

Mecha Hacking Guide

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Super Robot Taisen A Mecha Hacking Guide v.0.8
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Section 1: Overview

Mecha. I've already said plenty on the subject, so I'll skip the description, and cut straight to the chase. Everyone loves customizing their mecha for superior performance and enhanced lethality. Thanks to the way Banpresto implemented the mecha memory block in Super Robot Taisen A, it is entirely possible to customize your arsenal of 151 mecha (including making some interesting twists with the game's internal logic!) in a variety of powerful ways.

You could, of course, learn assembly. Write your own game. Patch things from here to eternity. Or you can let the folks at Kanzaki Heavy Industries show you what's available on the mecha showroom floor ...

Section 2: Version History

0.2 (4/23/02): First draft (aka the Anaheim Electronics edition).
Currently only covers friendly Universal Century mecha.

0.3 (Not Released): Zeonic Corporation Edition. (See Miscellaneous for notes on that ...) Added Universal Century enemy mecha types. Added

discussion about temporary mecha data system. (See Section 3.) Added note on how to convert pilots into enemies. Added information on the 'reverse peek' technique. Added information on enemy mecha data blocks. Added Design Issues section.

0.4 (4/26/02): Shuffle Union / Devil Gundam Corps Edition. Added Mobile Fighter G Gundam friendly and enemy mecha types, weapons systems, pilots, etc. Added Repair and Supply experience notes.

0.5 (5/03/02): Operation Meteor Edition. Added Shin Kidou Senki Gundam friendly and enemy mecha types, weapons systems, pilots, etc. Removed statements about Neuen Bitter's Zaku II MS-06F2 (turns out it is a normal, level 3 Zaku II MS-06F2). Added Customization Suggestions.

0.6 (5/15/02): Metal Armor Edition. Added Metal Armor Dragonar friendly and enemy mecha types (with some provisos). Made some additional comments in the customization section (due to some input on the boards). Added some missing mecha/weapons (they appear out of sequence).

0.7 (5/23/02): Code Catcher Edition. Updated Sections 6, 7, and 8 with ALL the necessary values. New updates will work with the less pliant weapons data (some translation work to do with some of it, and a lot of cross-checking).

0.8 (7/26/02): Nergal Heavy Industries Edition. Added normal-use Aestivalis and Nadesico weapons systems codes. (Jovian Union and NPC Aestivalis codes were omitted.) Changes made in authorizations, also information about Gundam Maxter boxing variant added (see section 10). Added new Contact section (this is the 'new' standard look for my guides), and Easytype calculation section.

Section 3: Mecha Memory Block Basics

Before we enter into a discussion of how to exactly strap an Atomic Bazooka onto a Zaku II, there are a few general things to keep in mind. The first is a disclaimer:

If you use any of these cheats, I'm not responsible for any 'weird' things happening to your game or your save data. You use these cheats at your own risk (to your game, your system, your enjoyment of Super Robot Taisen A).

I made this document as a sort of educational glimpse into how the game was put together. You can make the game easier. You can make it harder. You can make it more fun. You can make it a bore. I think you get the point.

Secondly, this document is much more technical in nature than other things I have written. I cannot guarantee it's 100% correct. I cannot guarantee you'll understand it. Hopefully, both of those conditions will hold true.

Now, with the formalities over ...

Super Robot Taisen A uses a two-tiered system to store information about virtually everything in the game. One tier is the hard-coded, 'background' information written on the game itself. This includes all the pictures for all the pilots and mecha, their dialogue, their battle AI (do I flee at x%

HP?), their base level statistics, how much ammunition a Beam Rifle can hold, etc. This data is, for all intents and purposes, unchangeable. Not that we need to change it, anyway.

The second tier is the data stored in the memory. A variety of devices (such as a Gameshark) allow us to directly access that memory and write all sorts of things into it. I will not go into the step-by-step detail of how to alter this data, but it is assumed that you are able to do so. It is through this method that one can customize the mecha of Super Robot Taisen A.

All of the 151 friendly mecha have a block of 112 bytes of mecha data in memory, stored one right after another. Enemy mecha data is stored (I think) in dynamically allocated chunks following the friendly mecha.

After considerable research, however, there are indications that point to a second block of information stored in memory that is more temporary in nature. Each of these blocks seems to be 72 bytes long, and they at least contain the number of active turns for that current mecha. (This was located while doing concurrent work on the Kakusei Seishin toggle.) The order of mecha inside this temporary data block seems dependant on the order in which the mecha are deployed onto the battlefield, and therefore its contents, uses, and the correlation of one address to one mecha is more difficult to make. For the time being, we will pass over this temporary mecha block (However, as it is involved in the Kakusei Seishin toggle, it will be briefly discussed and used in the Pilot Hacking Guide.)

Let's go into an example. Let's look at the Gundam (handy, as this is the first mecha stored in memory). The memory space for the Gundam runs from 2006d80 to 2006def. This memory holds all the 'temporary' information that the game uses for the Gundam. What is that data? Well:

- The Current HP of this Mecha
- The Current EN of this Mecha
- The Current Shield Strength of this Mecha
- The Mecha Background Data Code (more on this later)
- The Main Pilot of this Mecha
- Support Pilots 1-4 of this Mecha
- Weapons Systems 1-20 of this Mecha
- The Ammunition for Weapons Systems 1-20 of this Mecha
- The Upgrades to Weapons Systems 1-20 of this Mecha
- Conformal Parts 1-4 installed on this Mecha
- The HP Upgrades of this Mecha
- The EN Upgrades of this Mecha
- The Agility Upgrades of this Mecha
- The Armor Upgrades of this Mecha
- The Limit Upgrades of this Mecha
- The Mecha Enable Byte (more on this later)

There also seems to be 2 bytes of 'padding' to make it a round, 112 byte block of memory (I could be wrong, the last two might do something.) Recently, I used the 'reverse peek' technique to check to see if these bytes were indeed empty. This entails setting the Search to Old Value, putting in a filler value (zero), and then asking the system what has changed - the old value is what was stored in that address. For several mecha checked, the values in the last 2 bytes were equal to zero in all cases. Also, use of a memory mapper seems to confirm these findings.

Normally, the game will initialize this data correctly (that is, look to the game cartridge to load the Gundam data in the Gundam memory block), based on game events, and operate this data normally (if you lose 200 HP, it

subtracts 200 HP from your current HP, etc. etc.). We can manipulate this data, however, and that's what this guide is about. Ready?

Section 4: Byte by Byte

Let's look at each section of the data block, then. We'll start a byte 0, and work our way onwards. Next to each number is the address of that byte for the Gundam (as an example). We'll talk about where the rest of the mecha are in a later section. Since some of this data is 2-bytes (16-bit, a half-word) long, we'll only list the starting address.

Bytes 0-3	(2006d80): Current HP (lo-byte first)
Bytes 4-5	(2006d84): Current EN
Bytes 6-7	(2006d86): Current Shield Strength
Bytes 8-9	(2006d88): Mecha Background Data Code (see below)
Bytes 10-11	(2006d8a): Main Pilot
Bytes 12-13	(2006d8c): Support Pilot 1
Bytes 14-15	(2006d8e): Support Pilot 2
Bytes 16-17	(2006d90): Support Pilot 3
Bytes 18-19	(2006d92): Support Pilot 4
Bytes 20-21	(2006d94): Weapons System 1
Bytes 22-23	(2006d96): Weapons System 2
Bytes 24-25	(2006d98): Weapons System 3
Bytes 26-27	(2006d9a): Weapons System 4
Bytes 28-29	(2006d9c): Weapons System 5
Bytes 30-31	(2006d9e): Weapons System 6
Bytes 32-33	(2006da0): Weapons System 7
Bytes 34-35	(2006da2): Weapons System 8
Bytes 36-37	(2006da4): Weapons System 9
Bytes 38-39	(2006da6): Weapons System 10
Bytes 40-41	(2006da8): Weapons System 11
Bytes 42-43	(2006daa): Weapons System 12
Bytes 44-45	(2006dac): Weapons System 13
Bytes 46-47	(2006dae): Weapons System 14
Bytes 48-49	(2006db0): Weapons System 15
Bytes 50-51	(2006db2): Weapons System 16
Bytes 52-53	(2006db4): Weapons System 17
Bytes 54-55	(2006db6): Weapons System 18
Bytes 56-57	(2006db8): Weapons System 19
Bytes 58-59	(2006dba): Weapons System 20
Byte 60	(2006dbc): Ammunition for Weapons System 1
Byte 61	(2006dbd): Ammunition for Weapons System 2
Byte 62	(2006dbe): Ammunition for Weapons System 3
Byte 63	(2006dbf): Ammunition for Weapons System 4
Byte 64	(2006dc0): Ammunition for Weapons System 5
Byte 65	(2006dc1): Ammunition for Weapons System 6
Byte 66	(2006dc2): Ammunition for Weapons System 7
Byte 67	(2006dc3): Ammunition for Weapons System 8
Byte 68	(2006dc4): Ammunition for Weapons System 9
Byte 69	(2006dc5): Ammunition for Weapons System 10
Byte 70	(2006dc6): Ammunition for Weapons System 11
Byte 71	(2006dc7): Ammunition for Weapons System 12
Byte 72	(2006dc8): Ammunition for Weapons System 13
Byte 73	(2006dc9): Ammunition for Weapons System 14
Byte 74	(2006dca): Ammunition for Weapons System 15
Byte 75	(2006dcb): Ammunition for Weapons System 16
Byte 76	(2006dcc): Ammunition for Weapons System 17
Byte 77	(2006dcd): Ammunition for Weapons System 18

Byte 78 (2006dce): Ammunition for Weapons System 19
Byte 79 (2006dcf): Ammunition for Weapons System 20
Byte 80 (2006dd0): Upgrades for Weapons System 1
Byte 81 (2006dd1): Upgrades for Weapons System 2
Byte 82 (2006dd2): Upgrades for Weapons System 3
Byte 83 (2006dd3): Upgrades for Weapons System 4
Byte 84 (2006dd4): Upgrades for Weapons System 5
Byte 85 (2006dd5): Upgrades for Weapons System 6
Byte 86 (2006dd6): Upgrades for Weapons System 7
Byte 87 (2006dd7): Upgrades for Weapons System 8
Byte 88 (2006dd8): Upgrades for Weapons System 9
Byte 89 (2006dd9): Upgrades for Weapons System 10
Byte 90 (2006dda): Upgrades for Weapons System 11
Byte 91 (2006ddb): Upgrades for Weapons System 12
Byte 92 (2006ddc): Upgrades for Weapons System 13
Byte 93 (2006ddd): Upgrades for Weapons System 14
Byte 94 (2006dde): Upgrades for Weapons System 15
Byte 95 (2006ddf): Upgrades for Weapons System 16
Byte 96 (2006de0): Upgrades for Weapons System 17
Byte 97 (2006de1): Upgrades for Weapons System 18
Byte 98 (2006de2): Upgrades for Weapons System 19
Byte 99 (2006de3): Upgrades for Weapons System 20
Byte 100 (2006de4): Conformal Part in Slot 1
Byte 101 (2006de5): Conformal Part in Slot 2
Byte 102 (2006de6): Conformal Part in Slot 3
Byte 103 (2006de7): Conformal Part in Slot 4
Byte 104 (2006de8): Upgrades to HP
Byte 105 (2006de9): Upgrades to EN
Byte 106 (2006dea): Upgrades to Agility
Byte 107 (2006deb): Upgrades to Armor
Byte 108 (2006dec): Upgrades to Limit
Byte 109 (2006ded): Mecha Enable Byte
Bytes 110-111 (2006dee): Unknown / Filler

Phew! All 112 bytes (0-111). So, what does all that mean? Well:

Current HP, EN, Shield - use these at will during game play. Their effect is self explanatory. The Shield only works if the unit has a shield weapons system (see below).

Mecha Background Data Code - the BIG one. This determines which set of background data the game loads for a particular mecha. What's in the background data? The map icon for the unit; the picture for the unit; the unit's base HP, EN, Agility, Armor, Limit, and Terrain modifiers; the unit's default number of Conformal Parts slots (overridden if you are in a second play game); the unit's default Special Abilities (to which only Sword and Shield may be added or subtracted); the unit's default transformation, separation, and combination logic (more on this later). Basically, this replaces everything but the pilots, upgrades, parts and weapons of the mecha.

Pilots - self explanatory, but you will only see Support Pilots if the preceding pilot slot is full (that is, if you put a Pilot in Support Pilot slot 4, but not in 1-3, you won't see that pilot). If you want to change your pilot into an enemy pilot ... there is a different procedure which involves different memory addresses. This is part of the Pilot Hacking Guide.

Weapons Systems - again, self explanatory. The weapons system indicated will be installed on the mecha. More detail is available in Sections 5 and 9.

Shields, Repair, and Supply count as Weapons Systems, as do Combination Attacks. There is a limit of 20 per mecha.

Ammunition - self explanatory. If a weapons system doesn't use ammunition, this value is ignored.

Weapons Upgrades - self explanatory. For values beyond 15, I cannot attest to the effects on the base attack. It still does go up, however.

Conformal Parts - makes the listed Conformal Part appear on the unit's display. Note that even if parts are not displayed, parts attached to this unit will still be fully active.

HP, EN, Agility, Armor, and Limit Upgrades - self explanatory. Whatever holds true for weapons upgrades holds true here.

Enable Byte - Ah! This determines whether or not you 'have' this mecha. If it is on (1), the mecha will be displayed in your intermission status screens. Note that transformations and variants need not be 'on' to be usable (for example, the S/H variants for Mobile Fighter G Gundam mecha).

Now, to modify a mecha other than the Gundam, you simply add the byte number to the address in Section 6, the Mecha Block Address Table (do you see why I started with 0?). To find out what value to put in the various bytes, look it up in the appropriate section.

Section 5: An Example / Advanced Information

Part A: Federal Forces GP-02a Physalis

Now, let us turn from the abstract and general to the specific. Let's turn the clock to Universal Century 0083. Anaheim Electronics develops the Gundam Test Model Number 2 Machine (a.k.a. the GP-02a Physalis), which Anavel Gato steals (in Scenario 6). However, what if Anaheim and the Federal Forces had a back-up GP-02a?

Since 2nd Lieutenant Kou Uraki was assigned as the test pilot for the GP-01 Zephyranthes, it makes sense that this 'back-up' GP-02a should be piloted by none other than his commander, Captain South Burning.

So, here's how we would go about replacing the GM Custom with the GP-02a Physalis.

First, we need to tell the game to load the GP-02a data instead of the GM Custom data whenever fetching information about that mecha. The GM Custom's mecha block starts at 2007560. Adding 8, we arrive at the address of the Mecha Background Data Code, 2007568. I've included the codes for all UC mecha, so the GP-02a's MBDC is 22. Therefore, we fix the 16-bit value of 2007568 at 22, and now the GM Custom loads the GP-02a data.

However, the weapons systems are still off-line. We need to add 5 weapons systems to the GM Custom: the GP-02a Shield, the 60mm Vulcan, the Beam Rifle, the Hyper Beam Saber, and of course, the Atomic Bazooka. The first weapons system is located at 2007574. Again, we use 16-bit unsigned data. So, we put 87 (for the shield) in 2007574. In 2007576, we put in 88 to add the 60mm Vulcan. To add the rest of the weapons systems, we put the

following values in the following addresses:

2007578 - 89 (Beam Rifle)
200757a - 90 (Hyper Beam Saber)
200757c - 91 (Atomic Bazooka)

Now, all the weapons are properly installed on the GP-02a, and the GM Custom's weapons systems have been over-written. There are other things we can do to this unit, but we'll talk about those game logic related questions in Part D. For now, it is important to note the following:

The GP-02a cannot be upgraded via the normal, Intermission screen method. The GP-02a cannot be assigned any Conformal Parts via the normal method. If you keep the GP-02a MBCD code on during a stage where you meet the GP-02a as an enemy, the cursor will crash. Everything will return to normal if you remove the MBCD code. The GP-02a weapons systems will not display properly during an Intermission. The GP-02a weapons systems will start off with an incorrect amount of ammunition.

A lot of drawbacks, huh? This is why it is usually simplest to stick to adding weapons onto mecha, rather than doing complete transformations.

Part B: Non-Standard Weapons Systems

There are several 'non-standard' weapons systems that behave in a different manner than normal weapons. (That is, they don't just violently harm their targets.) Two systems, Shuuri Souchi (Repair Equipment) and Hokyuu Souchi (Supply Equipment) enable the appropriate Repair and Supply commands for mecha. Repair should repair 500 points of damage plus 60 times the current level of the pilot conducting the repairs. (For example, Yumi Sayaka in Diana A is a level 17 pilot. She can repair a maximum of $500 + 17 \times 60 = 1520$ points of damage.) Also, keep in mind that repairing can do nothing for damaged (or destroyed) shields.

Repairers that are of equal level with their repair targets gain experience equal to the amount of damage repaired divided by 10. For every level that the repairer exceeds that of the target, the experience gained is divided in half (so, Amount / 20 for a Repairer one level higher, Amount / 40 for one two levels higher, Amount / 80 for one three levels higher, and so on.)

Suppliers that are of equal level with their supply targets receive a flat 200 XP, regardless of the amount re-supplied. For every level that the target exceeds the supplier, add 60 XP to this value. If the supplier is one level over that of its target, the experience received is only 100. (I have not confirmed greater differences.) The maximum amount of experience gain is 680.

Then there is the Shield weapons system itself. Certain mecha have physical armor shields that can be used to deflect incoming attacks. If a pilot has the Kiri Barai skill, then I believe the shield becomes more effective at reducing incoming damage. In any case, a Shield weapons system has a base strength. This is usually represented by the Base Shield information in the Mecha Guide. Therefore, the Shield represented by code 0 (Gundam's shield) has a base strength of 2000. The Gundam Ez-08's Shield, however (44) has a base strength of 3000. Note that the picture of the Shield is based on the sprites stored with the MBDC, not with the weapon

itself. I am not sure what will be displayed if a unit without Shield sprites uses a shield.

Mobile Fighter G Gundam mecha also have 'ultimate' attacks. These are the domain of the Shuffle Union mecha (God Gundam, Gundam Maxter, Gundam Rose, Dragon Gundam, Bolt Gundam). These attacks only work when the mecha is in its S or H form. They do not normally appear as installed on the mecha during intermission, and you cannot therefore upgrade them during intermission. As will be apparent (when these attacks are added), the 'ultimate' attacks linked to the regular Mobile Fighter slots are basically placeholders, as they could never actually be used (e.g., Gundam Rose has a Roses Hurricane weapon, but this unit can never use that attack; Gundam Rose S, however, has a different Roses Hurricane, and that is the one it will use.)

What about Combination Attacks?

Part C: Combination Attacks

Combination Attacks are much trickier. They don't appear except when the game's internal logic is satisfied that they should be displayed. Basically, this means these attacks will only be displayed when the appropriate mecha (and pilots) are within 2 squares of each other.

Like the 'ultimate' attacks of the Shuffle Union, certain Combination Attacks are placeholders. This is especially true of the Getta mecha.

What internal logic needs to be satisfied for combination attacks to be displayed? Well, the game checks the following:

1) Does the Mecha Background Data Code for this mecha match the hard-coded value for the mecha which can correctly execute this attack?

2) Do the Mecha Background Data Code for neighboring mecha (within 2 squares) match those for the mecha which must be within the Combination radius of the executing mecha to display this attack?

3) For certain attacks: Do the Pilot Codes for the executing (and neighboring) mecha designated in 1 and 2 match those for acceptable pilots that can execute this attack?

If all these conditions are satisfied, the attack appears. The damage for a Combination Attack is based on the Attack Modifier (see the Mecha Guide) and the damage of the hard-coded weapons system that is used in the Combination. If that weapon is not present, the attack strength becomes -1 (or -2 in the case of the Shuffle Doumeiken). This does not actually mean that the attack will heal the target.

Part D: Game Logic

There are limits to what we can and cannot overwrite, however. Certain internal game rules always, always apply.

1 - Transformation Rules:

Certain blocks of mecha data are linked via transformation. For example, the Methuss (2007870) and the Methuss (MA) (20078e0) are linked via the

Transformation command. If a mecha thinks it is the Methuss (MBDC 36), it will be given the Transformation command. Let's say we turn the Gundam into the Methuss by putting 36 in address 2006d88. But what happens if you transform it?

The game falls back on its internal logic, and actually replaces (removes the Gundam from the map, and puts the new unit in its place) the Gundam which thinks it is a Methuss with the Methuss (MA). If you transform it again, you will not get your Gundam-Methuss back, but you will instead get ... the real Methuss! (With whichever pilot is assigned to the Methuss, or Lalah Sune [pilot 0] if you don't have a pilot assigned to this mecha.) Why? The game loads the REAL Methuss (MA) when it transforms, and when the Methuss (MA) transforms, it loads the REAL Methuss. You see how that works?

Now, if we overwrote the Methuss with, say, the Elmeth, and we transformed the Methuss (MA), we'd get the Methuss-Elmeth. However, this new unit cannot transform at all! (Since the Elmeth cannot transform.) Hopefully, that is clear enough.

This applies to any type of transformation (including the use of Super/Hyper modes for Mobile Fighters).

2 - Separation / Combination Rules:

Basically, the same logic that applies to Transformation applies to these two. Overwrite the Gundam with the Apsaras, and when you separate the G Bull you'll get the G Fighter and the Apsaras. These units, however, could never combine back together again!

Also, there is an internal order to how support pilots are added or subtracted when mecha combine or separate. For example, if the G Fighter combines with the Gundam, the G Fighter pilot becomes the new combined mecha's support pilot number 1.

----- Section 6: Mecha Block Address Table -----

Remember, this is the beginning of each mecha block. To find a particular address inside this block, add the byte number to the listed address. As this are memory addresses, they are in hexadecimal, and all hexadecimal math rules apply!

2006d80 - Gundam
2006df0 - G Fighter
2006e60 - G Armor
2006ed0 - G Bull
2006f40 - G Sky
2006fb0 - Gundam (MA)
2007020 - Full Armor Gundam
2007090 - Zakrello
2007100 - Elmeth
2007170 - Char's Personal Use Gelgoog (Char Sen'you Gelgoog)
20071e0 - Gundam Ez-08
2007250 - High Mobility Type Zaku (Koukidou Kata Zaku)
20072c0 - Apsaras
2007330 - Gouf Custom
20073a0 - Gundam Test Model Number 1 Machine (Gundam Shisaku 1-Gou Ki)
2007410 - Gundam Test Model Number 1 Machine Fb (Gundam Shisaku 1-Gou Ki Fb)
2007480 - Gundam Test Model Number 3 Machine (Gundam Shisaku 3-Gou Ki)
20074f0 - Gundam Stamen

2007560 - GM Custom
20075d0 - Z Gundam
2007640 - Waverider
20076b0 - Gundam Mk. II
2007720 - Super Gundam
2007790 - G Flyer
2007800 - Hyakku Shiki
2007870 - Methuss
20078e0 - Methuss (MA)
2007950 - Argama
20079c0 - ZZ Gundam
2007a30 - G Fortress
2007aa0 - Full Armor ZZ Gundam
2007b10 - Near Argama
2007b80 - Qubeley Mk. II (purple)
2007bf0 - Qubeley Mk. II (brown)
2007c60 - Nu Gundam
2007cd0 - Re-GZ (BWS)
2007d40 - Re-GZ
2007db0 - Ra Kalium
2007e20 - Sazabi
2007e90 - Shining Gundam
2007f00 - Shining Gundam S
2007f70 - God Gundam
2007fe0 - God Gundam H
2008050 - Gundam Maxter
20080c0 - Gundam Rose
2008130 - Dragon Gundam
20081a0 - Bolt Gundam
2008210 - Rising Gundam
2008280 - Gundam Spiegel
20082f0 - Nobel Gundam
2008360 - God Gundam (Fu'unsaiiki)
20083d0 - Fu'unsaiiki
2008440 - Master Gundam
20084b0 - Master Gundam (Fu'unsaiiki)
2008520 - Wing Zero Custom
2008590 - Deathscythe Hell Custom
2008600 - Heavyarms Custom
2008670 - Sandrock Custom
20086e0 - Altron Custom
2008750 - Tallgeese III
20087c0 - Taurus
2008830 - Taurus (MA)
20088a0 - Dragonar Type-1 (Dragonar 1-Kata)
2008910 - Dragonar Type-2 (Dragonar 2-Kata)
2008980 - Dragonar Type-3 (Dragonar 3-Kata)
20089f0 - Cavalier Type-0 (Cavalier 0-Kata)
2008a60 - Dragonar Type-1 Lifter (Dragonar 1-Kata (L))
2008ad0 - Dragonar Type-2 Lifter (Dragonar 2-Kata (L))
2008b40 - Dragonar Type-3 Lifter (Dragonar 3-Kata (L))
2008bb0 - Dragonar Type-1 Custom (Dragonar 1-Kata Custom)
2008c20 - Dragonar Type-2 Custom (Dragonar 2-Kata Custom)
2008c90 - Dragoon
2008d00 - Falgen
2008d70 - Zambot 3
2008de0 - Daitarn 3
2008e50 - Dai-Fighter
2008ec0 - Dai-Tank
2008f30 - Mazinger-Z

2008fa0 - Diana A
2009010 - Boss Borot
2009080 - Minerva X
20090f0 - Great Mazinger
2009160 - Venus A
20091d0 - Mass Produced Great Mazinger (Ryosan Kata Great)
2009240 - Grandizer
20092b0 - Spazer
2009320 - Grandizer (WS)
2009390 - Grandizer (MS)
2009400 - Grandizer (DS)
2009470 - Double Spazer
20094e0 - Marine Spazer
2009550 - Drill Spazer
20095c0 - Getta-1
2009630 - Getta-2
20096a0 - Getta-3
2009710 - Texas Mack
2009780 - Getta Q
20097f0 - Getta Dragon
2009860 - Getta Liger
20098d0 - Getta Poseidon
2009940 - Mecha Tetsukan Oni
20099b0 - Mecha Kochou Oni
2009a20 - Shin Getta-1
2009a90 - Shin Getta-2
2009b00 - Shin Getta-3
2009b70 - Combattler V
2009be0 - Kerot
2009c50 - Kerot (Kon V)
2009cc0 - Voltex V
2009d30 - Daimos
2009da0 - Galba FX II
2009e10 - Aestivalis (Aerial) Akito
2009e80 - Aestivalis (0G) Akito
2009ef0 - Aestivalis (Artillery) Akito
2009f60 - Aestivalis (Aerial) Gai
2009fd0 - Aestivalis (0G) Gai
200a040 - Aestivalis (Artillery) Gai
200a0b0 - Aestivalis (Aerial) Ryoko
200a120 - Aestivalis (0G) Ryoko
200a190 - Aestivalis (Artillery) Ryoko
200a200 - Aestivalis (Aerial) Hikaru
200a270 - Aestivalis (0G) Hikaru
200a2e0 - Aestivalis (Artillery) Hikaru
200a350 - Aestivalis (Aerial) Izumi
200a3c0 - Aestivalis (0G) Izumi
200a430 - Aestivalis (Artillery) Izumi
200a4a0 - Aestivalis (Aerial) Akatsuki
200a510 - Aestivalis (0G) Akatsuki
200a580 - Aestivalis (Artillery) Akatsuki
200a5f0 - Nadesico
200a660 - Nadesico (Y-Unit)
200a6d0 - Aestivalis (Lunar Surface Frame) (Aestivalis Getsumen F)
200a740 - Soul Gain
200a7b0 - Vysaga
200a820 - Angelgu
200a890 - Ash Saber
200a900 - Raaza Angurifu
200a970 - God Gundam H (Fu'unsaiiki)

200a9e0 - Dragonar Type-3 Custom (Dragonar 3-Kata Custom)
200aa50 - Dai-Tetsujin
200aac0 - Gundam Maxter S
200ab30 - Gundam Rose S
200aba0 - Dragon Gundam S
200ac10 - Bolt Gundam S
200ac80 - Master Gundam S
200acf0 - Master GS (Fu'unsaiki)
200ad60 - Getta-1 [non-transforming]
200add0 - Getta Dragon [non-transforming]
200ae40 - God Gundam H (Fu'unsaiki) [more powerful variant]
200aeb0 - Master GS (Fu'unsaiki) [more powerful variant]
200ae20 - Gundam Maxter S [boxing variant, sprite use only!]

Section 7: Mecha Background Data Code Table

Remember, always enter this as 16-bit, unsigned data! Otherwise, the lo-byte ordering will be off, and the game will most likely crash very painfully. (The system will try to read data from a part of the game that doesn't have the right data.)

0 - Gundam
1 - G Fighter
2 - G Armor
3 - G Bull
4 - G Sky
5 - Gundam (MA)
6 - Full Armor Gundam
7 - Zakrello
8 - Elmeth
9 - Zeong
10 - Char's Personal Use Gelgoog (Char Sen'you Gelgoog)
11 - Zaku II
12 - Gundam Ez-08
13 - High Mobility Type Zaku (Koukidou Kata Zaku)
14 - Apsaras
15 - Apsaras Perfect Type (Apsaras Kanzen Kata)
16 - Gouf Custom
17 - Gundam Test Model Number 1 Machine (Gundam Shisaku 1-Gou Ki)
18 - Gundam Test Model Number 1 Machine Fb (Gundam Shisaku 1-Gou Ki Fb)
19 - Gundam Test Model Number 3 Machine (Gundam Shisaku 3-Gou Ki)
20 - Gundam Stamen
21 - GM Custom
22 - Gundam Test Model Number 2 Machine (Gundam Shisaku 2-Gou Ki)
23 - Neue Ziel
24 - Val Varo
25 - Gerbera Tetra
26 - Dom II
27 - Gwaden
28 - Gelgoog M Commander's Version (Cima Garahau's Personal Variant)
29 - Gelgoog M
30 - Z Gundam
31 - Waverider
32 - Gundam Mk. II
33 - Super Gundam
34 - G Flyer
35 - Hyakku Shiki
36 - Methuss

37 - Methuss (MA)
38 - Argama
39 - Psycho Gundam
40 - Psycho Gundam Mk. II
41 - ZZ Gundam
42 - G Fortress
43 - Full Armor ZZ Gundam
44 - Near Argama
45 - Qubeley Mk. II (purple)
46 - Qubeley Mk. II (orange/brown)
47 - Qubeley (white)
48 - Quin Mantha
49 - Hamma Hamma
50 - Zaku III Custom (Zaku III Kai)
51 - Geymark
52 - Doven Wolf
53 - Bawoo
54 - Dreissen
55 - Zssa
56 - Mass Produced Qubeley (Ryosan Kata Qubeley)
57 - Nu Gundam
58 - Re-GZ (BWS)
59 - Re-GZ
60 - Ra Kalium
61 - Sazabi
62 - Alpha Aziel
63 - Jagd Doga (green, yellow highlights)
64 - Jagd Doga (red, white highlights)
65 - Geara Doga (purple)
66 - Geara Doga (green)
67 - Shining Gundam
68 - Shining Gundam S
69 - God Gundam
70 - God Gundam H
71 - Gundam Maxter
72 - Gundam Rose
73 - Dragon Gundam
74 - Bolt Gundam
75 - Rising Gundam
76 - Gundam Spiegel
77 - Nobel Gundam
78 - God Gundam (Fu'unsaiiki)
79 - Fu'unsaiiki
80 - Master Gundam
81 - Master Gundam (Fu'unsaiiki)
82 - Nobel Gundam B [Berserk Mode]
83 - Devil Gundam
84 - Devil Gundam [Version 2]
85 - Devil Gundam [Version 3]
86 - Death Army
87 - Wing Zero Custom
88 - Deathscythe Hell Custom
89 - Heavyarms Custom
90 - Sandrock Custom
91 - Altron Custom
92 - Tallgeese III
93 - Taurus
94 - Taurus (MA)
95 - Serpent
96 - Taurus [black, enemy version]

- 97 - Dragonar Type-1 (Dragonar 1-Kata)
- 98 - Dragonar Type-2 (Dragonar 2-Kata)
- 99 - Dragonar Type-3 (Dragonar 3-Kata)
- 100 - Cavalier Type-0 (Cavalier 0-Kata)
- 101 - Dragonar Type-1 Lifter (Dragonar 1-Kata (L))
- 102 - Dragonar Type-2 Lifter (Dragonar 2-Kata (L))
- 103 - Dragonar Type-3 Lifter (Dragonar 3-Kata (L))
- 104 - Dragonar Type-1 Custom (Dragonar 1-Kata Custom)
- 105 - Dragonar Type-2 Custom (Dragonar 2-Kata Custom)
- 106 - Dragoon
- 107 - Falgen
- 108 - Dyne
- 109 - Stark Dyne
- 110 - Gebaye
- 111 - Stark Gebaye
- 112 - Drau
- 113 - Schwelg
- 114 - Stark Downtwen
- 115 - Gan Dora
- 116 - Stark Gan Dora
- 117 - Gelf
- 118 - Jagd Gelf
- 119 - Reb Gelf
- 120 - Zwei
- 121 - Geyzam
- 122 - Girugazamune (Yellow, Gray)
- 123 - Girugazamune (Yellow, Red, Blue)
- 124 - Girugazamune (Green, Blue)
- 125 - Zambot 3
- 126 - Bandock
- 127 - Desukain
- 128 - Herudain
- 129 - Mekabuusuto Zondaa
- 130 - Mekabuusuto Dangarun
- 131 - Mekabuusuto Garuchahku
- 132 - Mekabuusuto Doyozuraa
- 133 - Mekabuusuto Torashihdo
- 134 - Mekabuusuto Anmosugaa
- 135 - Daitarn 3
- 136 - Dai-Fighter
- 137 - Dai-Tank
- 138 - Aiai
- 139 - Don Zausaa
- 140 - Mechaborg Mireenu
- 141 - Mechaborg Aisaa
- 142 - Mechaborg Risaa
- 143 - Giant Combined Mechaborg (Kyodai Gattai Mechaborg)
- 144 - Mechaborg Tooresu
- 145 - Mettangaa
- 146 - Niebelungen
- 147 - Mazinger Z
- 148 - Diana A
- 149 - Boss Borot
- 150 - Minerva X
- 151 - Great Mazinger
- 152 - Venus A
- 153 - Ryosan Kata Great
- 154 - Darkness Great Shogun (Ankoku Dai-Shogun)
- 155 - Fortress Demonika (Yousai Demonika)
- 156 - Battle Beast Gogula (Sentou Kemono Gogula)

157 - Battle Beast Volcania (Sentou Kemono Volcania)
158 - Battle Beast Giran (Sentou Kemono Giran)
159 - Battle Beast Dokaigar (Sentou Kemono Dokaigaa)
160 - Grandizer
161 - Spazer
162 - Grandizer (WS)
163 - Grandizer (MS)
164 - Grandizer (DS)
165 - Double Spazer
166 - Marine Spazer
167 - Drill Spazer
168 - Battle Mothership (Sentou Bokan)
169 - King Obu Vega
170 - Disc Beast Gin Gin (Enban Kemono Gin Gin)
171 - Vega Beast Zunezune (Vega Kemono Zunezune)
172 - Queen Spazer
173 - Vega Beast Guragura (Vega Kemono Guragura)
174 - Getta-1
175 - Getta-2
176 - Getta-3
177 - Texas Mack
178 - Getta-Q
179 - Getta Dragon
180 - Getta Liger
181 - Getta Poseidon
182 - Mecha Iron Armor Demon (Mecha Tetsukan Oni)
183 - Mecha Butterfly Demon (Mecha Kochou Oni)
184 - Mecha Fortress Demon (Mecha Yousai Oni)
185 - Mecha Skeleton Demon (Mecha Hakkotsu Oni)
186 - Mecha Mask Demon (Mecha Kakumen Oni)
187 - Gattai Hyakkuki Robot (Combined 100 Demon Robot)
188 - Shin Getta-1
189 - Shin Getta-2
190 - Shin Getta-3
191 - Combattler V
192 - Kerot
193 - Kerot (Kon V)
194 - Sento Magma
195 - Magma Beast Dakuron (Magma Kemono Dakuron)
196 - Magma Beast Great I (Magma Kemono Great I)
197 - Magma Beast Great II (Magma Kemono Great II)
198 - Voltes V
199 - Scarecrow
200 - Guardian Deity Goodoru (Shugojin Goodoru)
201 - Beast Warrior Baizanga (Juushi Baizanga)
202 - Armored Beast Daimon (Yoroi Juushi Daimon)
203 - Armored Beast Saimon (Yoroi Juushi Saimon)
204 - Daimos
205 - Galba FX-II
206 - Garunrooru
207 - Mecha Beast Warrior Zonnekaiser (Mecha Juushi Zonnekaizaa)
208 - Mecha Beast Warrior Gimeria (Mecha Juushi Gimeria)
209 - Koburaado
210 - Mecha Beast Warrior Gohdoaamon (Mecha Juushi Gohdoaamon)
211 - Battle Robot Zubanzaa (Sentou Robo Zubanzaa)
212 - Aestivalis (Aerial) Akito
213 - Aestivalis (0G) Akito
214 - Aestivalis (Artillery) Akito
215 - Aestivalis (Aerial) Gai
216 - Aestivalis (0G) Gai

217 - Aestivalis (Artillery) Gai
218 - Aestivalis (Aerial) Ryoko
219 - Aestivalis (0G) Ryoko
220 - Aestivalis (Artillery) Ryoko
221 - Aestivalis (Aerial) Hikaru
222 - Aestivalis (0G) Hikaru
223 - Aestivalis (Artillery) Hikaru
224 - Aestivalis (Aerial) Izumi
225 - Aestivalis (0G) Izumi
226 - Aestivalis (Artillery) Izumi
227 - Aestivalis (Aerial) Akatsuki
228 - Aestivalis (0G) Akatsuki
229 - Aestivalis (Artillery) Akatsuki
230 - Nadesico
231 - Nadesico (Y Unit)
232 - Aestivalis (Getsumen F)
233 - Tetsujin
234 - Majin
235 - Denjin
236 - Dai-Majin
237 - Dai-Tetsujin [enemy version]
238 - Devil Aestivalis
239 - Batta [space version]
240 - Katanbo
241 - Soul Gain
242 - Vysaga
243 - Angelgu
244 - Ash Saber
245 - Raaza Angurifu
246 - Tsuvaizer Gain
247 - God Gundam H (Fu'unsaiiki)
248 - Battle Robo Dolly (Sentou Robo Dari)
249 - Battle Robo Dolly (Sentou Robo Dari) [ball form]
250 - Grand Master Gundam
251 - Zaku II MS-06F2
252 - Apsaras [Ghinias's HP boosted version]
253 - Sazabi [HP boosted/enemy version]
254 - Dragonar Type-3 Custom (Dragonar 3-Kata Custom)
255 - Daitarn 3 [HP boosted/enemy version]
256 - Grandizer [HP boosted/enemy version]
257 - Soul Gain [HP boosted/enemy version]
258 - Vysaga [HP boosted/enemy version]
259 - Angelgu [HP boosted/enemy version]
260 - Ash Saber [HP boosted/enemy version]
261 - Raaza Angurifu [HP boosted/enemy version]
262 - Dai-Tetsujin [HP lessened/friendly version]
263 - Gundam Maxter S
264 - Gundam Rose S
265 - Dragon Gundam S
266 - Bolt Gundam S
267 - Master Gundam S
268 - Master GS (Fu'unsaiiki, left facing)
269 - Getta-1 [non-transforming]
270 - Getta Dragon [non-transforming]
271 - Koros
272 - Aestivalis Akito (Land) [NPC in Scenario 4]
273 - Batta [aerial version]
274 - Batta [first land version]
275 - Batta [another land version]
276 - God Gundam H (Fu'unsaiiki) [more powerful variant]

- 277 - Master GS (Fu'unsaiiki, right facing) [more powerful variant]
- 278 - Gundam Maxter S [possibly the boxing variant]
- 279 - Geshpenst Mk. II

Section 8: Pilot Code Table

For the record, there is no difference between the Super and regular version of the pilot's statistics (the sole exception is the Berserk Allenby Biazury, but you need to use a different process to put Berserk Allenby in the pilot's seat ... that's the Pilot Hacking Guide). If you put a 'Super' pilot in control, they will drop back to normal upon executing any attack.

- 0 - Lalah Sune
- 1 - Shiro Amada
- 2 - Aina Sahalin
- 3 - Norris Packard
- 4 - Kou Uraki
- 5 - South Burning
- 6 - Camille Bidan
- 7 - Quattro Bajina
- 8 - Fa Yuiry
- 9 - Four Murasame
- 10 - Rosmaia Badam
- 11 - Judau Ashta
- 12 - Roux Louka
- 13 - Sayla Mass
- 14 - Elpe Puru
- 15 - Puru 2
- 16 - Amuro Rey
- 17 - Bright Noah
- 18 - Kayra Su
- 19 - Domon Kasshu
- 20 - Domon Kasshu (Red/Berserk Background)
- 21 - Domon Kasshu (Yellow/Clear and Serene Background)
- 22 - Rain Mikamura
- 23 - Schwarz Bruder
- 24 - Sai Sici
- 25 - Sai Sici (Yellow/Super Mode Background)
- 26 - Chibodee Crocket
- 27 - Chibodee Crocket (Yellow/Super Mode Background)
- 28 - George de Sand
- 29 - George de Sand (Yellow/Super Mode Background)
- 30 - Argo Gulskii
- 31 - Argo Gulskii (Yellow/Super Mode Background)
- 32 - Allenby Biazury
- 33 - Fu'unsaiiki
- 34 - Master Asia
- 35 - Master Asia (Yellow/Super Mode Background)
- 36 - Hihiro Yuy
- 37 - Duo Maxwell
- 38 - Trowa Barton
- 39 - Quatre Raberba Winner
- 40 - Zechs Merquise
- 41 - Lucrezia Noin
- 42 - Zhang Wufei
- 43 - Ken Wakaba
- 44 - Tapp Oceano
- 45 - Light Newman

- 46 - Maillot Plarto
- 47 - Kami Kappei
- 48 - Kamie Uchuuta
- 49 - Kamikita Keiko
- 50 - Haran Banjo
- 51 - Beautiful Tachibana
- 52 - Kabuto Kouji
- 53 - Yumi Sayaka
- 54 - Boss
- 55 - Tsurugi Tetsuya
- 56 - Homura Jun
- 57 - Duke Freid
- 58 - Grace Maria Freid
- 59 - Makiba Hikaru
- 60 - Kirika
- 61 - Rubina
- 62 - Nagare Ryuuma
- 63 - Jin Hayato
- 64 - Tomoe Musashi
- 65 - Saotome Michiru
- 66 - Jack King
- 67 - Mary King
- 68 - Saotome Miyuki
- 69 - Kuruma Benkei
- 70 - Tetsukan Oni
- 71 - Kochou Oni
- 72 - Lisa
- 73 - Aoi Hyouma
- 74 - Naniwa Jyuuzou
- 75 - Nishikawa Daisuke
- 76 - Nanbara Chizuru
- 77 - Matsuki Kosuke
- 78 - Ichinoki Kenta
- 79 - Ichinoki Kazuyoshi
- 80 - Gou Kentarou
- 81 - Gou Daijiro
- 82 - Gou Hiroshi
- 83 - Mine Ippei
- 84 - Oka Megumi
- 85 - Ryuuzaki Kazuya
- 86 - Yuuzuki Kyoshirou
- 87 - Izumi Nana
- 88 - Tenkawa Akito
- 89 - Misumaru Yurika
- 90 - Daigouji Gai
- 91 - Subaru Ryoko
- 92 - Amano Hikaru
- 93 - Maki Izumi
- 94 - Akatsuki Nagare
- 95 - Shiratori Tsukumo
- 96 - Axel Aruma
- 97 - Lamia Loveless

Beyond 97, the game will dynamically assign numbers to the enemy pilots present on that stage. For example, if Zeon Soldiers are the only enemy alive on the current stage, they are code 98.

For some weapons systems, a ? is appended to the mecha name. This refers to non-verified enemy mecha weapons systems. (That is, I have not personally seen that mecha in the game yet, and therefore it may belong to a different mecha or has been removed from the game.) The 'base', non-translated name for the weapons system is used. To find out the statistics for these weapons systems, please refer to the Super Robot Taisen A Mecha Guide. For Shields, the base Shield value of the corresponding mecha will tell you the base shield strength. Weapons with the notation 'removed' indicate that the mecha does not have this weapons system in the game. (Probably, the original design had this weapon, but it was later removed.)

Hokuyuu Souchi refers to Supply Equipment; Shuuri Souchi refers to Repair Equipment, and will enable the appropriate command for that unit.

Weapons Systems with a * are Combination Attacks. (See Sections 5.C and 5.D for more details). Weapons systems with a *@ are Combination Attacks that also check for correct pilots. The names in [brackets] after a *@ indicate the pilots that must be present for this combination to work.

Weapons Systems whose name appears in [brackets] denotes a 'placeholder' or legacy weapons system that cannot, for various reasons, ever be forced to appear. These are Combination Attacks whose participating mecha went through a change (see Section 10 for details.) Do not use these attacks!

- 0 - Shield (Gundam)
- 1 - 60mm Vulcan (Gundam)
- 2 - Beam Rifle (Gundam)
- 3 - Beam Saber (Gundam)
- 4 - Beam Javelin (Gundam)
- 5 - Hyper Bazooka (Gundam)
- 6 - Hyper Hammer (Gundam)
- 7 - Super Napalm (Gundam)
- 8 - Hokuyuu Souchi (G Fighter)
- 9 - Missile Launcher (G Fighter)
- 10 - Beam Cannon (G Fighter)
- 11 - Missile Launcher (G Armor)
- 12 - Beam Cannon (G Armor)
- 13 - Beam Rifle (G Bull)
- 14 - Beam Cannon (G Bull)
- 15 - 30mm 2 Rensou Vulcan (G Sky)
- 16 - Missile Launcher (G Sky)
- 17 - Shield (Gundam (MA))
- 18 - 60mm Vulcan (Gundam (MA))
- 19 - Beam Rifle (Gundam (MA))
- 20 - Beam Saber (Gundam (MA))
- 21 - Beam Javelin (Gundam (MA))
- 22 - Hyper Bazooka (Gundam (MA))
- 23 - Hyper Hammer (Gundam (MA))
- 24 - Super Napalm (Gundam (MA))
- 25 - Vulcan (FA Gundam)
- 26 - Beam Saber (FA Gundam)
- 27 - 2 Rensou Beam Cannon (FA Gundam)
- 28 - Shoulder Cannon (FA Gundam)
- 29 - Missile (Zakrello)
- 30 - Kakusan Beam Hou (Zakrello)
- 31 - Heat Nata (Zakrello)
- 32 - Mega Ryuushi Hou (Elmeth)
- 33 - Bit (Elmeth)
- 34 - Kakusan Mega Ryuushi Hou (Zeong)

- 35 - Mega Ryuushi Hou (Zeong)
- 36 - Yuusenshiki Mega Ryuushi Hou (Zeong)
- 37 - Shield (Char's Personal Use Gelgoog)
- 38 - Beam Rifle (Char's Personal Use Gelgoog)
- 39 - Beam Naginata (Char's Personal Use Gelgoog)
- 40 - Shield (Zaku II)
- 41 - 120mm Machine Gun (Zaku II)
- 42 - Heat Hawk (Zaku II)
- 43 - 240mm Bazooka (Zaku II)
- 44 - Shield (Gundam Ez-08)
- 45 - Senkai Shiki Vulcan (Gundam Ez-08)
- 46 - Beam Rifle (Gundam Ez-08)
- 47 - Beam Saber (Gundam Ez-08)
- 48 - 180mm Cannon (Gundam Ez-08)
- 49 - 120mm Machine Gun (High Mobility Type Zaku)
- 50 - Heat Hawk (High Mobility Type Zaku)
- 51 - 240mm Bazooka (High Mobility Type Zaku)
- 52 - Oogata Mega Ryuushi Hou (Apsaras)
- 53 - Oogata Mega Ryuushi Hou MAP (Apsaras)
- 54 - Kakusan Mega Ryuushi Hou (Apsaras Perfect Type)
- 55 - Oogata Mega Ryuushi Hou (Apsaras Perfect Type)
- 56 - Oogata Mega Ryuushi Hou MAP (Apsaras Perfect Type)
- 57 - Shield (Gouf Custom)
- 58 - 3 Rensou Vulcan Hou (Gouf Custom)
- 59 - Heat Saber (Gouf Custom)
- 60 - Gatling Shield (Gouf Custom)
- 61 - Heat Rod (Gouf Custom)
- 62 - Shield (Gundam Test Model Number 1 Machine)
- 63 - 60mm Vulcan (Gundam Test Model Number 1 Machine)
- 64 - Beam Gun (Gundam Test Model Number 1 Machine, removed)
- 65 - Beam Rifle (Gundam Test Model Number 1 Machine)
- 66 - Beam Saber (Gundam Test Model Number 1 Machine)
- 67 - Shield (Gundam Test Model Number 1 Machine Fb)
- 68 - 60mm Vulcan (Gundam Test Model Number 1 Machine Fb)
- 69 - Beam Gun (Gundam Test Model Number 1 Machine Fb)
- 70 - Beam Rifle (Gundam Test Model Number 1 Machine Fb)
- 71 - Beam Saber (Gundam Test Model Number 1 Machine Fb)
- 72 - Long Barrel Rifle (Gundam Test Model Number 1 Machine Fb)
- 73 - Micro Missile (Gundam Test Model Number 3 Machine)
- 74 - Beam Rifle (Gundam Test Model Number 3 Machine)
- 75 - Folding Bazooka (Gundam Test Model Number 3 Machine)
- 76 - Oogata Beam Saber (Gundam Test Model Number 3 Machine)
- 77 - Mega Beam Hou (Gundam Test Model Number 3 Machine)
- 78 - 0 Kyouri Beam Hou (Gundam Test Model Number 3 Machine)
- 79 - Shield (Gundam Stamen)
- 80 - Beam Rifle (Gundam Stamen)
- 81 - Beam Saber (Gundam Stamen)
- 82 - Folding Bazooka (Gundam Stamen)
- 83 - Shield (GM Custom)
- 84 - 60mm Vulcan (GM Custom)
- 85 - GM Rifle (GM Custom)
- 86 - Beam Saber (GM Custom)
- 87 - Shield (Gundam Test Model Number 2 Machine)
- 88 - 60mm Vulcan (Gundam Test Model Number 2 Machine)
- 89 - Beam Rifle (Gundam Test Model Number 2 Machine)
- 90 - Hyper Beam Saber (Gundam Test Model Number 2 Machine)
- 91 - Atomic Bazooka (Gundam Test Model Number 2 Machine)
- 92 - Henkou Mega Ryuushi Cannon (Neue Ziel?)
- 93 - Oogata Missile Launcher (Neue Ziel?)
- 94 - Yuusen Claw Arm (Neue Ziel?)

95 - Oogata Beam Saber (Neue Ziel?)
96 - Mega Cannon Hou (Neue Ziel?)
97 - Plasma Leader (Val Varo)
98 - Missile Pod (Val Varo)
99 - Taiatari (Val Varo)
100 - Oogata Mega Ryuushi Hou (Val Varo)
101 - 110mm Kikanhou (Gerbera Tetra)
102 - Beam Saber (Gerbera Tetra)
103 - Beam Machinegun (Gerbera Tetra)
104 - Kakusan Beam Hou (Dom II)
105 - 120mm Machine Gun (Dom II)
106 - Sturm Faust (Dom II)
107 - Heat Saber (Dom II)
108 - Giant Bazooka (Dom II)
109 - Jet Stream Attack (Dom II)*@ [Gaia, Ortega, Mash]
110 - 115mm Rensou Kikanhou (Gwaden)
111 - 2 Rensou Mega Ryuushi Fukuhou (Gwaden)
112 - 2 Rensou Mega Ryuushi Shuuhou (Gwaden)
113 - Shield (Gelgoog M Commander's Version)
114 - 40mm Vulcan (Gelgoog M Commander's Version)
115 - 110mm Sokushahou (Gelgoog M Commander's Version)
116 - Beam Saber (Gelgoog M Commander's Version)
117 - Beam Rifle (Gelgoog M Commander's Version)
118 - Shield (Gelgoog M)
119 - 110mm Sokushahou (Gelgoog M)
120 - Knuckle Shield (Gelgoog M)
121 - 90mm Machine Gun (Gelgoog M)
122 - Beam Saber (Gelgoog M)
123 - Shield (Z Gundam)
124 - 60mm Vulcan (Z Gundam)
125 - Grenade Launcher (Z Gundam)
126 - Beam Rifle (Z Gundam)
127 - Beam Saber (Z Gundam)
128 - Hyper Mega Launcher (Z Gundam)
129 - Hyper Beam Saber (Z Gundam)
130 - Beam Rifle (Waverider)
131 - Hyper Mega Launcher (Waverider)
132 - Shield (Gundam Mk. II)
133 - Vulcan Pod (Gundam Mk. II)
134 - Beam Rifle (Gundam Mk. II)
135 - Beam Saber (Gundam Mk. II)
136 - Kakusan Bazooka (Gundam Mk. II)
137 - Hyper Bazooka (Gundam Mk. II)
138 - Vulcan Pod (Super Gundam)
139 - Missile Launcher (Super Gundam)
140 - Beam Rifle (Super Gundam)
141 - Beam Saber (Super Gundam)
142 - Kakusan Bazooka (Super Gundam)
143 - Hyper Bazooka (Super Gundam)
144 - Long Rifle (Super Gundam)
145 - Missile Launcher (G Flyer)
146 - Long Rifle (G Flyer)
147 - 60mm Vulcan (Hyakku Shiki)
148 - Beam Rifle (Hyakku Shiki)
149 - Beam Saber (Hyakku Shiki)
150 - Clay Bazooka (Hyakku Shiki)
151 - Mega Bazooka Launcher (Hyakku Shiki)
152 - Shuuri Equipment (Methuss)
153 - Beam Saber (Methuss)
154 - Arm Beam Gun (Methuss)

155 - Shuuri Equipment (Methuss (MA))
156 - Arm Beam Gun (Methuss (MA))
157 - Taikuu Laser Hou (Argama)
158 - Rensou Missile Launcher (Argama)
159 - Mega Ryuushi Shuuhou (Argama)
160 - Hyper Mega Ryuushi Hou (Argama)
161 - Shield (Psycho Gundam?)
162 - Kakutou (Psycho Gundam?)
163 - Kakusan Mega Ryuushi Hou (Psycho Gundam?)
164 - Kogata Mega Beam Hou (Psycho Gundam?)
165 - Beam Hou (Psycho Gundam?)
166 - Shield (Psycho Gundam Mk. II?)
167 - Kakutou (Psycho Gundam Mk. II?)
168 - Mega Kakusan Beam Hou (Psycho Gundam Mk. II?)
169 - Psycommu Shiki Beam Sword (Psycho Gundam Mk. II?)
170 - Mega Beam Hou (Psycho Gundam Mk. II?)
171 - Reflector Bit (Psycho Gundam Mk. II?)
172 - Shield (ZZ Gundam)
173 - Double Vulcan (ZZ Gundam)
174 - Missile Launcher (ZZ Gundam)
175 - Double Cannon (ZZ Gundam)
176 - Double Beam Rifle (ZZ Gundam)
177 - Hyper Beam Saber (ZZ Gundam)
178 - High Mega Cannon (ZZ Gundam)
179 - Missile Launcher (G Fortress)
180 - Double Cannon (G Fortress)
181 - Double Beam Rifle (G Fortress)
182 - Double Vulcan (FA ZZ Gundam)
183 - Missile Launcher (FA ZZ Gundam)
184 - Double Cannon (FA ZZ Gundam)
185 - Double Beam Rifle (FA ZZ Gundam)
186 - Hyper Beam Saber (FA ZZ Gundam)
187 - High Mega Cannon (FA ZZ Gundam)
188 - Taikuu Laser Hou (Near Argama)
189 - Rensou Missile Launcher (Near Argama)
190 - Oogata Mega Ryuushi Hou (Near Argama)
191 - Hyper Mega Ryuushi Hou (Near Argama)
192 - Beam Gun (Qubeley Mk. II)
193 - Beam Saber (Qubeley Mk. II)
194 - Funnel (Qubeley Mk. II)
195 - Beam Gun (Qubeley Mk. II)
196 - Beam Saber (Qubeley Mk. II)
197 - Funnel (Qubeley Mk. II)
198 - Beam Gun (Qubeley?)
199 - Beam Saber (Qubeley?)
200 - Funnel (Qubeley?)
201 - Beam Saber (Quin Mantha?)
202 - Mega Beam Hou (Quin Mantha?)
203 - High Mega Cannon (Quin Mantha?)
204 - Funnel (Quin Mantha?)
205 - Shield (Hamma Hamma?)
206 - Beam Saber (Hamma Hamma?)
207 - Yuusen Seigyou Shiki Beam Hou (Hamma Hamma?)
208 - Mega Ryuushi Hou (Hamma Hamma?)
209 - Shield (Zaku III Kai?)
210 - 30mm Vulcan (Zaku III Kai?)
211 - Beam Rifle (Zaku III Kai?)
212 - Beam Saber (Zaku III Kai?)
213 - Beam Hou (Zaku III Kai?)
214 - Hide Bomb (Zaku III Kai?)

215 - Grenade Launcher (Geymark?)
216 - Beam Saber (Geymark?)
217 - Beam Rifle (Geymark?)
218 - Rensou Mega Ryuushi Hou (Geymark?)
219 - Mother Funnel (Geymark?)
220 - Hyper Mega Ryuushi Hou (Geymark??)
221 - 30mm Vulcan (Doven Wolf?)
222 - Beam Saber (Doven Wolf?)
223 - Tai-kanyou Oogata Missile (Doven Wolf?)
224 - Incom (Doven Wolf?)
225 - Mega Launcher (Doven Wolf?)
226 - Shield (Bawoo?)
227 - Grenade Launcher (Bawoo?)
228 - Beam Rifle (Bawoo?)
229 - Beam Saber (Bawoo?)
230 - Mega Ryuushi Hou (Bawoo?)
231 - Handgun (Dreissen?)
232 - Tri-Blade (Dreissen?)
233 - Beam Cannon (Dreissen?)
234 - Beam Tomahawk (Dreissen)
235 - Jet Stream Attack (Dreissen)*@ [Gaia, Ortega, Mash]
236 - Beam Saber (Zssa?)
237 - Missile Pod (Zsaa?)
238 - Beam Gun (Ryosan Kata Qubeley?)
239 - Beam Saber (Ryosan Kata Qubeley?)
240 - Active Cannon (Ryosan Kata Qubeley?)
241 - Funnel (Ryosan Kata Qubeley?)
242 - Shield (Nu Gundam)
243 - 60mm Vulcan (Nu Gundam)
244 - Missile Launcher (Nu Gundam, removed)
245 - Beam Rifle (Nu Gundam)
246 - Beam Saber (Nu Gundam)
247 - Hyper Bazooka (Nu Gundam)
248 - Fin Funnel (Nu Gundam)
249 - Missile Launcher (Re-GZ (BWS))
250 - Beam Cannon (Re-GZ (BWS))
251 - Mega Beam Cannon (Re-GZ (BWS))
252 - Shield (Re-GZ)
253 - 60mm Vulcan (Re-GZ)
254 - Grenade Launcher (Re-GZ)
255 - Beam Saber (Re-GZ)
256 - Beam Rifle (Re-GZ)
257 - Taikuu Laser Hou (Ra Kalium)
258 - Rensou Missile Launcher (Ra Kalium)
259 - Oogata Mega Ryuushi Hou (Ra Kalium)
260 - Hyper Mega Ryuushi Hou (Ra Kalium)
261 - Shield (Sazabi)
262 - Missile (Sazabi, removed)
263 - Mega Ryuushi Hou (Sazabi)
264 - Beam Shot Rifle (Sazabi)
265 - Beam Tomahawk Saber (Sazabi)
266 - Funnel (Sazabi)
267 - Vulcan (Alpha Aziel?)
268 - Yuusenshiki Mega Beam Hou (Alpha Aziel?)
269 - Mega Ryuushi Hou (Alpha Aziel?)
270 - Funnel (Alpha Aziel?)
271 - Shield (Jagd Doga?)
272 - Missile (Jagd Doga?)
273 - Beam Assault Rifle (Jagd Doga?)
274 - Juukendzuki Beam Saber (Jagd Doga?)

275 - Mega Ryuushi Hou (Jagd Doga?)
276 - Funnel (Jagd Doga?)
277 - Shield (Jagd Doga code 64?)
278 - Missile (Jagd Doga code 64?)
279 - Mega Gatling Gun (Jagd Doga code 64?)
280 - Beam Saber (Jagd Doga code 64?)
281 - Mega Ryuushi Hou (Jagd Doga code 64?)
282 - Funnel (Jagd Doga code 64?)
283 - Shield (Geara Doga?)
284 - Grenade Launcher (Geara Doga?)
285 - Beam Machine Gun (Geara Doga?)
286 - Beam Sword Axe (Geara Doga?)
287 - Shield (Geara Doga code 66?)
288 - Grenade Launcher (Geara Doga code 66?)
289 - Beam Machine Gun (Geara Doga code 66?)
290 - Beam Sword Axe (Geara Doga code 66?)
291 - Vulcan (Shining Gundam)
292 - Beam Sword (Shining Gundam)
293 - Kakutou (Shining Gundam)
294 - Shining Shot (Shining Gundam)
295 - Shining Finger (Shining Gundam)
296 - Vulcan (Shining Gundam S)
297 - Beam Sword (Shining Gundam S)
298 - Kakutou (Shining Gundam S)
299 - Shining Shot (Shining Gundam S)
300 - Shining Finger (Shining Gundam S)
301 - Shining Finger Sword (Shining Gundam S)
302 - Machine Cannon (God Gundam)
303 - Kakutou (God Gundam)
304 - God Slasher (God Gundam)
305 - God Slasher Typhoon (God Gundam)
306 - Machine Cannon (God Gundam H)
307 - Kakutou (God Gundam H)
308 - God Slasher (God Gundam H)
309 - God Slasher Typhoon (God Gundam H)
310 - God Field Dash (God Gundam H)
311 - Choukyuu Haou Den'eidan (God Gundam H)
312 - Bakunetsu God Slasher (God Gundam H)
313 - Bakunetsu God Finger (God Gundam H)
314 - Sekiha Tenkyouken (God Gundam H)
315 - Double God Finger (God Gundam H)*
316 - Seikha Love Love Tenkyouken (God Gundam H)*
317 - Shuffle Doumeiken (God Gundam H)*
318 - Kyuukyoku Sekiha Tenkyouken (God Gundam H)*
319 - Bakunetsu! Kyuukyokuken (God Gundam H)*
320 - Choukyuu Haou Den'eidan (God Gundam H)*
321 - Shield (Gundam Maxter)
322 - Gigantic Magnum (Gundam Maxter)
323 - Fighting Knuckle (Gundam Maxter)
324 - Cyclone Punch (Gundam Maxter)
325 - Burning Punch (Gundam Maxter)
326 - Gounetsu Machine Gun Punch (Gundam Maxter, outdated by S Variant)
327 - [Shuffle Doumeiken] (Gundam Maxter)*
328 - Vulcan (Gundam Rose)
329 - Chevalier Saber (Gundam Rose)
330 - Roses Bit (Gundam Rose)
331 - Roses Screamer (Gundam Rose)
332 - Roses Hurricane (Gundam Rose, outdated by S Variant)
333 - [Shuffle Doumeiken] (Gundam Rose)*
334 - Feilong Flag (Dragon Gundam)

335 - Kakutou (Dragon Gundam)
336 - Dragon Claw (Dragon Gundam)
337 - Dragon Fire (Dragon Gundam)
338 - Shin Ryuusei Kochouken (Dragon Gundam, outdated by S Variant)
339 - [Shuffle Doumeiken] (Dragon Gundam)*
340 - Vulcan (Bolt Gundam)
341 - Kakutou (Bolt Gundam)
342 - Graviton Hammer (Bolt Gundam)
343 - Gaia Crusher (Bolt Gundam, outdated by S Variant)
344 - [Shuffle Doumeiken] (Bolt Gundam)*
345 - Shield (Rising Gundam)
346 - Machine Cannon (Rising Gundam)
347 - Beam Machine Gun (Rising Gundam)
348 - Kakutou (Rising Gundam)
349 - Heat Naginata (Rising Gundam)
350 - Rising Arrow (Rising Gundam)
351 - Sekiha Love Love Tenkyouken (Rising Gundam)*
352 - Iron Net (Gundam Spiegel)
353 - Messergranz (Gundam Spiegel)
354 - Kakutou (Gundam Spiegel)
355 - Spiegel Blade (Gundam Spiegel)
356 - Sturm und Drang (Gundam Spiegel)
357 - Vulcan (Nobel Gundam)
358 - Kakutou (Nobel Gundam)
359 - Beam Hoop (Nobel Gundam)
360 - Beam Ribbon (Nobel Gundam)
361 - Double God Finger (Nobel Gundam)*
362 - Machine Cannon (God Gundam Fu'unsaiiki)
363 - Unicorn Horn (God Gundam Fu'unsaiiki)
364 - God Slasher (God Gundam Fu'unsaiiki)
365 - Back Kick (God Gundam Fu'unsaiiki)
366 - Unicorn Horn (Fu'unsaiiki)
367 - Back Kick (Fu'unsaiiki)
368 - Master Cloth (Master Gundam)
369 - Darkness Shot (Master Gundam)
370 - Choukyuu Haou Den'eidan (Master Gundam)
371 - Distant Crusher (Master Gundam)
372 - Juuni Ouhouhai Daisharin (Master Gundam)
373 - Deadly Web (Master Gundam)
374 - Darkness Finger (Master Gundam)
375 - Sekiha Tenkyouken (Master Gundam)
376 - [Kyuukyoku Sekiha Tenkyouken] (Master Gundam)*
377 - [Bakunetsu Kyuukyokuken] (Master Gundam)*
378 - [Choukyuu Haou Den'eidan] (Master Gundam)*
379 - Unicorn Horn (Master Gundam Fu'unsaiiki)
380 - Master Cloth (Master Gundam Fu'unsaiiki)
381 - Darkness Shot (Master Gundam Fu'unsaiiki)
382 - Choukyuu Haou Den'eidan (Master Gundam Fu'unsaiiki)
383 - Distant Crusher (Master Gundam Fu'unsaiiki)
384 - Juuni Ouhouhai Daisharin (Master Gundam Fu'unsaiiki)
385 - Deadly Web (Master Gundam Fu'unsaiiki)
386 - Darkness Finger (Master Gundam Fu'unsaiiki)
387 - Sekiha Tenkyouken (Master Gundam Fu'unsaiiki)
388 - Vulcan (Nobel Gundam B)
389 - Kakutou (Nobel Gundam B)
390 - Berserker Hoop (Nobel Gundam B)
391 - Berserker Ribbon (Nobel Gundam B)
392 - Vulcan (Devil Gundam)
393 - Mega Beam Cannon (Devil Gundam)
394 - Devil Fang (Devil Gundam)

395 - Kakusan Ryuushi Dan (Devil Gundam)
396 - Vulcan (Devil Gundam 2)
397 - Mega Beam Cannon (Devil Gundam 2)
398 - Kakusan Ryuushi Dan (Devil Gundam 2)
399 - Gundam Head (Devil Gundam 2)
400 - Vulcan (Devil Gundam 3)
401 - Mega Beam Cannon (Devil Gundam 3)
402 - Kakusan Ryuushi Dan (Devil Gundam 3)
403 - Kinbou (Death Army)
404 - Kinboukata Beam Rifle (Death Army)
405 - Machine Cannon (Wing Zero Custom)
406 - Beam Saber (Wing Zero Custom)
407 - Twin Buster Rifle MAP (Wing Zero Custom)
408 - Twin Buster Rifle (Wing Zero Custom)
409 - Vulcan (Deathscythe Hell Custom)
410 - Beam Scissors (Deathscythe Hell Custom)
411 - Micro Missile (Heavyarms Custom)
412 - Gatling Gun (Heavyarms Custom)
413 - Homing Missile (Heavyarms Custom)
414 - Double Gatling Gun (Heavyarms Custom)
415 - Vulcan (Sandrock Custom)
416 - Cross Crasher (Sandrock Custom)
417 - Heat Shortel (Sandrock Custom)
418 - Vulcan (Altron Custom)
419 - Twin Beam Trident (Altron Custom)
420 - Dragon Hang (Altron Custom)
421 - Shield (Tallgeese III)
422 - Vulcan (Tallgeese III)
423 - Beam Saber (Tallgeese III)
424 - Mega Cannon MAP (Tallgeese III)
425 - Heat Rod (Tallgeese III)
426 - Mega Cannon (Tallgeese III)
427 - Beam Saber (Taurus)
428 - Beam Cannon (Taurus)
429 - Beam Cannon (Taurus (MA))
430 - Missile (Serpent)
431 - Beam Saber (Serpent)
432 - Double Gatling Gun (Serpent)
433 - Beam Saber (Taurus) [black, enemy version]
434 - Beam Cannon (Taurus) [black, enemy version]
435 - Shield (Dragonar 1-Kata)
436 - Shoulder Bomb (Dragonar 1-Kata)
437 - Laser Sword (Dragonar 1-Kata)
438 - 75mm Hand Rail Gun (Dragonar 1-Kata)
439 - D Formation Attack (Dragonar 1-Kata)*
440 - Kyofu no Triple Attack (Dragonar 1-Kata)*
441 - Plasma Grenade (Dragonar 2-Kata)
442 - 88mm Hand Rail Gun (Dragonar 2-Kata)
443 - 2 Rensou Shiki Rail Gun (Dragonar 2-Kata)
444 - 280mm Rail Cannon (Dragonar 2-Kata)
445 - D Formation Attack (Dragonar 2-Kata)*
446 - Kyofu no Triple Attack (Dragonar 2-Kata)*
447 - 50mm Hand Rail Gun (Dragonar 3-Kata)
448 - D Formation Attack (Dragonar 3-Kata)*
449 - Kyofu no Triple Attack (Dragonar 3-Kata)*
450 - Shield (Cavalier 0-Kata)
451 - Shoulder Bomb (Cavalier 0-Kata)
452 - Laser Sword (Cavalier 0-Kata)
453 - 75mm Hand Rail Gun (Cavalier 0-Kata)
454 - 220mm Rail Cannon (Cavalier 0-Kata)

455 - D Formation Attack (Cavalier 0-Kata)*
456 - Kyofu no Triple Attack (Cavalier 0-Kata)*
457 - Shield (Dragonar 1-Kata (L))
458 - 5 Ren Dual Missile Pod (Dragonar 1-Kata (L))
459 - Shoulder Bomb (Dragonar 1-Kata (L))
460 - Laser Sword (Dragonar 1-Kata (L))
461 - 75mm Hand Rail Gun (Dragonar 1-Kata (L))
462 - D Formation Attack (Dragonar 1-Kata (L))*
463 - Kyofu no Triple Attack (Dragonar 1-Kata (L))*
464 - Hokuyuu Souchi (Dragonar 2-Kata (L))
465 - Plasma Grenade (Dragonar 2-Kata (L))
466 - 10 Ren Dual Missile Pod (Dragonar 2-Kata (L))
467 - 88mm Hand Rail Gun (Dragonar 2-Kata (L))
468 - 2 Rensou Shiki Rail Gun (Dragonar 2-Kata (L))
469 - 280mm Rail Cannon (Dragonar 2-Kata (L))
470 - D Formation Attack (Dragonar 2-Kata (L))*
471 - Kyofu no Triple Attack (Dragonar 2-Kata (L))*
472 - Tai-Radar Missile (Dragonar 3-Kata (L))
473 - 50mm Hand Rail Gun (Dragonar 3-Kata (L))
474 - D Formation Attack (Dragonar 3-Kata (L))*
475 - Kyofu no Triple Attack (Dragonar 3-Kata (L))*
476 - Shield (Dragonar 1-Kata Custom)
477 - 2 Ren 25mm Kikanhou (Dragonar 1-Kata Custom)
478 - 6 Ren Dual Missile Pod (Dragonar 1-Kata Custom)
479 - Shoulder Bomb (Dragonar 1-Kata Custom)
480 - Laser Sword (Dragonar 1-Kata Custom)
481 - 55.6mm Hand Rail Gun (Dragonar 1-Kata Custom)
482 - Koushi Bazooka Hou (Dragonar 1-Kata Custom)
483 - D Formation Attack (Dragonar 1-Kata Custom)*
484 - Twin Laser Sword (Dragonar 1-Kata Custom)*
485 - Kyofu no Triple Attack (Dragonar 1-Kata Custom)*
486 - 2 Ren 25mm Kikanhou (Dragonar 2-Kata Custom)
487 - 10 Ren Dual Missile Pods (Dragonar 2-Kata Custom)
488 - Assault Knife (Dragonar 2-Kata Custom)
489 - 88mm Hand Rail Gun (Dragonar 2-Kata Custom)
490 - 640mm Rail Cannon (Dragonar 2-Kata Custom)
491 - Koushi Bazooka Hou (Dragonar 2-Kata Custom)
492 - D Formation Attack (Dragonar 2-Kata Custom)*
493 - Kyofu no Triple Attack (Dragonar 2-Kata Custom)*
494 - 10 Ren Dual Missile Pod (Dragoon)
495 - Laser Sword (Dragoon)
496 - 55.6mm Hand Rail Gun (Dragoon)
497 - 460mm Rail Cannon (Dragoon)
498 - Plasma Grenade (Falgen)
499 - Dual Missile Pod (Falgen)
500 - Laser Sword (Falgen)
501 - 75mm Hand Rail Gun (Falgen)
502 - Twin Laser Sword (Falgen)*
503 - 2 Ren 20mm Kikanhou (Dyne)
504 - Hand Grenade (Dyne)
505 - 50mm Hand Rail Gun (Dyne)
506 - 2 Ren 20mm Kikanhou (Stark Dyne?)
507 - Hand Grenade (Stark Dyne?)
508 - Hybrid Saaji (Stark Dyne?)
509 - 50mm Hand Rail Gun (Stark Dyne?)
510 - 30mm Kikanhou (Gebaye)
511 - Hand Grenade (Gebaye)
512 - 50mm Hand Rail Gun (Gebaye)
513 - 30mm Kikanhou (Stark Gebaye?)
514 - Hand Grenade (Stark Gebaye?)

515 - 50mm Hand Rail Gun (Stark Gebaye?)
516 - 450mm Rail Cannon (Stark Gebaye?)
517 - 30mm Kikanhou (Drau)
518 - Hand Grenade (Drau)
519 - 50mm Hand Rail Gun (Drau)
520 - 30mm Kikanhou (Schwelg?)
521 - Taikuu Missile (Schwelg?)
522 - 50mm Hand Rail Gun (Schwelg?)
523 - 30mm Kikanhou (Stark Downtwen?)
524 - 5 Ren IRM Pod (Stark Downtwen?)
525 - Bakudan (Stark Downtwen?)
526 - 220mm Rail Cannon (Stark Downtwen?)
527 - 7 Ren IRM Pod (Gan Dora?)
528 - Rail Gun (Gan Dora?)
529 - 450mm Rail Cannon (Gan Dora?)
530 - 7 Ren IRM Pod (Stark Gan Dora?)
531 - Laser Sword (Stark Gan Dora?)
532 - 75mm Hand Rail Gun (Stark Gan Dora?)
533 - 450mm Rail Cannon (Stark Gan Dora?)
534 - 5 Ren Missile Pod (Gelf)
535 - Laser Sword (Gelf)
536 - 75mm Hand Rail Gun (Gelf)
537 - 5 Ren Missile Pod (Jagd Gelf)
538 - Machine Gun (Jagd Gelf)
539 - Laser Sword (Jagd Gelf)
540 - Bazooka (Jagd Gelf)
541 - 220mm Rail Cannon (Jagd Gelf)
542 - 5 Ren Missile Pod (Reb Gelf)
543 - Laser Sword (Reb Gelf)
544 - 75mm Hand Rail Gun (Reb Gelf)
545 - 4 Ren Dual Missile Pod (Zwei)
546 - Claw (Zwei)
547 - 50mm Hand Rail Gun (Zwei)
548 - 30mm Kikanhou (Geyzam?)
549 - Hand Grenade (Geyzam?)
550 - Seiryuu Ha [Blue Dragon Blade] (Geyzam?)
551 - 50mm Hand Rail Gun (Geyzam?)
552 - 100 Rensou Missile Pod (Girugazamune 1?)
553 - Hand Kikanhou (Girugazamune 1?)
554 - Seiryuu Ha [Blue Dragon Blade] (Girugazamune 1?)
555 - Oogata Junkou Missile [Jumbo Cruise Missile] (Girugazamune 1?)
556 - 100 Rensou Missile Pod (Girugazamune 2?)
557 - Hand Kikanhou (Girugazamune 2?)
558 - Oogata Blade (Girugazamune 2?)
559 - Oogata Junkou Missile [Jumbo Cruise Missile] (Girugazamune 2?)
560 - 100 Rensou Missile Pod (Girugazamune 3?)
561 - Hand Kikanhou (Girugazamune 3?)
562 - Oogata Blade (Girugazamune 3?)
563 - Oogata Junkou Missile [Jumbo Cruise Missile] (Girugazamune 3?)

977 - Missile Pod (Aestivalis (Aerial) Akito)
978 - Immediate Knife (Aestivalis (Aerial) Akito)
979 - Wired Fist (Aestivalis (Aerial) Akito)
980 - Field Lancer (Aestivalis (Aerial) Akito)
981 - Rapid Rifle (Aestivalis (Aerial) Akito)
982 - Gekigan Flare (Aestivalis (Aerial) Akito)
983 - Double Gekigan Flare (Aestivalis (Aerial) Akito)*
984 - Immediate Knife (Aestivalis (OG) Akito)
985 - Wired Fist (Aestivalis (OG) Akito)
986 - Field Lancer (Aestivalis (OG) Akito)

987 - Rapid Rifle (Aestivalis (OG) Akito)
988 - Gekigan Flare (Aestivalis (OG) Akito)
989 - Double Gekigan Flare (Aestivalis (OG) Akito)*
990 - Missile (Aestivalis (Artillery) Akito)
991 - 120mm Cannon (Aestivalis (Artillery) Akito)
992 - 120mm Cannon MAP (Aestivalis (Artillery) Akito)
993 - Gekigan Missile (Aestivalis (Aerial) Gai)
994 - Gekigan Sword (Aestivalis (Aerial) Gai)
995 - Gai Super Upper (Aestivalis (Aerial) Gai)
996 - Gekigan Shot (Aestivalis (Aerial) Gai) [Field Lancer]
997 - Gekigan Beam (Aestivalis (Aerial) Gai)
998 - Gai Super Upper (Aestivalis (Aerial) Gai)
999 - Double Gekigan Flare (Aestivalis (Aerial) Gai)*
1000 - Gekigan Sword (Aestivalis (OG) Gai)
1001 - Gekigan Punch (Aestivalis (OG) Gai)
1002 - Gekigan Shot (Aestivalis (OG) Gai) [Field Lancer]
1003 - Gekigan Beam (Aestivalis (OG) Gai)
1004 - Gai Super Upper (Aestivalis (OG) Gai)
1005 - Double Gekigan Flare (Aestivalis (OG) Gai)*
1006 - Gekigan Missile (Aestivalis (Artillery) Gai)
1007 - Gekigan Beam (Aestivalis (Artillery) Gai)
1008 - Gekigan Beam MAP (Aestivalis (Artillery) Gai)
1009 - Missile Pod (Aestivalis (Aerial) Ryoko)
1010 - Immediate Knife (Aestivalis (Aerial) Ryoko)
1011 - Wired Fist (Aestivalis (Aerial) Ryoko)
1012 - Field Lancer (Aestivalis (Aerial) Ryoko)
1013 - Rapid Rifle (Aestivalis (Aerial) Ryoko)
1014 - Distortion Punch (Aestivalis (Aerial) Ryoko)
1015 - Formation Attack (Aestivalis (Aerial) Ryoko)*
1016 - Immediate Knife (Aestivalis (OG) Ryoko)
1017 - Wired Fist (Aestivalis (OG) Ryoko)
1018 - Field Lancer (Aestivalis (OG) Ryoko)
1019 - Rapid Rifle (Aestivalis (OG) Ryoko)
1020 - Distortion Punch (Aestivalis (OG) Ryoko)
1021 - Formation Attack (Aestivalis (OG) Ryoko)*
1022 - Missile (Aestivalis (Artillery) Ryoko)
1023 - 120mm Cannon (Aestivalis (Artillery) Ryoko)
1024 - 120mm Cannon MAP (Aestivalis (Artillery) Ryoko)
1025 - Missile Pod (Aestivalis (Aerial) Hikaru)
1026 - Immediate Knife (Aestivalis (Aerial) Hikaru)
1027 - Wired Fist (Aestivalis (Aerial) Hikaru)
1028 - Field Lancer (Aestivalis (Aerial) Hikaru)
1029 - Rapid Rifle (Aestivalis (Aerial) Hikaru)
1030 - Distortion Punch (Aestivalis (Aerial) Hikaru)
1031 - Formation Attack (Aestivalis (Aerial) Hikaru)*
1032 - Immediate Knife (Aestivalis (OG) Hikaru)
1033 - Wired Fist (Aestivalis (OG) Hikaru)
1034 - Field Lancer (Aestivalis (OG) Hikaru)
1035 - Rapid Rifle (Aestivalis (OG) Hikaru)
1036 - Distortion Punch (Aestivalis (OG) Hikaru)
1037 - Formation Attack (Aestivalis (OG) Hikaru)*
1038 - Missile (Aestivalis (Artillery) Hikaru)
1039 - 120mm Cannon (Aestivalis (Artillery) Hikaru)
1040 - 120mm Cannon MAP (Aestivalis (Artillery) Hikaru)
1041 - Missile Pod (Aestivalis (Aerial) Izumi)
1042 - Immediate Knife (Aestivalis (Aerial) Izumi)
1043 - Wired Fist (Aestivalis (Aerial) Izumi)
1044 - Field Lancer (Aestivalis (Aerial) Izumi)
1045 - Rapid Rifle (Aestivalis (Aerial) Izumi)
1046 - Distortion Punch (Aestivalis (Aerial) Izumi)

1047 - Formation Attack (Aestivalis (Aerial) Izumi)*
1048 - Immediate Knife (Aestivalis (OG) Izumi)
1049 - Wired Fist (Aestivalis (OG) Izumi)
1050 - Field Lancer (Aestivalis (OG) Izumi)
1051 - Rapid Rifle (Aestivalis (OG) Izumi)
1052 - Distortion Punch (Aestivalis (OG) Izumi)
1053 - Formation Attack (Aestivalis (OG) Izumi)*
1054 - Missile (Aestivalis (Artillery) Izumi)
1055 - 120mm Cannon (Aestivalis (Artillery) Izumi)
1056 - 120mm Cannon MAP (Aestivalis (Artillery) Izumi)
1057 - Missile Pod (Aestivalis (Aerial) Akatsuki)
1058 - Immediate Knife (Aestivalis (Aerial) Akatsuki)
1059 - Wired Fist (Aestivalis (Aerial) Akatsuki)
1060 - Field Lancer (Aestivalis (Aerial) Akatsuki)
1061 - Rapid Rifle (Aestivalis (Aerial) Akatsuki)
1062 - Distortion Punch (Aestivalis (Aerial) Akatsuki)
1063 - Immediate Knife (Aestivalis (OG) Akatsuki)
1064 - Wired Fist (Aestivalis (OG) Akatsuki)
1065 - Field Lancer (Aestivalis (OG) Akatsuki)
1066 - Rapid Rifle (Aestivalis (OG) Akatsuki)
1067 - Distortion Punch (Aestivalis (OG) Akatsuki)
1068 - Missile (Aestivalis (Artillery) Akatsuki)
1069 - 120mm Cannon (Aestivalis (Artillery) Akatsuki)
1070 - 120mm Cannon MAP (Aestivalis (Artillery) Akatsuki)
1071 - Missile (Nadesico)
1072 - Gravity Blast (Nadesico)
1073 - Gravity Blast MAP (Nadesico)
1074 - Missile (Nadesico (Y-Unit))
1075 - Gravity Blast (Nadesico (Y-Unit))
1076 - Gravity Blast MAP (Nadesico (Y-Unit))
1077 - Souteni Hou MAP (Nadesico (Y-Unit))
1078 - Missile (Aestivalis (Getsumen F))
1079 - Rail Gun (Aestivalis (Getsumen F))
1080 - Taikan Missile (Aestivalis (Getsumen F))

1152 - Machine Cannon (God Gundam H (Fu'unsaiiki))
1153 - Unicorn Horn (God Gundam H (Fu'unsaiiki))
1154 - God Slasher (God Gundam H (Fu'unsaiiki))
1155 - God Field Dash (God Gundam H (Fu'unsaiiki))
1156 - Back Kick (God Gundam H (Fu'unsaiiki))
1157 - Choukyuu Haou Den'eidan (God Gundam H (Fu'unsaiiki))
1158 - Bakunetsu God Slasher (God Gundam H (Fu'unsaiiki))
1159 - Bakunetsu God Finger (God Gundam H (Fu'unsaiiki))
1160 - Sekiha Tenkyouken (God Gundam H (Fu'unsaiiki))
1167 - Walter Fang (Grand Master Gundam)
1168 - Heaven's Claw (Grand Master Gundam)
1169 - Heaven's Dart (Grand Master Gundam)
1170 - Grand Thunder (Grand Master Gundam)
1171 - Shield (Zaku II MS-06F2) <2000>
1172 - 120mm Machinegun (Zaku II MS-06F2)
1173 - Heat Hawk (Zaku II MS-06F2)
1174 - 240mm Bazooka (Zaku II MS-06F2)
1175 - Oogata Mega Ryuushi Hou (Apsaras, Ghinias Version)
1176 - Oogata Mega Ryuushi Hou MAP (Apsaras, Ghinias Version)
1177 - Shield (Sazabi HP Boosted Version / Enemy Version)
1178 - Missile (Sazabi HP Boosted Version / Enemy Version)
1179 - Mega Ryuushi Hou (Sazabi HP Boosted Version / Enemy Version)
1180 - Beam Shot Rifle (Sazabi HP Boosted Version / Enemy Version)
1181 - Beam Tomahawk Saber (Sazabi HP Boosted Version / Enemy Version)
1182 - Funnel (Sazabi HP Boosted Version / Enemy Version)

1183 - Tai-Radar Missile (Dragonar 3-Kata Custom)
1184 - 50mm Hand Rail Gun (Dragonar 3-Kata Custom)
1185 - Koushi Bazooka Hou (Dragonar 3-Kata Custom)
1186 - D Formation Attack (Dragonar 3-Kata Custom)*
1187 - Kyoufu no Triple Attack (Dragonar 3-Kata Custom)*

1233 - Shield (Gundam Maxter S)
1234 - Gigantic Magnum (Gundam Maxter S)
1235 - Fightning Knuckle (Gundam Maxter S)
1236 - Cyclone Punch (Gundam Maxter S)
1237 - Burning Punch (Gundam Maxter S)
1238 - Gounetsu Machine Gun Punch (Gundam Maxter S)
1239 - Shuffle Doumeiken (Gundam Maxter S)*
1240 - Vulcan (Gundam Rose S)
1241 - Chevalier Saber (Gundam Rose S)
1242 - Roses Bit (Gundam Rose S)
1243 - Roses Screamer (Gundam Rose S)
1244 - Roses Hurricane (Gundam Rose S)
1245 - Shuffle Doumeiken (Gundam Rose S)*
1246 - Feilong Flag (Dragon Gundam S)
1247 - Kakutou (Dragon Gundam S)
1248 - Dragon Claw (Dragon Gundam S)
1249 - Dragon Fire (Dragon Gundam S)
1250 - Shin Ryuusei Kochouken (Dragon Gundam S)
1251 - Shuffle Doumeiken (Dragon Gundam S)*
1252 - Vulcan (Bolt Gundam S)
1253 - Kakutou (Bolt Gundam S)
1254 - Graviton Hammer (Bolt Gundam S)
1255 - Gaia Crasher (Bolt Gundam S)
1256 - Shuffle Doumeiken (Bolt Gundam S)*
1257 - Master Cloth (Master Gundam S)
1258 - Darkness Shot (Master Gundam S)
1259 - Choukyuu Haou Den'eidan (Master Gundam S)
1260 - Distant Crusher (Master Gundam S)
1261 - Juuni Ouhouhai Daisharin (Master Gundam S)
1262 - Deadly Web (Master Gundam S)
1263 - Darkness Finger (Master Gundam S)
1264 - Sekiha Tenkyouken (Master Gundam S)
1265 - Kyuukyoku Sekiha Tenkyouken (Master Gundam S)*
1266 - Bakunetsu Kyuukyokuken (Master Gundam S)*
1267 - Choukyuu Haou Den'eidan (Master Gundam S)*
1268 - Unicorn Horn (Master GS Fu'unsaiiki left facing)
1269 - Master Cloth (Master GS Fu'unsaiiki left facing)
1270 - Darkness Shot (Master GS Fu'unsaiiki left facing)
1271 - Choukyuu Haou Den'eidan (Master GS Fu'unsaiiki left facing)
1272 - Distant Crusher (Master GS Fu'unsaiiki left facing)
1273 - Juuni Ouhouhai Daisharin (Master GS Fu'unsaiiki left facing)
1274 - Deadly Web (Master GS Fu'unsaiiki left facing)
1275 - Darkness Finger (Master GS Fu'unsaiiki left facing)
1276 - Sekiha Tenkyouken (Master GS Fu'unsaiiki left facing)

1315 - Machine Cannon (God Gundam H Fu'unsaiiki) [more powerful variant]
1316 - Unicorn Horn (God Gundam H Fu'unsaiiki) [more powerful variant]
1317 - God Slasher (God Gundam H Fu'unsaiiki) [more powerful variant]
1318 - God Field Dash (God Gundam H Fu'unsaiiki) [more powerful variant]
1319 - Back Kick (God Gundam H Fu'unsaiiki) [more powerful variant]
1320 - Choukyuu Haou Den'eidan (God Gundam H Fu'unsaiiki) [more powerful]
1321 - Bakunetsu God Slasher (God Gundam H Fu'unsaiiki) [more powerful]
1322 - Bakunetsu God Finger (God Gundam H Fu'unsaiiki) [more powerful variant]
1323 - Sekiha Tenkyouken (God Gundam H Fu'unsaiiki) [more powerful variant]

1324 - Unicorn Horn (Master GS Fu'unsaiiki) [more powerful variant]
1325 - Master Cloth (Master GS Fu'unsaiiki) [more powerful variant]
1326 - Darkness Shot (Master GS Fu'unsaiiki) [more powerful variant]
1327 - Choukyuu Haou Den'eidan (Master GS Fu'unsaiiki) [more powerful variant]
1328 - Distant Crusher (Master GS Fu'unsaiiki) [more powerful variant]
1329 - Juuni Ouhouhai Daisharin (Master GS Fu'unsaiiki) [more powerful]
1330 - Deadly Web (Master GS Fu'unsaiiki) [more powerful variant]
1331 - Darkness Finger (Master GS Fu'unsaiiki) [more powerful variant]
1332 - Sekiha Tenkyouken (Master GS Fu'unsaiiki) [more powerful variant]

1337 - D Formation Attack (Dragonar 2-Kata)* [Cavalier 0-Kata Version]#
1338 - Kyoufu no Triple Attack (Dragonar 2-Kata)* [Cavalier 0-Kata Version]#
1339 - D Formation Attack (Dragonar 3-Kata)* [Cavalier 0-Kata Version]#
1340 - Kyoufu no Triple Attack (Dragonar 3-Kata)* [Cavalier 0-Kata Version]#
1341 - Full Open Attack (Heavyarms Custom)

1349 - Shield (Sandrock Custom)

1356 - Shuuri Souchi (Dragonar 3-Kata)
1357 - Shuuri Souchi (Dragonar 3-Kata (L))
1358 - Shuuri Souchi (Dragonar 3-Kata Custom)

#(By Cavalier 0-Kata Version, I mean that this version of the combination replaces Dragonar 1-Kata with Cavalier 0-Kata.)

Section 10: Design Issues

This information does not really fit anywhere else, but it is of educational value and explains some odd numbering tendencies in the data.

Certain weapons, and even certain mecha, seem to have been added or subtracted later in the design of the game. For example, the Beam Gun, Missile, and Missile Launcher of the Gundam Test Model Number 1 Machine, Sazabi, and Nu Gundam were initially placed in the game, but then later removed. Why? Probably for game balance issues (the latter are already very powerful mecha, and the GP-01 is in your possession for such a short amount of time.) Similarly, the 'zeroed' Combination Attacks (like Minerva X's Triple Mazinger Punch) were probably removed at a later date. In some cases, we can recover these attacks, but in others (F Dynamic Special, Triple Mazinger Punch, and several other combination attacks), the game logic has been removed that enables these weapons.

The same holds true for the Ultimate and Combination Attacks for non-transformed Mobile Fighter G Gundam units. It looks like initially the only mecha with a planned transformation mode was the Shining and God Gundams (as their transformation are logically located right next to the regular version). Later, the rest of the Shuffle Union was upgraded with the capacity to transform into Super Mode, and therefore weapons were removed and these new units were added after the original Banpresto units. The same, therefore, probably holds true for Dragonar Type-3 Custom, Dai-Tetsujin (friendly version, looks like Tsukumo was supposed to die!), and the non-transforming Getta units! (It seems the transforming Getta would be retained - the combination attacks were in place, for example, for the Twin Tomahawk D in transforming Getta-1.) For the enemies, the same conclusions can be drawn about Koros, Sentou Robo Dari, Grand Master Gundam, the Zaku II MS-06F2, the HP boosted Apsaras (and possibly the HP boosted Sazabi), the Batta variants, the Geshpenst Mk. II (yes, the whole mecha), and the NPC version of Akito's Aestivalis.

Some abilities, on the other hand, seem to have been added, rather than removed, after the initial design process. While most Shin Kidou Senki Gundam Wing weapons reside at codes 405-434 (including enemies), the Sandrock Custom's Shield and Heavyarms Custom's Full Open Attack are in the 1300's - probably, then, they were added to 'boost' the strength of these units later. This would also, therefore, apply to the Shields of Laz Angrief and Vysaga, the Cavalier Type-0 combinations (makes sense, Cavalier Type-0 should have been put next to Dragonar Type-1), Dragonar Type-3's (and upgrades) Repair Equipment (possibly the most 'controversial' item, since Dragonar Type-3 is basically worthless without that equipment), and several Getta-Q and Getta-1 (non-transforming) combination attacks (which had to be transferred due to the addition of the non-transforming Getta-1 and Getta Dragon.)

Should these additions and subtractions have been made? With these codes, you can be the judge of that question. The designers obviously had rationale behind their decisions, but as was stated earlier in the guide, the decision is up to the individual gamer.

On a lighter note ... graphics and animations. The game uses a multi-tiered system for combining graphics into the combat sequences you see. Every mecha (due to the MBDC) has basic sprites. Their attacks also have their own sprite animation; for example, if you put the beam cannon from the FAZZ on, say, Laz Angrief, the beams will shoot out from empty space in front of the mecha! Now, certain long attacks (like Duo's Beam Scissors) have extra animation on top of that. Even if the MBDC of the mecha doesn't match, since the picture of Deathscythe Hell over the moon is stored with the weapon, it will show Deathscythe Hell and not the current mecha. There is one interesting element to add. Certain attacks (I call them pilot zooms) will intersperse a zoomed in shot of the current pilot with the typical anime 'line-light' effect. For example, when a pilot is in the Gundam and fires the Beam Rifle, this zoomed in shot will be shown. Not every pilot has a zoom picture! Even though you can see, for example, Hiiro Yuy when he shoots the Twin Buster Rifle, that's part of a weapon animation sequence, and so if you force Hiiro into the Gundam, he WON'T have a close up when he shoots the Beam Rifle! In fact, Hiiro, Duo, Quatre, and Wufei all lack zoom pictures. Trowa and Zechs, amazingly enough, don't; they use the Pilot Zoom logic and therefore have zoom pictures. Most Federal Forces 'main' characters have a zoom shot (Amuro, Camille, Shiro, Quattro), but not all UC people do (Fa, Sayla, Aina). Occasionally, a mis-match between the MBDC and weapon animation will cause the sprites to temporarily scramble or discolor. Keeping the weapons sequences self-contained allows them to recycle and conserve space, which is important to a hand-held game like this one ^^

Speaking of graphics, there's the issue of the 151st mecha, the Gundam Maxter boxing variant. Technically, this is not a fully formed mecha data block. Why? The major use of the data stored in this area seems to be the graphical sprite, which is used to represent the boxing mode transformation of the Gundam Maxter during certain special attacks - the Cyclone Punch and Burning Punch, especially. You can still load up data and what not in that area, but I cannot guarantee the performance of the game if you then use the Cyclone or Burning Punch in your 'regular' Gundam Maxter. It may temporarily switch to whatever data you've put in the Gundam Maxter boxing variant slot, which could have very negative results. (That is, you could have a nasty crash.)

Section 11: Customization Suggestions

Of course, the ultimate decision on what, where, and why to customize is up to the individual. If you feel that every mecha should have a level 15 Atomic Bazooka, well ... the game's going to be rather short ^^ However, here are some game-play variants that I've devised based on the series involved:

Variant 1: E-Cap Failure

Replace all Beam Rifles (but not the Long Rifles) of UC Mecha (excluding Shin Kidou Senki Gundam Wing, etc.) with the GM Rifle. This variant posits that the Federal Forces do not develop the mass produced Beam Rifle and instead, the standard GM Rifle is used. Long Rifles represent 'special' versions.

Variant 2: Upgraded Nu Gundam / Sazabi

Restore the Missile and Missile Launcher to the Nu Gundam and Sazabi. Admittedly, this has little effect, as you probably will be using the more powerful weapons for these two mecha.

Variant 3: Mobile Armor Upgrades

Add minor systems upgrades to Mobile Armors (Apsaras, Elmeth, Zakrello). These are under-used units, mainly because they have little combat variety and horrible close-range abilities. I recommend adding ranged combat options (Missile systems would make sense, as would certain built in Vulcan/Chain Guns, and weak built in beams like the Beam Gun), but not things like Beam Sabers, Beam Javelins, etc. You can also add Repair or Supply equipment to these units (their extreme size makes this a feasible option). Adding a Body Slam (Taiatari) move is acceptable.

Variant 4: Perfect Apsaras

Replace the data for Aina's Apsaras with the Apsaras Perfect Variant that Ghinias eventually develops, going with the assumption that Aina absconds in the completed version.

Variant 5: Soldier's Game

Replace the main character's mecha with a GM Custom (and the GM Custom's weaponry). If you really want to make it hard, replace the main character (via the Pilot Hacking Guide) with Federal Forces Soldier data! For a less severe version, replace the main mecha with a Dragoon (still mass produced, but better than the GM.)

Variant 6: Gundam Ez-08 Arsenal Version

The Ez-08 (and its predecessor, the RX-79 [G]) is a versatile mecha with the ability to utilize a wide array of weapons attachments. Give the Ez-08 a Bazooka (the Gundam Mark II's Hyper Bazooka is a good choice, or the High Mobility Zaku's 240mm Bazooka) and a missile launcher to simulate these additional armaments that were used during the series.

The next set of variants (7-9) replace the Shin Kidou Senki Gundam Wing Endless Waltz OVA version of the mecha with the TV series version.

Variant 7: Original Heavyarms Version

A little harder to execute, but drop the Double Gatling Gun and replace it with the Dragonar Type-2 Custom's Assault Knife (to simulate the Army Knife inside the Heavyarms' ... arm.) If you feel generous, simply add the Assault Knife without removing the Double Gatling Gun (although that is not as consistent with the television version).

Variant 8: Original Sandrock Version

In the television anime version, Sandrock has both shoulder-launched missiles and, more importantly, a Beam Sub-Machine Gun. Adding the Gerbera

Tetra's Beam Machine Gun and a low-ammo capacity missile pod (historically, I believe it was a 2-missile pod - maybe the Anti-Radar Missiles of Dragonar Type-3?) could simulate these systems.

Variant 9: Deathscythe Buster Shield Version

Add a shield to the Deathscythe Hell Custom. (Yes, the Buster Shield is also a weapon - you could add a ranged Hand-to-Hand attack like the Beam Javelin to simulate this if you wish.) This really unbalances this mecha, though, since it is already quite strong without the Shield. (In Endless Waltz, I don't believe that Deathscythe Hell Custom has the Buster Shield.)

Section 12: Easytype Calculations Section

I get a lot of mails about how exactly to USE the information in this document. Let's spell out some basics, first.

1: The information in this guide covers ACTUAL memory addresses and values. It does not contain Gameshark codes, Codebreaker codes, or anything else of that sort.

2: The specific application of this data to your game will therefore vary.

3: In order to alter game information, you need two things: a value, and an address in which you will place that value. It also helps to know the byte size of the data.

Okay, so how do you come up with these two pieces of information? Well, first, you have to know what unit are trying to alter. Go to Section 6 and look up the Base Address for the mecha you wish to alter. Write this down somewhere, we'll need it in a minute.

Now, we'll need to figure out what aspect of the unit we wish to change.

- 1) Current HP?
- 2) Current EN?
- 3) Current Shield Strength?
- 4) Mecha Background Data Code? [replace the mecha with another]
- 5) Main Pilot?
- 6) Support Pilots?
- 7) Weapons Systems?
- 8) Ammunition?
- 9) Upgrades to Weapons Systems?
- 10) Conformal Parts?
- 11) Upgrades to basic statistics?
- 12) Enable Byte? [whether or not you have this mecha in inventory]

In each case, we will need to know what to add to the Base Address we looked up earlier:

- 1) 0
- 2) 4
- 3) 6
- 4) 8
- 5) 10
- 6) 12
- 7) 20
- 8) 60

- 9) 80
- 10) 100
- 11) 104
- 12) 109

Take the value listed and, using a calculator set on Hexidecimal (Very, very important!), add it to the Base Address. You now know the Final Address you'll need to alter. In the case of something with multiple slots (types 6, 7, 8, 9, 10, and 11), you may need to add a different number; the number listed is for the FIRST object of that type. (First weapon, first support pilot, etc.)

Now, you need to find the Value you will want to place in that address.

- 1) Your Discretion [whatever you want!]
- 2) Your Discretion
- 3) Your Discretion
- 4) Section 7
- 5) Section 8
- 6) Section 8
- 7) Section 9
- 8) Your Discretion
- 9) Your Discretion
- 10) Don't Currently Have a Table ... start at 1 and work your way up
- 11) Your Discretion
- 12) 1

Either look in the section listed, or use the value listed (in that case of 12), or use any value you deem sufficient (in the case of Your Discretion). You now have all but one last piece of information that may be important. The Byte Size.

- 1) 32-bit
- 2) 16-bit
- 3) 16-bit
- 4) 16-bit
- 5) 16-bit
- 6) 16-bit
- 7) 16-bit
- 8) 8-bit
- 9) 8-bit
- 10) 8-bit
- 11) 8-bit
- 12) 8-bit

That should be everything you'll need ... remember, application of this information is up to the user.

Section 13: Credits

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

GameFAQs (www.gamefaqs.com), for being the comprehensive game information site;

The people on the Super Robot Taisen A board at GameFAQs, for confirmations of some material and a few helpful hints here and there with

later appearing mecha;

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

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

Section 14: Contact Information

If you want to get in touch with me, the author, the best way is to send an e-mail. The address is soren_kanzaki@yahoo.com. I check it once (and usually only once) per day, and I try my best to answer all appropriate e-mails that cross my path. Sometimes, I'll forget to answer an e-mail because I don't have the answer right at hand - just send me a nice reminder, and I should get back to you shortly. If you don't hear from me the same or next day, this might just be because you've missed my mail-reading time.

I'm generally willing to answer questions that are related to the game in question. I might not know the answer, but if I don't, I'll at least let you know that I can't help. Asking about how to use cheats is a fifty-fifty proposition. If I have plenty of time, and am in a good mood, I'll probably answer your question. If I'm in a hurry, then I probably won't. Repeatedly sending me the same question will probably not help get it answered any sooner, either. Also, requests for copies of the game, save states, or things like that will generally be ignored. It's just policy, it's not personal.

Intelligent questions of any stripe on games, anime, and even academic subjects are usually welcome. Even ones like "So, what is your opinion of Wellington's Peninsular Campaigns?" will probably be answered. (Actually, if someone ever seriously asked me that question, I definitely would answer.) Occasionally I'm a bit windy (as if you couldn't tell just by reading this guide!), but if you can put up with that, then by all means drop me a line. Since I'm too lazy to paste up my research and thoughts on a web-page, I'm usually more than willing to do so over an e-mail.

It goes without saying that information, comments (that have substance, not just unsolicited opinion), praise, and criticism (again, with some specifics) on the work itself is quite welcome. I've done more than a few of these by now, but I'm always looking to make the guides better. Suggestions for new games to work on will be taken into consideration - but I can't guarantee that I'll be able to get a copy of the game in question and pick it apart. I'm only human, after all ...

If for some reason e-mail just doesn't work for you, it is possible to contact me on the GameFAQs message boards. I usually at least scan the boards for which I've published work (although busier ones often move too fast for an ancient fossil like myself), so there's a chance that I'll see a message there. Unless it's incredibly important or urgent, I think both myself and the wonderful staff at GameFAQs would appreciate you not creating a topic like 'Hey, Soren!'. Interesting, topical titles will draw my attention without the involuntary shudder that my name on a topic title will.
^^

One last note. Again, I don't have a web-page, and I'm also a bit on the lazy side. The only place that I can guarantee you'll find the latest version of any document is GameFAQs. Occasionally, I'll send a copy to the

websites that ask, but it's not something that I honestly do every time. Websites authorized to carry this document should feel free to put it up even if I don't get around to sending it to them, and have my apologies.

Section 15: Copyright / Authorization

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Section 16: Miscellaneous

Edition Names:

I thought I'd add a little spice to the bland version numbers by invoking the names of the two major Universal Century mobile suit design corporations. The Zeonic Corporation, headquartered in Granada on the Moon, designed many of the suits that are synonymous with the Duchy of Zeon. Anaheim Electronics, which gained supremacy in Federal Forces mobile suit design after the One Year War by absorbing many Zeonic Corporation personnel, was responsible for the GP-01, GP-02a, and the GP-03, as well as many other mecha designs.

The Shuffle Union / Devil Gundam Corps are the two main groups in Mobile Fighter G Gundam. (At least from my limited knowledge.)

Operation Meteor is the title of the entire project of sending the Gundams (in Shin Kidou Senki Gundam Wing) to Earth, following the impact of a large colony on the surface. (Yes, Sunrise copied from itself - White Fang isn't the first group of crazies to want to drop a colony on the Earth.) I thought it sounded better than the '5 Old Doctor's' Edition.

If I knew more about Metal Armor Dragonar, I would have given it a better version title. ^^ I considered using the name of some of the support ships in the anime, but decided against it.

Nergal Heavy Industries is the corporation responsible for the construction of the Nadesico and all its sibling ships (the Cosmos, Shakuyaku, and a fourth whose name slips my mind at this time. All of the other three are flowers, EVEN the Cosmos. It might also refer to, you know, space, but it can be a flower, just like the Aestivalis is one ... all parodies of the Gundam Project mobile suit names [Zephyranthes, Physalis, Orchis, and Gerbera]). Nergal, as you probably know, is a reference to Mars.

Next?:

The next slated edition will cover Zambot 3/Daitarn 3 information, and possibly more enemy information. I really haven't played the game very much recently for a variety of reasons (but I still would like to, at some point ...), and with the impending release of Super Robot Taisen R, there's an awfully good chance that any other work will get side-lined in favor of rapid research into R. I'd like to see how fast I can figure out the data in that one ...

Zeonic Corporation Edition?:

Yes, I decided to hold onto that edition for a day to double-check it, and by that time, I figured it would be faster to just plow right into the Shuffle Union/Devil Gundam Corps edition. However, as my salute to the innovative and powerful designs of the Zeonic Corporation (and its spin-offs, including Anaheim Electronics itself), I retained that version number and all associated data about it.

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