recovery of parts

Arm-25 Pwr-5 Def-5 Spd-D

3.Pride Viper

Info- Change

Randomly change to other parts

Arm-50 Pwr-0 Def-6 Spd-D

4.Cure Hand

Info- Recovery

Recover the armor of parts

Arm-30 Pwr-7 Def-8 Spd-E

5.Flap

Info- Freeze

Stop enemy movement with winter freeze

Arm-30 Pwr-7 Def-2 Spd-C

6.Sala-Hand

Info- Atk Change

Randomly change to other attack parts

Arm-30 Pwr-0 Def-6 Spd-C

7.Light Jab

Info- Thunder

Stop enemy movement with electric attack

Arm-25 Pwr-8 Def-5 Spd-B

-LEFT ARM PARTS-

1.Short Shot

Info- Rifle

High speed shooting attack

Arm-25 Pwr-11 Def-7 Spd-B

2.Translate

Info- Minute Recov

Continual recovery of parts

Arm-25 Pwr-7 Def-7 Spd-D

3.Desire Bison

Info- Change

Randomly change to other parts

Arm-50 Pwr-0 Def-8 Spd-D

4.Repair Arm

Info- Recovery

Recover the armor of parts

Arm-30 Pwr-10 Def-11 Spd-E

5.Flop

Info- Freeze

Stop enemy movement with winter freeze

Arm-30 Pwr-10 Def-2 Spd-D

6.Sala-Arm

Info- Atk Change

Randomly change to other attack parts

Arm-30 Pwr-0 Def-8 Spd-D

7.Light Blow

Info- Thunder

Stop enemy movement with electric attack

Arm-25 Pwr-11 Def-7 Spd-C

-LEG PARTS-

1.Flaregather

Info- Dual Leg (SHT)

Common leg type

Good at shooting

Arm-40 Def-5 Spd-B

Sht-B Eft-E Grp-E Def-C

2.Petticoat

Info- Dual Leg (GRP)

Common leg type

Good at grapple

Arm-35 Def-4 Spd-A

Sht-E Eft-B Grp-E Def-D

3.Queendresser

-Face Lantern-
Pan
Pun
Keen
Squashbasher

-Gorem-2-
Dogu
Dohmack
Dohmaddock
Dokan

-Knight Armor-
Clearshield
Knightshield
Greatshield
Trojan Horse

-Krosserdog-
Head Cannon
Aim Rifle
Battle Rifle
Howzer

-Mega-Emperor-
Deathbreak
Deathmissile
Deathlaser
Deathcrawler

-Metabee-
Missile
Revolver
Submachingun
Ochitsuka

-Neutranurse-
Holy Helm
Donor
Translate
Petticoat

-Nin-Ninja-
Cover-up
Ninja Dagger
Ninja Sword
Tiptoe

-Oceana-
All repair
Cure Hand
Repair Arm
Purple Fin

-Octoclam-
Hatchin
Catch
Twist
Swick

Info- Missile
Attack opponent with guided missile
Arm-45 Pwr-40 Def-3 Num-3 Spd-C

2.Hunter

Info- No-shot Trap
Set trap for shooting parts
Arm-35 Pwr-32 Def-4 Num-6 Spd-B

3.Tension Up

Info- Extra Charge
Increase speed of movement
Arm-45 Pwr-17 Def-4 Num-3 Spd-D

4.Deathbreak

Info- Break
Shooting attack to send magnetic storm
Arm-65 Pwr-24 Def-7 Num-3 Spd-D

5.Fracture

Info- Medaforce Ctl
Seal medaforce for a length of time
Arm-35 Pwr-12 Def-8 Num-2 Spd-D

6.Guardian

Info- Symptom Clr
Cancel symptoms added by enemy
Arm-50 Pwr-0 Def-8 Num-3 Spd-S

7.Hatchin

Info- Hold
Decrease enemy movement speed
Arm-30 Pwr-22 Def-7 Num-4 Spd-A

8.Tyranolaser

Info- Laser
Powerful shooting attack
Arm-60 Pwr-30 Def-0 Num-2 Spd-D

9.Cover-Up

Info- No-grap trap
Set trap for grappling parts
Arm-35 Pwr-32 Def-4 Num-6 Spd-B

10.Head Cannon

Info- Rifle
High speed shooting attack
Arm-30 Pwr-17 Def-4 Num-8 Spd-S

11.Helmet

Info- Revive
Revive broken parts
Arm-25 Pwr-0 Def-4 Num-3 Spd-C

12.Blastgun

Info- Fire
Continued damage with flame attack
Arm-30 Pwr-32 Def-3 Num-3 Spd-B

13.Power Driver

Info- Break
Shooting attack to send magnetic storm
Arm-50 Pwr-20 Def-7 Num-4 Spd-D

14.Dogu

Info- Void Explode
Void damage of missile
Arm-80 Pwr-0 Def-7 Num-0 Spd-?

15.Clearshield

Info- Defence
Increase defence power of ally
Arm-75 Pwr-16 Def-2 Num-5 Spd-D

16.Pan

Info- Indefensible
Make indefensible for a length of time
Arm-45 Pwr-12 Def-2 Num-4 Spd-C

17.Peck Strike

Info- Destroy
Cause great damage to defence less enemy
Arm-20 Pwr-85 Def-3 Num-3 Spd-D

18.Prominence

Info- Beam
Powerful shooting attack
Arm-45 Pwr-58 Def-3 Num-2 Spd-D

-RIGHT ARM PARTS-

1.Revolver

Info- Rifle
High speed shooting attack
Arm-35 Pwr-5 Def-4 Spd-C

2.Flexorsword

Info- Sword
High speed grappling attack
Arm-35 Pwr-5 Def-6 Spd-B

3.Shoot Barrel

Info- Rifle
High speed shooting attack
Arm-40 Pwr-3 Def-5 Spd-C

4.Deathmissile

Info- Missile
Attack opponent with guided missile
Arm-65 Pwr-24 Def-6 Spd-D

5.Past Touch

Info- Confusion
Confuse the opponent
Arm-25 Pwr-3 Def-7 Spd-D

6.Canceller

Info- Symptom Clr

Cancel symptoms added by enemy

Arm-50 Pwr-0 Def-7 Spd-S

7.Catch

Info- Hold

Decrease enemy movement speed

Arm-30 Pwr-9 Def-6 Spd-A

8.Megalaser

Info- Laser

Powerful shooting attack

Arm-60 Pwr-12 Def-0 Spd-D

9.Ninja Dagger

Info- Sword

High speed grappling attack

Arm-30 Pwr-7 Def-3 Spd-A

10.Aim Rifle

Info- Rifle

High speed shooting attack

Arm-30 Pwr-5 Def-4 Spd-C

11.Helmight

Info- Sacrifice

Sacrifice parts to cause great damage

Arm-20 Pwr-64 Def-3 Spd-D

12.Fire Gun

Info- Fire

Continued damage with flame attack

Arm-30 Pwr-13 Def-3 Spd-B

13.Plus Driver

Info- Break

Shooting attack to send magnetic storm

Arm-50 Pwr-8 Def-6 Spd-D

14.Dohtack

Info- Void Optic

Void damage of laser beam

Arm-80 Pwr-0 Def-6 Spd-?

15.Knightshield

Info- Defence

Increase defence power of ally

Arm-75 Pwr-6 Def-2 Spd-D

16.Pun

Info- Indefensible

Make indefensible for a length of time

Arm-45 Pwr-5 Def-2 Spd-C

17.Dondon Punch

Info- Destroy

Cause great damage to defenceless enemy

Arm-20 Pwr-34 Def-3 Spd-D

18.Ignition

Info- Rifle

High speed shooting attack

Arm-30 Pwr-7 Def-3 Spd-C

-LEFT ARM PARTS-

1.Submachingun

Info- Gatling Gun

High speed shooting attack

Arm-35 Pwr-12 Def-6 Spd-D

2.Straw Hammer

Info- Hammer

High speed grappling attack

Arm-35 Pwr-17 Def-8 Spd-C

3.Range Shooter

Info- Gatling Gun

High speed shooting attack

Arm-40 Pwr-10 Def-7 Spd-D

4.Deathlaser

Info- Laser

Powerful shooting attack

Arm-65 Pwr-35 Def-8 Spd-E

5.Past Feel

Info- Extra Charge

Increase speed of movement

Arm-60 Pwr-8 Def-9 Spd-E

6.Recovery

Info- Symptom Clr

Cancel symptoms added by enemy

Arm-50 Pwr-0 Def-10 Spd-B

7.Twist

Info- Hold

Decrease enemy movement speed

Arm-30 Pwr-13 Def-9 Spd-C

8.Gigalaser

Info- Laser

Powerful shooting attack

Arm-60 Pwr-18 Def-0 Spd-E

9.Ninja Blade

Info- Sword

High speed grappling attack

Arm-30 Pwr-15 Def-5 Spd-A

10.Battle Rifle

Info- Rifle

High speed shooting attack

Arm-30 Pwr-10 Def-6 Spd-C

11.Helming

Info- Sacrifice

Sacrifice parts to cause great damage

Arm-20 Pwr-96 Def-4 Spd-E

12.Flame Gun

Info- Fire

Continued damage with flame attack

Arm-30 Pwr-19 Def-4 Spd-D

13.Minus Driver

Info- Break

Shooting attack to send magnetic storm

Arm-50 Pwr-12 Def-9 Spd-E

14.Dohtatack

Info- Void Gravity

Void damage of break

Arm-80 Pwr-0 Def-9 Spd-?

15.Greatshield

Info- Defence

Increase defence power of ally

Arm-75 Pwr-9 Def-3 Spd-E

16.Keen

Info- Indefensible

Make indefensible for a length of time

Arm-45 Pwr-7 Def-3 Spd-D

17.Dopa Punch

Info- Destroy

Cause great damage to defenceless enemy

Arm-20 Pwr-51 Def-4 Spd-E

18.Explode

Info- Gatling Gun

High speed shooting attack

Arm-30 Pwr-14 Def-5 Spd-D

-LEG PARTS-

1.Ochitsuka

Info- Dual Leg (SHT)

Common leg type

Good at shooting

Arm-50 Def-3 Spd-C

Sht-S Eft-E Grp-E Def-E

2.Sharp Edge

Info- Dual Leg (GRP)

Common leg type

Good at grapple

Arm-45 Def-4 Spd-B

Sht-E Eft-E Grp-B Def-C

3.Abductor

Info- Dual Leg (SHT)

Common leg type

Good at shooting

Arm-50 Def-4 Spd-C

Sht-B Eft-D Grp-E Def-D

4. Deathcrawler

Info- Multi Leg

Not influenced by a slope

Arm-55 Def-6 Spd-E

Sht-A Eft-E Grp-C Def-D

5. Umbilical

Info- Float

Not influenced by any landform

Arm-80 Def-7 Spd-E

Sht-E Eft-S Grp-E Def-D

6. Ace Hooves

Info- Multi Leg

Not influenced by a slope

Arm-40 Def-7 Spd-D

Sht-E Eft-A Grp-D Def-E

7. Swick

Info- Multi Leg

Not influenced by a slope

Arm-30 Def-6 Spd-C

Sht-E Eft-E Grp-A Def-D

8. Rollertank

Info- Tank

Heavily armored but slow

Arm-105 Def-2 Spd-E

Sht-B Eft-E Grp-E Def-B

9. Tiptoe

Info- Dual Leg (GRP)

Common leg type

Good at grapple

Arm-45 Def-4 Spd-A

Sht-E Eft-E Grp-B Def-D

10. Howzer

Info- Dual Leg (SHT)

Common leg type

Good at shooting

Arm-45 Def-4 Spd-B

Sht-S Eft-E Grp-E Def-E

11. Helchaos

Info- Dual Leg (SHT)

Common leg type

Good at shooting

Arm-45 Def-4 Spd-C

Sht-C Eft-C Grp-E Def-D

12. Red Tail

Info- Flight

Good at flying but fragile

Arm-25 Def-3 Spd-B

Sht-D Eft-E Grp-B Def-C

13. Smacker

Info- DIVING

Good at underwater battles
Arm-60 Def-6 Spd-E
Sht-B Eft-E Grp-D Def-C

14.Dokan

Info- Float
Not influenced by any landform
Arm-80 Def-6 Spd-E
Sht-E Eft-S Grp-E Def-E

15.Trojan Horse

Info- Vehicle
Move quickly but fragile
Arm-55 Def-2 Spd-A
Sht-D Eft-E Grp-E Def-S

16.Squashbasher

Info- Vehicle
Move quickly but fragile
Arm-45 Def-2 Spd-S
Sht-D Eft-B Grp-E Def-D

17.Wannafly

Info- Flight
Good at flying but fragile
Arm-20 Def-3 Spd-B
Sht-D Eft-E Grp-B Def-C

18.Fireworks

Info- Dual Leg (SHT)
Common leg type
Good at shooting
Arm-55 Def-3 Spd-B
Sht-A Eft-E Grp-E Def-D

-- FEMALE MEDAPARTS SECTION * --

-HEAD PARTS

1.Variablehair

Info- Scouting
Increase accuracy of shots to head parts
Arm-40 Pwr-41 Def-5 Num-4 Spd-D

2.Holy Helm

Info- Full defence
Void damages for given length of time
Arm-20 Pwr-6 Def-4 Num-2 Spd-D

3.Pretty Face

Info- Change
Randomly change to other parts
Arm-50 Pwr-0 Def-7 Num-5 Spd-D

4.Allrepair

Info- Recovery
Recover the armor of parts
Arm-30 Pwr-17 Def-9 Num-6 Spd-E

5.Flip

Info- Freeze

Stop enemy movement with winter freeze

Arm-30 Pwr-16 Def-2 Num-6 Spd-C

6.Sala-Head

Info- Atk Change

Randomly change to other attack parts

Arm-30 Pwr-0 Def-7 Num-5 Spd-C

7.Lightcircuit

Info- Thunder

Stop enemy movement with electric attack

Arm-25 Pwr-18 Def-5 Num-5 Spd-B

-RIGHT ARM PARTS-

1.PateriVulcan

Info- Gatling Gun

High speed shooting attack

Arm-25 Pwr-9 Def-5 Spd-B

2.Donar

Info- Minute Recov

Continual recovery of parts

Arm-25 Pwr-5 Def-5 Spd-D

3.Pride Viper

Info- Change

Randomly change to other parts

Arm-50 Pwr-0 Def-6 Spd-D

4.Cure Hand

Info- Recovery

Recover the armor of parts

Arm-30 Pwr-7 Def-8 Spd-E

5.Flapp

Info- Freeze

Stop enemy movement with winter freeze

Arm-30 Pwr-7 Def-2 Spd-C

6.Sala-Hand

Info- Atk Change

Randomly change to other attack parts

Arm-30 Pwr-0 Def-6 Spd-C

7.Light Jab

Info- Thunder

Stop enemy movement with electric attack

Arm-25 Pwr-8 Def-5 Spd-B

-LEFT ARM PARTS-

1.Short Shot

Info- Rifle

High speed shooting attack

Arm-25 Pwr-11 Def-7 Spd-B

2.Translate

Info- Minute Recov

Continual recovery of parts

Arm-25 Pwr-7 Def-7 Spd-D

3.Desire Bison

Info-

Arm-50 Pwr-0 Def-8 Spd-D

4.Repair Arm

Info- Recovery

Recover the armor of parts

Arm-30 Pwr-10 Def-11 Spd-E

5.Flop

Info- Freeze

Stop enemy movement with winter freeze

Arm-30 Pwr-10 Def-2 Spd-D

6.Sala-Arm

Info- Atk Change

Randomly change to other attack parts

Arm-30 Pwr-0 Def-8 Spd-D

7.Light Blow

Info- Thunder

Stop enemy movement with electric attack

Arm-25 Pwr-11 Def-7 Spd-C

-LEG PARTS-

1.Flaregather

Info- Dual Leg (SHT)

Common leg type

Good at shooting

Arm-40 Def-5 Spd-B

Sht-B Eft-E Grp-E Def-C

2.Petticoat

Info- Dual Leg (GRP)

Common leg type

Good at grapple

Arm-35 Def-4 Spd-A

Sht-E Eft-B Grp-E Def-D

3.Queendresser

Info- Float

Not influenced by any Landform

Arm-60 Def-6 Spd-C

Sht-E Eft-A Grp-E Def-D

4.Purple Fin

Info- DIVING

Good at underwater battles

Arm-45 Def-8 Spd-C

