

Zoids Saga (Import) Armaments FAQ

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Zoids Saga Armaments v.0.9
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Section 1: Overview

Zoids Saga. Is it an RPG? Yes, but there's more to it than that. The ability to customize, upgrade, and collect Zoids gives it more complexity than an average RPG (although the growth of the Zoids is less complex than most RPGs). The proper selection and acquisition of Armaments is a vital step to victory.

But how is a non-Japanese speaking player supposed to know their Hybrid Cannon from a Napalm Missile? Well ...

Section 2: Version History

0.8 (3/20/2002): First version. All armaments should be included. Some translation issues (tetsukan, rensou, hannou-dan, shuuchuu, hiblit), but this version is probably as correct as it will get unless someone is kind enough to make translation corrections ...

0.9 (5/14/2002): Added location information for several armaments. Corrected E Protector. Added Fixed Armaments section (see miscellaneous).

Section 3: Armaments in General

The Armaments system in Zoids Saga allows for the massive upgrade and customization of all Zoids in the game. Sure, a Lightning Saix is fast - but why not put a Extreme Maneuver Thruster on a Gojulas G Ogre and make it faster?

All Zoids have 3 Weapons Racks. These Racks can be of three types: Fixed, Offensive/Defensive, and Defensive. Fixed Racks contain a set weapon that cannot be removed or altered. Offensive/Defensive Racks can contain any type of Armament, and Defense Racks can only contain defensive armaments.

To just check your current general stockpile of Armaments, enter the Start Menu, select the first option (Status), and then select the third option (Armaments). To change the currently equipped Armaments on your active Zoids, enter the Start Menu and select the third option.

The first rack is always the left shoulder (closest to the screen) rack, the second is the centerline rack, and the last is the right shoulder rack (the Zoid's body will be made transparent so you can see the Armament in question).

Finally, your stockpile has a maximum limit of 9 of any single Armament (but it can hold all the different Armaments you want). However, Armaments carried on Zoids do not count towards this limit. If you sell or remove an Armament from a Zoid that you currently have 9 of in your stockpile, the excess Armament is lost. Armaments can be bought and sold at Armaments Shops inside towns (a cannon or missile on the sign) and from certain other locations.

Section 4: Offensive Armaments

When the built-in weapons and attacks of a Zoid aren't enough, it is time to visit an Armaments Shop and stock up. Some of the most powerful weapons in the game can simply be attached or removed from any Zoid, and many strong special abilities, such as DF Ignore and Paralyze, are most easily found on Offensive Armaments.

Besides, it's fun to put a Charged Particle Cannon on a Godos, right?

Legend:

English Name [Romanized Name if not Katakana] (Memory Address):
Attack Accuracy
EP Cost Range Specials
Location

Range can be one of four types: Single (one selected square), Pierce (hits all Zoids in the same row), Spread (hits all Zoids in the same column), and Square (hits a 2 x 2 pattern). The first numbers, X-X, tells the range in squares from the Zoid in which this weapon operates.

Specials refer to one of four different abilities: Paralyze [Mahi], which renders the target unable to move or attack; DF Ignore [DF Mushi], which means that the weapon ignores defensive modifiers (listed attack = actual damage); Chara ??, whose purpose is still unknown; and Cannot Miss, which only applies to the Decoy weapon and means that the weapon cannot miss its target.

Part A: Particle Cannons

Particle Cannons tend to inflict high levels of damage on Square patterns, but that is not without cost - they have low accuracy (90% or less for most, with the Photon Particle Cannon being a noteworthy exception) and require significant EP to operate.

Particle Cannon [Ryuushi Hou] (2003ea9):

Attack: 66 Accuracy: 85%

EP Cost: 6 Range: 1-3 Square

Location: Mt. Osa Base Armaments Shop, Scenario 3, Arcadia Town

Armaments Shop, Scenario 3, Arcadia Town Armaments Shop, Scenario 10

Heavy Particle Cannon [Chou Ryuushi Hou] (2003eaa):

Attack: 81 Accuracy: 80%

EP Cost: 6 Range: 1-3 Square

Location: Arcadia Town Armaments Shop, Scenario 3, Romeo City W

Armaments Shop, Scenario 5

Hyper Particle Cannon [Hyper Ryuushi Hou] (2003eab):

Attack: 97 Accuracy: 85%

EP Cost: 8 Range: 1-3 Square

Location: Romeo City W Armaments Shop, Scenario 5

Plasma Particle Cannon [Plasma Ryuushi Hou] (2003eac):

Attack: 115 Accuracy: 90%

EP Cost: 8 Range: 1-3 Square

Location: Arcadia Town Armaments Shop, Scenario 6, Central Town

Armaments Shop, Scenario 6, Solid's Base Armaments Shop, Scenario 7

Photon Particle Cannon [Photon Ryuushi Hou] (2003ead):

Attack: 90 Accuracy: 110%

EP Cost: 2 Range: 1-3 Pierce

Location: Arcadia Town Armaments Shop, Scenario 4, Romeo City W

Armaments Shop, Scenario 5

External Charged Particle Cannon [Gaibu Kadenryuushi Hou] (2003eae):

Attack: 200 Accuracy: 95%

EP Cost: 16 Range: 1-3 Square

Location: Arcadia Town Armaments Shop, Scenario 8

Charged Particle Cannon [Kadenryuushi Hou] (2003eaf):

Attack: 230 Accuracy: 95%

EP Cost: 20 Range: 1-3 Square

Location: Castle Ruins, Scenario 8 (only one in the game)

Part B: Lasers / Beam Weapons

There is no substantial evidence to prove that anti-laser defense directly influences these weapons, but the fact that they are grouped tends to lend credence to that theory. Lasers tend to be very accurate (100%+), and they also tend to do piercing damage. A few do Spread or Single damage, and the Ray Storm does Square damage.

Compact Laser [Kogata Laser] (2003eb0):

Attack: 10 Accuracy: 100%

EP Cost: 0 Range: 1-3 Pierce

Location: Large Hanger, Scenario 3 (only one in the game)

2 Barrel Laser (2003eb1):

Attack: 25 Accuracy: 110%

EP Cost: 0 Range: 1-3 Pierce

Location: Shield Liger, Desert Armaments Shop, Scenario 2

3 Barrel Laser (2003eb2):

Attack: 40 Accuracy: 120%

EP Cost: 1 Range: 1-3 Pierce

Location: City Armaments Shop, Scenario 4

4 Barrel Laser (2003eb3):

Attack: 55 Accuracy: 130%

EP Cost: 2 Range: 1-3 Pierce

Location: Main Dome Armaments Shop, Scenario 5

Anti-Air Laser [Taikuu Laser] (2003eb4):

Attack: 15 Accuracy: 100%

EP Cost: 0 Range: 1-3 Pierce

2-Barrel Anti-Air Laser [2-Ren Taikuu Laser] (2003eb5):

Attack: 30 Accuracy: 110%

EP Cost: 0 Range: 1-3 Pierce

Location: Abandoned Base Armaments Shop, Scenario 3

3-Barrel Anti-Air Laser [3-Ren Taikuu Laser] (2003eb6):

Attack: 45 Accuracy: 120%

EP Cost: 1 Range: 1-3 Pierce

Location: Arcadia Town Armaments Shop, Scenario 4

4-Barrel Anti-Air Laser [4-Ren Taikuu Laser] (2003eb7):

Attack: 60 Accuracy: 130%

EP Cost: 2 Range: 1-3 Pierce

Location: Main Dome Armaments Shop, Scenario 5

Laser Gun [Laser Tsutsu] (2003eb8):

Attack: 20 Accuracy: 120%

EP Cost: 0 Range: 1-1 Single

Pulse Laser Gun [Pulse Laser Tsutsu] (2003eb9):

Attack: 25 Accuracy: 95%

EP Cost: 2 Range: 1-1 Spread

Location: Arcadia Town Armaments Shop, Scenario 1

Beam Needle (2003eba):

Attack: 43 Accuracy: 95%

EP Cost: 1 Range: 1-3 Pierce

Gatling Beam (2003ebb):

Attack: 43 Accuracy: 95%

EP Cost: 1 Range: 1-2 Spread

Beam Rifle (2003ebc):

Attack: 50 Accuracy: 120%

EP Cost: 0 Range: 1-3 Single

Location: Desert Armaments Shop, Scenario 2, Abandoned Base Armaments Shop, Scenario 3

Assault Beam Cannon [Assault Beam Hou] (2003ebd):

Attack: 40 Accuracy: 100%
EP Cost: 0 Range: 1-2 Single
Location: Arcadia Town Armaments Shop, Scenario 1

Linear Laser (2003ebe):
Attack: 36 Accuracy: 130%
EP Cost: 1 Range: 1-3 Pierce
Location: Desert Armaments Shop, Scenario 2

Beam Cannon (2003ebf):
Attack: 64 Accuracy: 90%
EP Cost: 1 Range: 2-3 Single
Location: Mt. Osa Town Armaments Shop, Scenario 3

Concentrated Beam Cannon [Shuuchuu Beam Hou] (2003ec0):
Attack: 79 Accuracy: 110%
EP Cost: 2 Range: 1-3 Single
Location: Romeo City W Armaments Shop, Scenario 5, East Dome Armaments Shop, Scenario 5

Ray Storm (2003ec1):
Attack: 180 Accuracy: 100%
EP Cost: 12 Range: 1-3 Square
Location: Southwest Ruins, Scenario 10 (only one in the game)

Part C: Ballistic Cannons

Most Ballistic Cannons are fairly accurate (90-100% for regular cannons, less for the heavy support cannons). Also, they tend to do more damage than lasers. Traditionally, they attack a single target (with the exception of some rail guns, the Hybrid Cannon, and the Super Strength Cannon). Most do not use any EP.

Cannon [Cannon Hou] (2003ec2):
Attack: 34 Accuracy: 95%
EP Cost: 0 Range: 2-3 Single

Double Cannon (2003ec3):
Attack: 54 Accuracy: 95%
EP Cost: 0 Range: 2-3 Single
Location: Romeo City E Armaments Shop, Scenario 5

Triple Cannon (2003ec4):
Attack: 81 Accuracy: 95%
EP Cost: 0 Range: 2-3 Single
Location: Romeo City E Armaments Shop, Scenario 5

Linear Cannon (2003ec5):
Attack: 75 Accuracy: 100%
EP Cost: 0 Range: 2-3 Single
Location: Arcadia Town Armaments Shop, Scenario 4, Romeo City E Armaments Shop, Scenario 5

Accelerator Cannon [Kasoku Cannon Hou] (2003ec6):
Attack: 86 Accuracy: 90%
EP Cost: 1 Range: 2-3 Single
Location: Romeo City E Armaments Shop, Scenario 5

Ultra Cannon (2003ec7):

Attack: 135 Accuracy: 90%

EP Cost: 2 Range: 2-3 Single

Location: Arcadia Town Armaments Shop, Scenario 8, Ultrasaurus
Armaments Shop, Scenario 8

Rail Gun (2003ec8):

Attack: 70 Accuracy: 95%

EP Cost: 1 Range: 1-3 Pierce

High Speed Rail Gun [Kousoku Rail Gun] (2003ec9):

Attack: 82 Accuracy: 90%

EP Cost: 2 Range: 1-3 Pierce

Location: Romeo City N Armaments Shop, Scenario 5, South Dome Armaments
Shop, Scenario 5

Short Range Rail Gun [Tankyori Rail Gun] (2003eca):

Attack: 113 Accuracy: 90%

EP Cost: 1 Range: 1-2 Single

Location: Romeo City N Armaments Shop, Scenario 5

Long Range Ray Gun [Choukyori Ray Gun] (2003ecb):

Attack: 34 Accuracy: 150%

EP Cost: 0 Range: 1-3 Single

Linear Ray Gun (2003ecc):

Attack: 46 Accuracy: 110%

EP Cost: 0 Range: 1-3 Single

Assault Cannon [Totsugeki Hou] (2003ecd):

Attack: 54 Accuracy: 100%

EP Cost: 1 Range: 1-2 Single

Heavy Cannon [Kasane Hou] (2003ece):

Attack: 60 Accuracy: 90%

EP Cost: 1 Range: 2-3 Single

Hybrid Cannon [Hybrid Hou] (2003ed0):

Attack: 115 Accuracy: 100%

EP Cost: 8 Range: 1-3 Square

Location: Arcadia Town Armaments Shop, Scenario 8, Arcadia Town
Armaments Shop, Scenario 9

Shockwave (possibly Impact) Cannon [Shougeki Hou] (2003ed1):

Attack: 55 Accuracy: 85%

EP Cost: 0 Range: 1-1 Single

Location: Arcadia Town Armaments Shop, Scenario 1

3-Barrel Shockwave Cannon [3-Ren Shougeki Hou] (2003ed2):

Attack: 81 Accuracy: 85%

EP Cost: 0 Range: 1-1 Single

Location: Mt. Osa Town Armaments Shop, Scenario 3

Acceleration Shockwave Cannon [Kasoku Shougeki Hou] (2003ed3):

Attack: 114 Accuracy: 80%

EP Cost: 0 Range: 1-2 Single

Location: Romeo City N Armaments Shop, Scenario 5

Buster Cannon (2003ed4):

Attack: 178 Accuracy: 80%

EP Cost: 5 Range: 2-3 Single

Location: Arcadia Town Armaments Shop, Scenario 8, Arcadia Town
Armaments Shop, Scenario 9

Super Strength Cannon [Juuryoku Hou] (2003ed5):

Attack: 600 Accuracy: 120%

EP Cost: 45 Range: 1-3 Square

Part D: Automatic Fire Weapons

Referring to multi-barrel auto-fire weapons, Automatic Fire Weapons typically hit in a spread pattern and have good accuracy (90-95%), but they do lower than average damage. As always, Anti-Air variants seem to be of better quality than regular variants.

Machine Gun (2003ed6):

Attack: 25 Accuracy: 90%

EP Cost: 0 Range: 1-1 Spread

Location: Mt. Osa Town Armaments Shop, Scenario 3

Vulcan Cannon [Barukan Hou] (2003ed7):

Attack: 40 Accuracy: 95%

EP Cost: 0 Range: 1-1 Spread

Location: Abandoned Base Armaments Shop, Scenario 3

Heavy Vulcan [Kasane Barukan] (2003ed8):

Attack: 60 Accuracy: 95%

EP Cost: 0 Range: 1-1 Spread

Location: Romeo City N Armaments Shop, Scenario 5, South Dome Armaments Shop, Scenario 5

Hyper Vulcan (2003ed9):

Attack: 88 Accuracy: 95%

EP Cost: 0 Range: 1-1 Spread

Location: Central Town Armaments Shop, Scenario 6, Arcadia Town Armaments Shop, Scenario 7

Anti-Air Machine Gun [Taikuu Mashin Gan] (2003eda):

Attack: 27 Accuracy: 95%

EP Cost: 0 Range: 1-1 Spread

Anti-Air Vulcan [Taikuu Barukan] (2003edb):

Attack: 48 Accuracy: 95%

EP Cost: 0 Range: 1-1 Spread

Location: City Armaments Shop, Scenario 4

Anti-Air Mega Vulcan [Taikuu Mega Barukan] (2003edc):

Attack: 73 Accuracy: 95%

EP Cost: 0 Range: 1-1 Spread

Location: Hargen City Armaments Shop, Scenario 6

Gatling Cannon [Gatoringu Hou] (2003edd):

Attack: 23 Accuracy: 90%

EP Cost: 0 Range: 1-2 Spread

Heavy Gatling (2003ede):

Attack: 63 Accuracy: 92%

EP Cost: 0 Range: 1-2 Spread

Location: Arcadia Town Armaments Shop, Scenario 6, Hargen City
Armaments Shop, Scenario 6

Acceleration Gatling [Kasoku Gatling] (2003edf):

Attack: 55 Accuracy: 90%

EP Cost: 0 Range: 1-2 Spread

Location: Mt. Osa Base Armaments Shop, Scenario 3, Arcadia Town
Armaments Shop, Scenario 10

Part E: Special Weapons

Most weapons have no special features, of course. Otherwise, they wouldn't be special. However, this class of weapons includes those that have special abilities (Chara, DF, Paralyze), as well as the hyper-accurate Hind Buster (200% Accuracy). Needless to say, there is a high chance of scoring a critical with the Hind Buster. All of these weapons require EP to operate, however, and their damage is usually less than regular weapons.

Sonic Wave Cannon [Onpa Hou] (2003ee0):

Attack: 0 Accuracy: 120%

EP Cost: 5 Range: 1-3 Single Special: Chara !43c5 !387a !323d

Sulphuric Acid Cannon [Ryuusan Hou] (2003ee1):

Attack: 54 Accuracy: 95%

EP Cost: 4 Range: 1-3 Single Special: DF Ignore

Location: Hargen City Armaments Shop, Scenario 6

Freezing Gas Cannon [Reitou Gas Hou] (2003ee2):

Attack: 54 Accuracy: 95%

EP Cost: 2 Range: 1-3 Pierce Special: DF Ignore

Location: Hargen City Armaments Shop, Scenario 6

Flamethrower [Kaenhoushokuki] (2003ee3):

Attack: 54 Accuracy: 90%

EP Cost: 3 Range: 1-2 Spread Special: DF Ignore

Location: Central Town Armaments Shop, Scenario 6

Ele Shot [Ere Shahto] (2003ee4):

Attack: 34 Accuracy: 95%

EP Cost: 4 Range: 1-3 Single Special: DF Ignore, Paralyze

Location: Arcadia Town Armaments Shop, Scenario 6

Hind Buster [Haindo Basutaa] (2003ee5):

Attack: 250 Accuracy: 200%

EP Cost: 12 Range: 1-3 Single

Location: Castle Ruins, Scenario 8, Northwest Ruins, Scenario 10 (only two in the game)

Poison Gas Sprayer [Doku Gas Funmuki] (2003ee6):

Attack: 20 Accuracy: 90%

EP Cost: 4 Range: 1-3 Single Special: Chara

Location: Solid's Base Armaments Shop, Scenario 7, Ultrasaurus
Armaments Shop, Scenario 8

Part F: Missiles

Missiles are the jack-of-all trades weapon category. There are Single, Pierce, and Square missiles. They are decently accurate (around 90%), and produce average to above average damage for low EP costs. Anti-Air variants have more hitting power than their normal cousins.

4 Barrel Missile [4 Rensou Misairu] (2003ee7):

Attack: 48 Accuracy: 95%

EP Cost: 0 Range: 1-3 Single

Location: Arcadia Town Armaments Shop, Scenario 1

8 Barrel Missile [8 Rensou Misairu] (2003ee8):

Attack: 60 Accuracy: 90%

EP Cost: 1 Range: 1-3 Pierce

Location: Mt. Osa Base Armaments Shop, Scenario 3, Arcadia Town

Armaments Shop, Scenario 3, Arcadia Town Armaments Shop, Scenario 10

16 Barrel Missile [16 Rensou Misairu] (2003ee9):

Attack: 88 Accuracy: 90%

EP Cost: 2 Range: 1-3 Square

Location: Romeo City SW Armaments Shop, Scenario 5, East Dome Armaments Shop, Scenario 5

Jumbo Missile [Oogata Misairu] (2003eea):

Attack: 60 Accuracy: 95%

EP Cost: 1 Range: 1-3 Single

Location: Desert Armaments Shop, Scenario 2

Anti-Air 4 Missile [Taikuu 4 Misairu] (2003eeb):

Attack: 48 Accuracy: 95%

EP Cost: 0 Range: 1-3 Single

Location: Mt. Osa Town Armaments Shop, Scenario 3

Anti-Air 8 Missile [Taikuu 8 Misairu] (2003eec):

Attack: 63 Accuracy: 90%

EP Cost: 1 Range: 1-3 Pierce

Location: City Armaments Shop, Scenario 4, Romeo City SW Armaments Shop, Scenario 5

Anti-Air 16 Missile [Taikuu 16 Misairu] (2003eed):

Attack: 90 Accuracy: 90%

EP Cost: 2 Range: 1-3 Square

Location: Arcadia Town Armaments Shop, Scenario 6, Central Town Armaments Shop, Scenario 6

Long Range Missile [Choukyori Misairu] (2003eee):

Attack: 68 Accuracy: 95%

EP Cost: 1 Range: 2-3 Single

Location: Arcadia Town Armaments Shop, Scenario 4, Romeo City SW Armaments Shop, Scenario 5

Self Guided Missile [Jiko Yuudou Misairu] (2003eef):

Attack: 66 Accuracy: 150%

EP Cost: 1 Range: 1-3 Single

Location: Romeo City SW Armaments Shop, Scenario 5

Napalm Missile (2003ef0):

Attack: 95 Accuracy: 85%

EP Cost: 7 Range: 1-3 Spread Special: DF Ignore

Location: Solid's Base Armaments Shop, Scenario 7

Hyper Napalm (2003ef1):

Attack: 115 Accuracy: 95%

EP Cost: 8 Range: 1-3 Square Special: DF Ignore

Location: Arcadia Town Armaments Shop, Scenario 7

Anti-Ballistic Missile [Hannou-dan Misairu] (2003ef2):

Attack: 380 Accuracy: 80%

EP Cost: 20 Range: 1-3 Single

Location: Castle Ruins, Scenario 8 (only one in the game)

Corrosive Gas Bomb [Fushoku Gas Dan] (2003ef3):

Attack: 40 Accuracy: 90%

EP Cost: 4 Range: 1-3 Single Special: DF Ignore, Chara

Location: Ultrasaurus Armaments Shop, Scenario 8

Part G: Zoid Standard Weapons

These weapons are standard on certain types of Zoids. These Offensive Armaments are provided free of charge when a Zoid is newly built, mounted on the central Weapons Rack. Even if the Zoid is later sold, these Armaments will return to your general stockpile. The Zoid associated with the weapon is noted, where possible.

I believe the Beam Cannon, however, was removed from the Mad Thunder.

Linear Cannon (2003ef4):

Attack: 54 Accuracy: 95%

EP Cost: 0 Range: 2-3 Single Type: Red Horn

Hiblit Vulcan [?? Barukan] (2003ef5):

Attack: 48 Accuracy: 95%

EP Cost: 0 Range: 1-3 Spread Type: Dark Horn

105mm Beam (2003ef6):

Attack: 66 Accuracy: 95%

EP Cost: 4 Range: 1-3 Square Type: Elephander

105mm Beam (2003ef8):

Attack: 66 Accuracy: 95%

EP Cost: 4 Range: 1-3 Square Type: Elephander CM

2 Barrel Beam [2 Rensou Beam] (2003ef9):

Attack: 27 Accuracy: 95%

EP Cost: 0 Range: 1-3 Single Type: Saber Tiger

2 Barrel Beam [2 Rensou Beam] (2003efa):

Attack: 34 Accuracy: 95%

EP Cost: 0 Range: 1-3 Single Type: Zaber Tiger

2 Barrel Beam [2 Rensou Beam] (2003efb):

Attack: 54 Accuracy: 95%

EP Cost: 4 Range: 1-3 Square Type: Zaber Tiger RS

2 Barrel Accelerator Beam [2 Kasoku Rensou Beam] (2003efc):

Attack: 33 Accuracy: 85%

EP Cost: 0 Range 1-3 Single Type: Helcat

Pulse Laser Cannon [Pulse Laser Hou] (2003efd):

Attack: 45 Accuracy: 95%
EP Cost: 3 Range: 1-3 Spread Type: Lightning Saix

Pulse Laser Cannon [Pulse Laser Hou] (2003efe):

Attack: 45 Accuracy: 95%
EP Cost: 3 Range: 1-3 Spread Type: Lightning Saix A

Beam Cannon [Beam Cannon Hou] (2003eff):

Attack: 80 Accuracy: 95%
EP Cost: 4 Range: 1-3 Spread Type: Lightning Saix B

Long Range Beam Cannon [Choukyori Beam Hou] (2003f00):

Attack: 21 Accuracy: 110%
EP Cost: 0 Range: 1-3 Single Type: Heldigunner

Long Range Beam Cannon [Choukyori Beam Hou] (2003f01):

Attack: 21 Accuracy: 110%
EP Cost: 0 Range: 1-3 Single Type: Heldigunner DT

2 Barrel Beam Cannon [2 Rensou Beam Hou] (2003f04):

Attack: 20 Accuracy: 95%
EP Cost: 0 Range: 1-3 Single Type: Command Wolf

2 Barrel Beam Cannon [2 Rensou Beam Hou] (2003f05):

Attack: 27 Accuracy: 95%
EP Cost: 0 Range: 1-3 Single Type: Command Wolf NEW

Beam Cannon (2003f06):

Attack: 130 Accuracy: 90%
EP Cost: 2 Range: 1-3 Square Type: Mad Thunder

Armor Piercing Vulcan [Tetsukan Barukan] (2003f07):

Attack: 72 Accuracy: 94%
EP Cost: 4 Range: 1-3 Spread Type: Shadow Fox

Part H: Miscellaneous

The Decoy actually resides in the Defense Armaments memory section, but it must be equipped in an Offensive Weapons Rack. Multiple uses are allowed and effects seem to be cumulative. After a few hits from this weapon, most enemies are rendered fairly harmless. However, it has not yet been tested against bosses for effectiveness. Also, the Decoy cannot miss.

Decoy (2003f18):

Attack: 0 Accuracy: 100%
EP Cost: 2 Range: 1-3 Single Special: Target's Accuracy Drops (~20%)

The weapons that would have resided at memory addresses 2003ecf, 2003ef7, 2003f02, and 2003f03 seem to have been removed. Changing the value there seems to have no effect on your current general Armament stockpile.

Section 5: Defensive Armaments

Defensive armaments can bestow a number of important benefits to any Zoid, and they have the virtue of being usable in every type of Weapons Rack except a Fixed Rack.

Legend:

English Name [Romanized Name if not Katakana] (Memory Address):

Effect

Range EP Cost Turns

For range, this can either be self or ally (any friendly Zoid). If the turns are: Always, this means that the component is always active. HP/EP Maximum alterations are done after all other considerations (Zoid Growth, Pilot Bonuses.) Sadly, the purpose of anti-laser equipment is currently unknown, although there is a chance that it affects all weapons in Section 4.B - Laser / Beam Weapons. Whether that would be additional protection or replace the defense rating is also unknown.

Chobham Armor (2003f08):

DF + 5% / Anti-Laser + 3%

Range: Self EP Cost: 0 Turns: Always

Location: Abandoned Base Armaments Shop, Scenario 3

Heavy Piled Armor (2003f09):

DF + 10% / Anti-Laser + 5%

Range: Self EP Cost: 0 Turns: Always

Super Heavy Piled Armor (2003f0a):

DF + 15% / Anti-Laser + 8%

Range: Self EP Cost: 0 Turns: Always

Location: City Armaments Shop, Scenario 4

E Shield Armor [E Shield Soukou] (2003f0b):

DF + 10% / Anti-Laser + 10%

Range: Self EP Cost: 0 Turns: Always

Location: Arcadia Town Armaments Shop, Scenario 3

Conformal (perhaps Adhesive or Fusion) Armor [Yuugou Armor] (2003f0c):

DF + 20% / Anti-Laser + 10%

Range: Self EP Cost: 0 Turns: Always

Location: Arcadia Town Armaments Shop, Scenario 5, Main Dome Armaments Shop, Scenario 5

Reinforced Conformal Armor [Kyouka Yuugou Armor] (2003f0d):

DF + 30% / Anti-Laser + 15%

Range: Self EP Cost: 0 Turns: Always

Location: Arcadia Town Armaments Shop, Scenario 7

Anti-Laser Armor (2003f0e):

DF + 10% / Anti-Laser + 50%

Range: Self EP Cost: 0 Turns: Always

E Protector (2003f0f):

DF + 15% / Anti-Laser + 15%

Range: Self EP Cost: 0 Turns: Always

Location: Arcadia Town Armaments Shop, Scenario 5, East Dome Armaments Shop, Scenario 5

Rare Metal Armor (2003f10):

DF + 35% / Anti-Laser + 20%

Range: Self EP Cost: 0 Turns: Always

Location: Arcadia Town Armaments Shop, Scenario 9

Laser Diffusion Equipment [Laser Kakusan Souchi] (2003f11):

DF + 0% / Anti-Laser + 60%

Range: Self EP Cost: 0 Turns: Always

Location: Ultrasaurus Armaments Shop, Scenario 8, Arcadia Town
Armaments Shop, Scenario 9

E Shield Generation Equipment [E Shield Hassei-Ki] (2003f12):

DF + 30% / Anti-Laser + 30%

Range: Self EP Cost: 2 Turns: 3

Location: Arcadia Town Armaments Shop, Scenario 7

Expanding System E Shield [Tenkai-Shiki E Shield] (2003f13):

DF + 20% / Anti-Laser + 20%

Range: Ally EP Cost: 2 Turns: 3

Smokescreen Generator Equipment [Enmaku Hassei Souchi] (2003f14):

Evasion + 20%

Range: Ally EP Cost: 2 Turns: 3

Location: Mt. Osa Base Armaments Shop, Scenario 3, South Dome Armaments
Shop, Scenario 5, Arcadia Town Armaments Shop, Scenario 10

Optical Camouflage [Kougaku Meisai] (2003f15):

Speed + 800

Range: Self EP Cost: 0 Turns: Always

Location: Arcadia Town Armaments Shop, Scenario 5, East Dome Armaments
Shop, Scenario 5

Infrared Scope [Sekigaisen Scope] (2003f16):

Accuracy + 10%

Range: Self EP Cost: 1 Turns: 3

Infrared Scanner [Sekigaisen Scanner] (2003f17):

Accuracy + 15%

Range: Self EP Cost: 1 Turns: 3

EM Jammer [Bougai Denpa] (2003f19):

Evasion + 30%

Range: Self EP Cost: 2 Turns: 3

Location: Arcadia Town Armaments Shop, Scenario 5, Main Dome Armaments
Shop, Scenario 5

Accelerator Equipment [Kasoku Souchi] (2003f1a):

Speed + 500

Range: Self EP Cost: 0 Turns: Always

High Mobility Thruster [Koukidou Surasuta] (2003f1b):

Speed + 1000

Range: Self EP Cost: 0 Turns: Always

3D Radar (2003f1c):

Accuracy + 20%

Range: Self EP Cost: 1 Turns: 3

All-Weather Radar [Zentenkou Radar] (2003f1d):

Accuracy + 17%

Range: Self EP Cost: 1 Turns: 3

Laser Sensor (2003f1e):

Accuracy + 25%

Range: Self EP Cost: 1 Turns: 3

Micro Sensor (2003f1f):

Accuracy + 30%

Range: Self EP Cost: 1 Turns: 2

Composite Sensor [Fukugou Sensor] (2003f20):

Accuracy + 35%

Range: Self EP Cost: 1 Turns: 2

GPS Sensor (2003f21):

Accuracy + 35%

Range: Self EP Cost: 1 Turns: 3

Magnetic Detector [Jiki Tanchiki] (2003f22):

Accuracy + 40%

Range: Self EP Cost: 1 Turns: 3

GPS Magnetic Detector [GPS Jiki Tanchiki] (2003f23):

Accuracy + 50%

Range: Self EP Cost: 1 Turns: 3

E Reinforcer Unit [E Kyouka Unit] (2003f24):

EP Maximum Increased by 30

Range: Self EP Cost: 0 Turns: Always

Physics Reinforcer Unit [Butsuri Kyouka Unit] (2003f25):

HP Maximum Increased by 20

Range: Self EP Cost: 0 Turns: Always

Core Reinforcer Unit [Core Kyouka Unit] (2003f26):

HP, EP Maximums Increased by 20

Range: Self EP Cost: 0 Turns: Always

E Charger (2003f27):

50 HP Restored

Range: Ally EP Cost: 5 Turns: Instant

Location: South Dome Armaments Shop, Scenario 5

Ion Irradiation Equipment [Ion Shousha-Ki] (2003f28):

60 HP Restored

Range: Ally EP Cost: 6 Turns: Instant

Location: Solid's Base Armaments Shop, Scenario 7

Self Repair Unit [Jiko Shuufuku] (2003f29):

100 HP Restored

Range: Self EP Cost: 8 Turns: Instant

Float Unit (2003f2e):

Zoid ignores underwater terrain type penalties.

(I have no idea what those penalties are.)

Range: Self EP Cost: 0 Turns: Always

Section 6: Fixed Armaments

I had some misgivings about adding this section to the Armaments document. Technically, yes, these are armaments. They (obviously) come standard with certain Zoids.

There is something else about them, though. Unlike other built-in

armaments, it is possible to place these in your main inventory. True, there's no way you can possibly get the Liger Zero Schneider's Five Blade in the game, but for some inscrutable reason the designers left that capacity in the game.

And then there's the Long Range Rifle. (Oh boy.) In the pictures of the Konig Wolf, it seems quite standard. But as soon as you build one, you'll quickly find out that there IS no Long Range Rifle normally included in the game. I was going to therefore leave this section out. That is, until I replayed the last scenario and found that there IS one Long Range Rifle in a chest.

Is this some sort of a remnant, an item that the designers forgot? Or was this intentional? I've never to date gotten any of these armaments by fighting wild Zoids. But if the guide is to be complete, I have to at least put in the Long Range Rifle. As they say, in for a penny, in for a pound.

These count as Offensive Armaments - so yes, you can put Five Blade on any Zoid you like. It will look strange (the Blades are supposed to mesh with the Liger Zero SC background sprite), since these are not designed like ordinary armaments (which fit in a fixed space, on top or on the sides of the Zoid).

Concentrated Charged Particle Cannon (2003f34):

Attack: 248 Accuracy: 90%

EP Cost: 32 Range: 1-3 Single Type: Geno Hydra

Concentrated Charged Particle Cannon (2003f35):

Attack: 248 Accuracy: 90%

EP Cost: 32 Range: 1-3 Single Type: Geno Hydra KA

Five Blade (2003f36):

Attack: 150 Accuracy: 95%

EP Cost: 5 Range: 1-1 Single Type: Liger Zero SC

Buster Claw (2003f37):

Attack: 87 Accuracy: 95%

EP Cost: 0 Range: 1-1 Single Type: Berserk Furher

Long Range Cannon [Choukyori Cannon] (2003f38):

Attack: 113 Accuracy: 90%

EP Cost: 2 Range: 1-3 Single Type: Berserk Furher Y

Long Range Rifle [Choukyori Rifle] (2003f39):

Attack: 72 Accuracy: 150%

EP Cost: 0 Range: 2-3 Single Type: Konig Wolf

4 Barrel Rifle [4 Rensou Rifle] (2003f3a):

Attack: 72 Accuracy: 140%

EP Cost: 0 Range: 2-3 Single Type: Genobreaker GS

Anti-Air Cannon [Taikuu Cannon] (2003f3b):

Attack: 133 Accuracy: 95%

EP Cost: 2 Range: 1-3 Pierce Type: Trinity Liger BA

Long Horn (2003f3d):

Attack: 97 Accuracy: 95%

EP Cost: 0 Range: 1-1 Single Type: Mad Thunder

Section 7: Credits

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

crazieaznkid, for the Zoids Saga walkthrough (available at GameFAQs, of course), which I used as a reference for getting through the game;

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

Channel Zi (www.artvilla.com/zoids), for having a ton of Zoid information, which helped me identify the Zoids and properly translate the names;

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

Tomy, for making another anime-based RPG that's so appealing;

Everyone who has sent positive comments, encouragement, and feedback.

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----- Section 9: Miscellaneous -----

Translations:

More than the other documents, I had to make some judgement calls. Specifically: tetsukan - the characters are right, I'm just not 100% sure that's how you romanize them. Rensou - this is not a compound word, the kanji means connected and armament, but I think 'barrel' fits well in this case. Hannou-dan - again, not a compound word, but 'hannou' is reaction, and 'dan' is bullet. I think ABM is not a completely incorrect possibility (anti-bullet missile doesn't make 100% sense).

Errata?:

The 'Concentrated Beam Cannon' [Shuuchuu Beam Hou] has different kanji in the weapon name and the description. I went with the one in the description, since it's a word I recognize (Shuuchuuhouka Command). The combination of those two kanji did not appear as a valid word in the dictionaries I checked.

The 'Hiblit' Vulcan is a name I chose for this weapon. For the life of me, I cannot properly translate these kanji, gomen.

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