

# Super Robot Wars A (Import) Scenario Guide

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Super Robot Taisen A Scenario Guide v.0.2  
Released on April 20, 2002  
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Section 1: Overview  
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Having already done considerable research into the pilots and mecha of Super Robot Taisen A, a scenario guide was an inevitability. Sure, a lot of the plot is not in here - since I cannot speak Japanese. However, this should give players an outline of what kind of resistance to expect in each map, and some of the game-play related twists and turns in the game.

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Section 2: Version History  
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0.2 (4/20/02): First draft. Only covers Scenarios 1-11 on the Real Robot-Space Route.

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Section 3: General Scenario Information  
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All Scenario information is presented in a fairly brief format. The Scenario's number and name is taken from the opening screen that flashes past for each scenario. Translations are approximate and based on my (limited, non-speaking) Japanese.

The Operational Objectives (Sakusen Mokuteki) can be viewed at any time by selecting the third option in the main combat menu (accessed by pressing A over an empty map square). The Victory Conditions (Shouri Jouken) are listed on the top; the Losing Conditions (Haiboku Jouken) are listed on the bottom. The original terms used were:

Teki no Zenmetsu (Enemies Completely Destroyed)

Mikata no Zenmetsu (Allies Completely Destroyed)  
Mikata no Senkan Gekiha (Allied Battleships Destroyed)  
Shuuninkou Ki no Gekiha (Chief Character's Mecha Destroyed)  
Yousai Uchuu ni Teki Shinyuu (Invaders are Inside the Base)  
Domon Ki no Gekiha (Domon's Unit Destroyed)  
Aestivalis no Gekiha (Aestivalis Destroyed)  
X Turns Keika (X Turns Expire)

Map Information:

All maps are 30 x 30. Space 1, 1 is the Upper Left Hand Corner of the screen. All other coordinates are derived from that position.

Minor Bases:

Minor Bases provide a small amount of HP and EN restoration (10% of the maximum value per turn).

Major Bases:

Major Bases provide a large amount of HP and EN restoration (20% of the maximum value per turn). Often, Major Bases are scenario objectives.

Level Listings:

The 'L+' or 'L-' terminology refers to how the game generates the levels of your new allies and enemies. The game will average the level of your pilots and use this as a base, adding or subtracting a certain number of levels depending on how 'experienced' your enemies are supposed to be. L+0 refers that average; usually this is the level of the weakest of your enemies (the soldiers piloting the worst mecha).

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Section 4: Real Robot Start Path  
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Scenario 1, Real Robot Path  
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Scenario Title: Ihoujin (A Stranger)

Map Data: 30 X 30, Space

Operational Objectives:

Victory Conditions: Enemies Completely Destroyed

Failure Conditions: Chief Character's Mecha Destroyed

Starting Units:

Ash Saber / Raaza Angurifu (Main Character, L3): 18, 15

Ash Saber will start at 3800 HP, 150 EN

Raaza Angurifu will start at 3680 HP, 144 EN

Cavalier Type-0 (Ken Wakaba, L+0): 16, 15

Dragonar Type-2 (Tapp Oceano, L+0): 17, 14

Dragonar Type-3 (Light Newman, L+0): 17, 6

Starting Enemy Units:

3 x Level 1 Gelf (Dan Kruger, Karl Guyner, Welner Fritz, L+0): 3, 13; 4, 15;  
3, 17

1 x Level 1 Falgen (Maillot Plarto, L+2): 2, 15

Key Events:

If Maillot is Destroyed or Forced to Retreat:

All Remaining Giganos Military forces retreat.

Scenario ends.

If the Scenario ends before Turn 3:

Reinforcements will not arrive (both Friendly and Enemy).

Scenario ends.

Turn 3:

Enemy Reinforcements:

6 x Level 1 Drau (Giganos Soldier, L+0): 26, 18; 26, 12; 29, 20; 29, 16;  
29, 14; 29, 10

2 x Level 1 Gebaye (Giganos Soldier, L+1): 28, 18; 28, 12

Friendly Reinforcements:

1 x Level 1 Argama (Bright Noah, L+0): 18, 25

1 x Level 1 Gundam (Amuro Rey, L+2): 17, 24

Taurus (Lucrezia Noin, L+0): 19, 24

Objectives Change:

Allied Battleships Destroyed is now a Losing Condition

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Scenario 2, Real Robot Path  
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Scenario Title: Imouto-tachi no Tatakai (The Battle of the Younger Sisters)

Map Data: 30 X 30, Space

All Colony Squares count as Minor Bases

Operational Objectives:

Victory Conditions: Enemies Completely Destroyed

Failure Conditions: Allies Completely Destroyed

Starting Units:

Ash Saber / Raaza Angurifu (Main Character): 9, 24

Methuss (Fa Yuiry, L+0): 8, 23

Cavalier Type-0 (Ken Wakaba): 9, 22

Dragonar Type-2 (Tapp Oceano): 8, 21

Dragonar Type-3 (Light Newman): 10, 23

Starting Enemy Units:

4 x Level 1 Drau (Giganos Soldier, L+0): 9, 30; 9, 16; 2, 23; 15, 23

4 x Level 1 Gebaye (Giganos Soldier, L+1): 4, 28; 14, 28; 4, 18; 14, 18

Key Events:

Turn 2:

Enemy Reinforcements:

1 x Level 1 Falgen (Maillot Plarto, L+3): 9, 13

3 x Level 1 Gelf (Dan, Karl, Welner, L+2): 9, 15; 7, 14; 11, 14

2 x Level 1 Drau (Giganos Soldier, L+1): 6, 16; 12, 16

Turn 3:

Friendly Reinforcements:

Argama (Bright Noah): 21, 23

Gundam (Amuro Rey): 20, 24

Taurus (Lucrezia Noin): 20, 22

Objectives Change:

Allies Completely Destroyed is no longer a Losing Condition

Allied Battleships Destroyed is now a Losing Condition

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Scenario 3, Real Robot Path  
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Scenario Title: Futari Dake no Sensou (A Private War)

Map Data: 30 X 30, Land (some Water squares)

Operational Objectives:

Victory Conditions: Enemies Completely Destroyed

Failure Conditions: Allied Battleships Destroyed

Starting Units:

Argama (Bright Noah): 9, 21

1-7 Deployable Mecha:

11, 21; 10, 22; 9, 23; 8, 22; 7, 21; 8, 20, 9, 19

Level 1 Gundam Ez-08 (Shiro Amada, L+0): 13, 7

Gundam Ez-08 will start at 2500 HP, 75 EN, and has moved this turn

Starting Enemy Units:

1 x Level 1 Apsaras (Aina Sahalin, L+1): 13, 6

2 x Level 1 Gouf Custom (Ranba Ral, Norris Packard, L+2): 1, 8; 3, 6

10 x Level 1 Zaku II (Zeon Soldier, L+0): 5, 6; 5, 8; 1, 10; 3, 10; 24, 9;

24, 11; 26, 11; 28, 13; 28, 15; 30, 15

3 x Level 1 Dom II (Gaia, Ortega, Mash, L+1): 28, 11; 28, 9; 30, 11

Key Events:

Apsaras is Heavily Damaged:

Norris Packard and Aina Sahalin will retreat; Gundam Ez-08 suffers 900 damage directly to HP (bypasses the shield)

Turn 2: (if the above event has not executed)

Norris Packard and Aina Sahalin will retreat; Gundam Ez-08 suffers 900 damage directly to HP (bypasses the shield)

Notes:

You cannot destroy the Apsaras. A minimum of 10 HP will remain regardless of the attack strength.

This was the title of the first episode of the Kidou Senki Gundam 08th MS Shoutai OAV Series.

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Scenario 4, Real Robot Path  
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Scenario Title: "Otoko Rashiku" de Ikou (Let's Get "Masculine")

Map Data: 30 X 30, Land (some Water)

Nergal Industries Underground Docks counts as a Major Base

Special Locations:

Nergal Industries Underground Docks (counts towards Objectives)

Horizontal Squares 14-16

Vertical Squares 14-16

Operational Objectives:

Victory Conditions: Enemies Completely Destroyed

Failure Conditions: Allied Battleships Destroyed, Invaders are Inside the Base

Starting Units:

Argama (Bright Noah): 26, 10

Gundam (Amuro Rey): 24, 12

Dragonar Type-1 (Ken Wakaba): 23, 13

Dragonar Type-2 (Tapp Oceano): 25, 13

Dragonar Type-3 (Light Newman): 23, 11

1-4 Deployable Mecha:

24, 10; 25, 9; 26, 8; 27, 9

Starting Enemy Units:

6 x Level 2 Drau (Giganos Soldier, L+0): 10, 26; 12, 26; 18, 26; 20, 26;  
14, 27; 16, 27  
2 x Level 2 Gebaye (Giganos Soldier, L+1): 13, 29; 17, 29  
1 x Level 2 Falgen (Maillot Plarto, L+2): 15, 30

Key Events:

All Giganos Military Units Destroyed:

Execute immediately the events scheduled for Turn 4.

Turn 4:

Friendly NPC Reinforcement:

1 x Aestivalis Akito (Land) (Tenkawa Akito, L+0): 15, 17

Friendly Reinforcements:

Daimos (Ryuuzaki Kazuya, L+1): 4, 23

Galba FX II (Yuuzuki Keishirou / Izumi Nana, L+0): 2, 23

Getta-1/2/3 (Nagare Ryuuma, Jin Hayato, Tomoe Musashi, L+1): 5, 24

Texas Mack (Jack King / Mary King, L+0): 4, 25

Mazinger-Z (Kabuto Kouji, L+1): 3, 24

Diana A (Yumi Sayaka, L+0): 1, 24

Boss Borot (Boss, L+0): 2, 25

Enemy Reinforcements:

1 x Level 1 Yousai Demonika (Ankoku Dai-Shogun, L+2): 5, 5

1 x Level 1 Magma Kemono Dakuron (Soutou Warukimedesu, L+3): 3, 6

1 x Level 1 Mecha Hakkotsu Oni (Hakkotsu Oni, L+2): 5, 8

1 x Level 1 Mecha Yousai Oni (Hidoraa Gensui, L+2): 2, 8

2 x Level 1 Mecha Kakumen Oni (AI, L+1): 2, 11; 8, 5

2 x Level 2 Sentou Kemono Dokaigaa (AI, L+1): 4, 10; 7, 7

Objectives Change:

Aestivalis Destroyed is now a Losing Condition

All Enemy Units Destroyed:

9 x Gebaye will appear.

Nadesico will launch from the underwater gate of the Nergal Docks.

Nadesico will fire the Gravity Blast (MAP version), destroying all Gebayes.

Notes:

Akito will usually not move for two turns.

This was the title of the first episode of the Kidou Senkan Nadesico TV Series. The general plot of this episode is copied from the episode (replacing the Jovians with the Giganos/Demon Army forces).

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Scenario 5, Real Robot Path  
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Scenario Title: Futari no Kanchou (Two Captains)

Map Data: 30 X 30, Land (plenty of Water)

Operational Objectives:

Victory Conditions: Enemies Completely Destroyed

Failure Conditions: Allied Battleships Destroyed

Starting Units:

Argama (Bright Noah): 18, 15

Argama will start a -10 EN, and cannot move

Argama will have taken damage from Devil Gundam's Mega Beam Cannon

1-14 Deployable Mecha:

16, 15; 17, 14; 18, 13; 19, 14; 20, 15; 19, 16; 18, 17; 17, 16; 14, 15;

16, 13; 18, 11; 20, 13; 22, 15; 20, 17

Shining Gundam S (Domon Kasshu, L+1): 25, 22

Domon will start at 130 Kiryoku

Starting Enemy Units:

1 x Level 1 Devil Gundam (Kyouji Kasshu, L+3): 18, 25  
Devil Gundam will start at -20 EN  
1 x Level 1 Reb Gelf (Karl Guyner, L+2): 20, 2  
1 x Level 1 Jagd Gelf (Welner Fritz, L+2): 18, 3  
1 x Level 2 Gelf (Dan Kruger, L+2): 16, 2  
6 x Level 2 Gebaye (Giganos Soldier, L+1): 7, 10; 10, 6; 14, 4; 22, 4; 26, 6;  
29, 10  
6 x Level 1 Zwei (Giganos Soldier, L+0): 7, 13; 6, 16; 7, 19; 29, 13; 30, 16;  
29, 19

Key Events:

Pre-Battle Cinematics:

Argama will shoot the Mega Ryuushi Shuuhou at the Nadesico (-10 EN)  
Nadesico's Distortion Field will block the shot (-20 EN)  
Devil Gundam appears  
Devil Gundam will shoot the Mega Beam Cannon at the Argama (-20 EN)  
Argama's engines will be damaged and cannot move  
Nadesico and Akito will flee  
Giganos Troops arrive  
Domon Kasshu / Shining Gundam arrives at 25, 22  
Domon receives a +30 Kiryoku bonus (turning into Shining Gundam S)  
Devil Gundam is severely damaged or destroyed:  
Devil Gundam will restore 100% of HP (and revive, if applicable), and flee

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Scenario 6, Real Robot Path  
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Scenario Title: Saru Mono, Tsuiwareru Mono (The One Who Leaves, and the One Who Follows)

Map Data: 30 X 30, Land

Federal Forces Torrington (Australia) Base counts as a Major Base

Special Locations:

Torrington Base, North Side (counts towards Objectives)  
Horizontal Squares 17-19  
Vertical Squares 16-18  
Torrington Base, South Side (counts towards Objectives)  
Horizontal Squares 16-18  
Vertical Squares 18-20  
Torrington Base Airstrip (does NOT count toward Objectives)  
13, 17; 14, 17; 15, 17; 16, 17; 17, 17; 18, 17; 19, 17

Operational Objectives:

Victory Conditions: Enemies Completely Destroyed

Failure Conditions: Allies Completely Destroyed, Invaders are Inside the Base

Starting Units:

Ash Saber / Raaza Angurifu (Main Character): 20, 16  
Daimos (Ryuuzaki Kazuya): 20, 14  
Getta-1 (Nagare Ryuuma): 18, 14  
GM Custom (South Burning, L+1): 16, 14  
GM Custom will have 1 level of upgrades in all categories  
Dragonar-1 (Ken Wakaba): 18, 16  
Dragonar-2 (Tapp Oceano): 17, 15  
Dragonar-3 (Light Newman): 16, 16  
Mazinger-Z (Kabuto Kouji): 19, 15

Starting Enemy Units:

4 x Level 1 Sentou Robo Zubanzaa (AI, L+0): 24, 3; 26, 5; 27, 6; 29, 8  
2 x Level 1 Sentou Robo Dari (AI, L+1): 26, 3; 29, 6  
1 x Level 1 Special Sentou Robo Dari (Raiza Shogun, L+2): 28, 4  
1 x Level 1 Garunrooru (Rihiteru, L+3): 30, 2

Key Events:

Turn 3:

Enemy Reinforcements:

2 x Level 1 Sentou Robo Zubanzaa (AI, L+0): 10, 24; 12, 26

2 x Level 1 Sentou Robo Dari (AI, L+1): 8, 25; 11, 28

1 x Sentou Robo Dari Special (Barubasu Shogun): 9, 27

Barubasu will take Erika

Barubasu will leave the battlefield

Ryuuzaki Kazuya loses 30 Kiryoku points

All Sentou Robo and Garunrooru Destroyed:

Objectives Change:

Allies Completely Destroyed is no longer a Losing Condition

Allied Battleships Destroyed is now a Losing Condition

Enemy Reinforcements:

1 x Level 1 Gundam Test Model Number 2 Machine (Anavel Gato, L+3): 14, 15

1 x Level 1 Char's Personal Use Gelgoog (Char Aznable, L+3): 12, 17

1 x Level 1 Apsaras (Aina Sahalin, L+0): 10, 10

4 x Level 3 Zaku II (Zeon Soldier, L+0): 6, 12; 8, 10; 10, 8; 12, 6

2 x Level 2 Gouf Custom (Ranba Ral, Norris Packard, L+2): 6, 10; 10, 6

3 x Level 2 Dom II (Gaia, Ortega, and Mash, L+1): 8, 8; 6, 8; 8, 6

Friendly Reinforcements:

Argama (Bright Noah): 17, 19

Argama cannot move

Gundam (Amuro Rey): 14, 18

Gundam Shisaku 1-Gou Ki (Kou Uraki, L+0): 15, 17

Gundam Ez-08 (Shiro Amada): 17, 15

Up to 4 Mecha: 18, 18; 19, 19; 17, 21; 15, 19

Notes:

At any point in the battle, Shiro Amada may use the Convince command on Aina Sahalin if he is adjacent to her unit.

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Scenario 7, Real Robot Path  
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Scenario Title: Atsui Suna no Koubousen (Battle on the Burning Sand)

Map Data: 30 X 30, Land

Duchy of Zeon Kimberline Base counts as a Major Base

Special Locations:

Kimberline Base

Horizontal Squares 4-6

Vertical Squares 3-5

Operational Objectives:

Victory Conditions: Enemies Completely Destroyed

Failure Conditions: Allies Completely Destroyed

Starting Units:

Ash Saber / Raaza Angurifu (Main Character): 26, 28

Dragonar Type-1 (L) (Ken Wakaba): 28, 27

Dragonar Type-2 (L) (Tapp Oceano): 28, 29

Dragonar Type-3 (L) (Light Newman): 30, 27

Gundam Ez-08 (Shiro Amada): 27, 26

Daimos (Ryuuzaki Kazuya): 29, 25

Starting Enemy Units:

1 x Level 1 Char's Personal Use Gelgoog (Char Aznable, L+3): 19, 22  
1 x Level 1 Gundam Test Model Number 2 Machine (Anavel Gato, L+3): 22, 18  
1 x Level 1 Apsaras (Aina Sahalin, L+0): 21, 20  
3 x Level 2 Dom II (Gaia, Ortega, and Mash, L+1): 22, 21; 20, 23; 24, 19  
2 x Level 2 Gouf Custom (Ranba Ral, Norris Packard, L+2): 22, 23; 24, 21  
1 x Level 1 Apsaras (Ghinias, L+3): 9, 8  
8 x Level 3 Zaku II (Zeon Soldier, L+0): 6, 8; 9, 5; 12, 7; 8, 11; 7, 14;  
10, 13; 14, 9; 15, 6  
1 x Level 1 Zaku II [Special with Head Fin] (Neuen Bitter, L+3): 11, 10

Key Events:

Char Aznable, Anavel Gato, Gaia, Ortega, or Mash Attacked or Destroyed:

Char Aznable, Anavel Gato, Gaia, Ortega, and Mash will Retreat

Friendly Reinforcements:

Gundam Mk. II (Camille Bidan, L+1): 4, 3

Argama (Bright Noah): 28, 15

Up to 8 Mecha:

26, 15; 27, 14; 28, 13; 29, 14; 30, 15; 29, 16; 28, 17; 27, 16

Objectives Change:

Allies Completely Destroyed is no longer a Losing Condition

Allied Battleships Destroyed is now a Losing Condition

NPC Reinforcements:

1 x Lv. 3 Magma Kemono Dakuron (Soutou Warukimedesu, L+3): 7, 28

1 x Lv. 2 Mecha Yousai Oni (Hidoraa Gensui, L+2): 8, 26

2 x Lv. 3 Mecha Kakumen Oni (AI, L+1): 16, 30; 7, 21

2 x Lv. 4 Sentou Kemono Dokaigaa (AI, L+1): 11, 25; 12, 26

1 x Lv. 1 Magma Kemono Great I (Shogun Danguru, L+3): 9, 30

1 x Lv. 1 Getta Q (Saotome Miyuki, L+0): 10, 23

1 x Lv. 1 Minerva X (AI [Special], L+0): 14, 28

1 x Lv. 2 Yousai Demonika (Ankoku Dai-Shogun, L+2): 11, 29

Notes:

If you Convinced Aina in the previous Scenario, and if the Apsaras was not destroyed in either that scenario or this scenario, you will receive the Apsaras as a unit at the end of this battle if it is the last enemy unit remaining.

You must destroy all NPC units to end the scenario.

If you attack Getta Q with Getta-1, Getta-2, and Getta-3, and Hidoraa Gensui (a Getta enemy) is alive, you can use Nagare Ryuuma to Convince Saotome Miyuki. She will join your forces immediately.

If Ankoku Dai-Shogun is present, Kabuto Kouji can use the Convince command on Minerva X. Minerva X will become friendly, but cannot be directly controlled (as it has no pilot, but an AI). And yes, Minerva X could decide to attack Aina.

Neuen's Zaku II looks like (and uses, I am certain, the same base data - I've checked, there is only one mecha that has that picture) as the Zaku II MS-06F2. It is the only example of a non-standard, non-linked enemy unit upgrade in the game that I've seen to date. Even Ghinias' Apsaras has its own data, but not Neuen's Zaku II.

This was the title of the fourth episode of the Kidou Senshi Gundam 0083: Stardust Memory TV Series.

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Scenario 8, Real Robot Path  
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Scenario Title: Ugoukidasu Akuma (The Devil Escapes)



Map Data: 30 X 30, Land

Federal Forces Kilimanjaro Base counts as a Major Base

Special Locations:

Kilimanjaro Base, North Side (counts towards Objectives)

Horizontal Squares 15-17

Vertical Squares 12-14

Kilimanjaro Base, Southwest Launch Pad (counts towards Objectives)

Horizontal Squares 13-15

Vertical Squares 16-18

Kilimanjaro Base, Southeast Side (counts towards Objectives)

Horizontal Squares 17-19

Vertical Squares 16-18

Operational Objectives:

Victory Conditions: Enemies Completely Destroyed

Failure Conditions: Allied Battleships Destroyed, Invaders are Inside the Base

Starting Units:

Argama (Bright Noah): 14, 17

Argama cannot move

Getta-1 (Nagare Ryuuma): 14, 15

Texas Mack (Jack King/Mary King): 15, 16

Dragonar Type-1 (L) (Ken Wakaba): 16, 17

Dragonar Type-2 (L) (Tapp Oceano): 15, 18

Dragonar Type-3 (L) (Light Newman): 14, 19

Getta-Q (Saotome Michiru): 13, 18

Starting Enemy Units:

1 x Level 2 Devil Gundam (Kyouji Kasshu, L+3): 16, 2

15 x Level 1 Devil Army (Zombie Soldier, L+0): 14, 2; 18, 2; 16, 4; 14, 6;  
18, 6; 11, 7; 21, 7; 8, 9; 7, 12; 6, 15; 7, 18; 25, 18; 26, 15; 25, 12;  
24, 9

Key Events:

Pre-Scenario Start:

Path Choice:

Path 1: Nakama o shinjite Argama ni todomaru -> Uchuu Route

(Believe in your friends and stay in the Argama -> Space Route)

Path 2: Devil Gundam okui todomeru -> Chijou Route

(Stop the Devil Gundam's intention -> Earth Route)

Ash Saber / Raaza Angurifu will deploy at 13, 16

Objectives Change:

Domon's Unit Destroyed is now a Losing Condition

Turn 8:

Argama will launch. Scenario ends successfully.

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Section 5: Super Robot Start Path  
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\*Under Construction\*

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Section 6: Space Route  
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Scenario 9, Space Route

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Scenario Title: Surechigau Uchuu (Passing Space)

Map Data: 30 X 30, Space

Operational Objectives:

Victory Conditions: Enemies Completely Destroyed

Failure Conditions: Allied Battleships Destroyed

Starting Units:

Argama (Bright Noah): 28, 15

FA Gundam / Gundam (Amuro Rey): 24, 15

Ash Saber / Raaza Angurifu (Main Character): 18, 14

GM Custom (South Burning): 18, 16

1-10 Deployable Mecha:

26, 15; 27, 14; 28, 13; 29, 14; 30, 15; 29, 16; 28, 17; 27, 16; 26, 13;  
28, 11

Starting Enemy Units:

1 x Level 1 Gelgoog M (Cima Garahau, L+3): 12, 15

1 x Level 1 Gwaden (Aguille Delaz, L+4): 2, 15

3 x Level 3 Dom II (Gaia, Ortega, Mash, L+2): 4, 15; 3, 14; 3, 16

4 x Level 3 Zaku II (Zeon Soldier, L+0): 7, 9; 7, 11; 7, 19; 7, 21

2 x Level 1 Zaku II MS-06F2 (Zeon Soldier, L+1): 9, 10; 9, 20

4 x Level 1 Dom II (Zeon Soldier, L+0): 3, 7; 3, 5; 3, 23; 3, 25

2 x Level 1 Gelgoog M (Zeon Soldier, L+1): 5, 6; 5, 24

Key Events:

Pre-Battle Cinematics:

Gundam Test Model Number 1 Machine (Kou Uraki) will deploy.

Gelgoog M (Cima Garahau) will advance to 12, 15.

Cima will fire her Beam Rifle twice and Kou; the second hit will reduce Kou to 10 HP. (Due to balancer problems on the GP-01.) Kou will return fire twice, but miss.

GM Custom (South Burning) and the Main Character will deploy.

Gundam Test Model Number 1 Machine will retreat.

Turn 3:

NPC Reinforcements:

1 x Level 1 Nadesico (Misumaru Yurika, L+0): 10, 27

1 x Level 1 Aestivalis (OG) Gai (Daigouji Gai, L+0): 11, 25

1 x Level 1 Aestivalis (OG) Akito (Tenkawa Akito, L+0): 12, 27

Enemy Reinforcements:

1 x Level 2 Gundam Test Model Number 2 Machine (Anavel Gato, L+3): 9, 15

1 x Level 1 Zeong (Char Aznable, L+3): 6, 13

1 x Level 1 Elmeth (Lalah Sune, L+2): 6, 17

Post-Battle Cinematics:

Aestivalis (OG) Ryoko, Aestivalis (OG) Izumi, and Aestivalis (OG) Hikaru will arrive on the map (missing the Nadesico).

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Scenario 10, Space Route  
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Scenario Title: Shourisha Nado Inai Tatakai (The Battle Without a Victor)

Map Data: 30 X 30, Lunar (Space / Land)

Anaheim Electronics' Von Braun City Base counts as a Minor Base

Special Locations:

Anaheim Electronics' Von Braun City Base

Horizontal Squares 20-22

Operational Objectives:

Victory Conditions: Enemies Completely Destroyed

Failure Conditions: Allied Battleships Destroyed

Starting Units:

Argama (Bright Noah): 19, 21

Boss Borot (Boss): 16, 20

Gundam Test Model Number 1 Machine Fb (Kou Uraki): 16, 18

Super Gundam (Camille Bidan): 15, 21

Aestivalis (OG) Ryoko (Subaru Ryoko): 18, 18

1-11 Deployable Mecha:

19, 19; 20, 20; 21, 21; 20, 22; 19, 23; 18, 22; 17, 21; 18, 20; 19, 17;  
21, 19; 23, 21

Starting Enemy Units:

1 x Level 1 Val Varo (Kelly Layzner, L+2): 9, 15

5 x Level 1 Gelgoog M (Zeon Soldier, L+1): 19, 2; 21, 3; 23, 2; 10, 10; 4, 16

4 x Level 2 Dom II (Zeon Soldier, L+0): 10, 8; 8, 10; 4, 14; 2, 16

2 x Level 2 Dyne (Giganos Soldier, L+1): 15, 6; 27, 6

4 x Level 3 Gebaye (Giganos Soldier, L+0): 13, 4; 17, 4; 25, 4; 29, 4

1 x Level 1 Gerbera Tetra (Cima Garahau, L+3): 21, 1

Key Events:

None.

Notes:

This is the first line of the song "The Winner", the 1st Opening Song to the Kidou Senshi Gundam 0083: Stardust Memory TV Series.

Attacking the Val Varo with Kou, Ryoko, or Boss will create dialogue (since all three meet Kelly on the Junk Level of Von Braun City before the battle).

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Scenario 11, Space Route  
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Scenario Title: Akumu no Senkou (The Flash of a Nightmare)

Map Data: 30 X 30, Space (near the former Zeon base Solomon)

Duchy of Zeon Solomon Base / Federal Forces Kompei Island Base counts as a  
Minor Base

Special Locations:

Federal Forces Kompei Island Base (aka Duchy of Zeon Solomon Base)  
Squares 16, 8; 15, 9; 16, 9; 17, 9; 16, 10

Operational Objectives:

Victory Conditions: Enemies Completely Destroyed

Failure Conditions: Allied Battleships Destroyed

Starting Units:

Argama (Bright Noah): 16, 27

Aestivalis (OG) Hikaru (Amano Hikaru): 13, 24

Aestivalis (OG) Ryoko (Subaru Ryoko): 14, 23

Aestivalis (OG) Izumi (Maki Izumi): 15, 24

FA Gundam / Gundam (Amuro Rey): 17, 24

Aestivalis (OG) Akatsuki (Nagare Akatsuki): 19, 24

Gundam Test Model Number 1 Machine Fb (Kou Uraki): 18, 23

1-6 Deployable Mecha:

16, 25; 17, 26; 18, 27; 17, 28; 16, 29; 15, 28

Starting Enemy Units:

1 x Level 2 Gundam Test Model Number 2 Machine (Anavel Gato, L+3): 16, 11  
4 x Level 1 Gelgoog M (Zeon Soldier, L+1): 6, 6; 10, 6; 22, 6; 26, 6  
2 x Level 1 Zaku II MS-06F2 (Zeon Soldier, L+1): 8, 12; 24, 12  
4 x Level 3 Zaku II (Zeon Soldier, L+0): 5, 10; 11, 10; 21, 10; 27, 10  
1 x Level 3 Dom II (Karius, L+2): 8, 8  
3 x Level 3 Dom II (Gaia, Ortega, Mash, L+2): 16, 6; 14, 5; 18, 5  
1 x Level 1 Gerbera Tetra (Cima Garahau, L+3): 16, 4  
1 x Level 1 Val Varo (Kelly Layzner, L+2): 24, 8  
1 x Level x Zeong (Char Aznable, L+3): 14, 2  
1 x Level x Elmeth (Lalah Sune, L+2): 18, 2

Key Events:

Pre-Battle Cinematics:

13 x GM Custom currently occupy Kompei Island  
Gundam Test Model Number 2 Machine will appear  
Argama will appear  
Gundam Test Model Number 2 will use the Atomic Bazooka on Kompei Island  
All GM Custom will be destroyed  
Zeon reinforcements arrive  
Gundam Test Model Number 2 Machine will have its ammunition restored

Turn 2:

Friendly Reinforcements:

Nadesico (Misumaru Yurika, L+0): one square to the right of the Argama  
Aestivalis (OG) Akito (Tenkawa Akito, L+0): one square above the Nadesico  
Aestivalis (OG) Gai (Daigouji Gai, L+0): one square below the Nadesico

Enemy Count Drops below 9:

NPC Reinforcements:

6 x Level 1 Batta (AI, L+1): 1, 23; 3, 24; 4, 26; 27, 26; 28, 24; 30, 23

Notes:

Yes, the Nadesico does arrive via a Boson Jump. It will always arrive next to the Argama (if that space is not already occupied), so if the Argama moves during turn 1, the Nadesico's starting position will move along with the Argama.

The Federal Forces (Rempou-gun) renamed the Duchy of Zeon Solomon Base when it was captured during the One Year War. The base was called Kompei Island, which is a play on its Japanese name (Konpeitoh - a type of candy that looks like Solomon Base).

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Scenario 12, Space Route  
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Scenario Title: Hoshi no Kuzu no Kioku (Stardust Memories)

Map Data: 30 X 30, Space

Operational Objectives:

Victory Conditions: Enemies Completely Destroyed

Failure Conditions: Allied Battleships Destroyed, 9 Turns Expire

Starting Units:

Starting Enemy Units:

Key Events:

Kelly Layzner dies:

Anavel Gato gains +30 Kiryoku

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Section 7: Earth Route  
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\*Under Construction\*

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Section 8: Credits  
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There are several people without whose publicly available resources this document could have never been compiled:

GameFAQs ([www.gamefaqs.com](http://www.gamefaqs.com)), for being the comprehensive game information site;

badkarma.net, whose information helped me confirm the translations of some mecha and pilot names;

Jeffrey's J<->E Dictionary Server ([linear.mv.com/](http://linear.mv.com/)), an excellent on-line dictionary.

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Section 9: Copyright / Authorization  
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Section 10: Miscellaneous  
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Oh, I know. It's not very complete. But I figured that I might as well release a version now, both to help people who might have questions in the early stages, but also to expose the material to others who may have additions or corrections (hint, hint). Please don't send information about scenarios that I haven't yet gotten to - I will be getting to them eventually. However, if the information about the scenarios I've already completed seems incorrect, by all means, let me know.