

Mega Man X: Command Mission Enemy Formation FAQ Final

by BSkullX

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This walkthrough was originally written for Mega Man X: Command Mission on the GC, but the walkthrough is still applicable to the PS2 version of the game.

Megaman X Command Mission - Enemy Formations FAQ

by BSkullX

GameCube/PlayStation 2

All Enemy Formations of the game, 100% Complete.

LAGRANO RUINS

MESSAGES:

- In battles at least 2 Bat Bone: "When you face many enemies, use the R **[Action Trigger]**" only appear when X has lv 1 or lv 2
- In battles with Wild Patrol Dog: "Try using the **[Sub Weapon]** (Y / X) only appear when X has lv 1 or lv 2
- In battle with the first Preon Chaser: "When you LE gets low, use **B** to heal with **[Sub Tank]** only appear when X have less than half of its LE MAX, in this battle Preon Chaser always start your turn with Stungun.
- In the battle with the BOSS Hippopressor and Shark Missile: "When facing a powerful enemy, press **B** to fight in **Hyper Mode**" only appear in his third turn of Hippopressor

1.-Entrance Hall:

- 1x Bat Bone
- 1x Wild Patrol Dog
- 2x Bat Bone

2.-Area 1F - East:

- 1x Bat Bone
- 1x Wild Patrol Dog
- 2x Bat Bone

3.-East Area Stairs, 1F to 2F:

- 1x Wild Patrol Dog
- 2x Bat Bone

4.-Area 2F - East:

- 1x Wild Patrol Dog
- 2x Bat Bone
- 3x Bat Bone

5.-2F New Model Reploid Development:

- 1x Wild Patrol Dog
- 2x Bat Bone
- 3x Bat Bone

6.-East Area Stairs, 2F to 3F:

- 2x Bat Bone

Table of Contents

1. LAGRANO RUINS
2. CENTRAL TOWER
3. TIANNA CAMP
4. GAUDILE LABORATORY
5. ULFAT FACTORY
6. GIMIALLA MINE
7. VANALLIA DESERT
8. MELDA ORE PLANT
9. GRAVE RUINS BASE
10. FAR EAST HQ
11. ORBITAL ELEVATOR: BABEL

- 3x Bat Bone
- 1x Wild Patrol Dog, 2x Bat Bone

7.-Area 3F - East:

- 1x Wild Patrol Dog
- 2x Bat Bone
- 3x Bat Bone
- 2x Wild Patrol Dog
- 1x Wild Patrol Dog, 2x Bat Bone
- 4x Bat Bone

SUB-BOSS: 1x PREON CHASER

8.-3F: High Performance Replid Development:

- 2x Bat Bone
- 3x Bat Bone
- 2x Wild Patrol Dog

9.-East Area Stairs, 3F to 4F:

- 1x Preon Chaser

10.-Area 4F - East:

- 1x Preon Chaser
- 1x Preon Bitmaster
<ul style="list-style-type: none"> • Possibly: Bit with "Bit Shift" in any Enemy Formation battle with any Preon Bitmaster

11.-4F: Test Hall

BOSS: HIPPOPRESOR, SHARK MISSILE

*Possibly: more SHARK MISSILE with "Shark Missile"

- 4x Bat Bone
- 1x Preon Chaser
- 3x Wild Patrol Dog
- 1x Preon Chaser, 1x Wild Patrol Dog
- 1x Preon Bitmaster

12.-Area 4F - West:

- 1x Preon Chaser, 1x Wild Patrol Dog
- 1x Preon Chaser, 2x Bat Bone
- 1x Preon Bitmaster

13.-West Block Stairs, 4F to 5F:

- 2x Wild Patrol Dog, 2x Bat Bone
- 1x Wild Rescue Dog, 2x Wild Patrol Dog
- 1x Preon Bitmaster
- 1x Preon Chaser, 2x Wild Patrol Dog
- 2x Preon Chaser

14.-Area 5F - West:

- 4x Bat Bone

- 2x Wild Patrol Dog, 2x Bat Bone
- 1x Wild Rescue Dog, 2x Wild Patrol Dog
- 1x Preon Chaser, 1x Wild Rescue Dog
- 2x Preon Chaser
- 2x Preon Bitmaster

CENTRAL TOWER

IMPORTANT: These battles are ONLY available during Chapter 2

MESSAGE: In battles with Einhammer: "Einhammer removed Shield, boosting Power" only appear when X has lv 2 to lv 8

The following battles required Central Key:

- Special Sealed Area (first place):

BOSS: ONETAILED

TWOTAILS

THREETAILED

FOURTAILS

- Special Sealed Area (second place):

BOSS: FIVETAILED

SIXTAILS

SEVENTAILS

EIGHTTAILS

- Special Sealed Area (third place):

BOSS: NINETAILS

The following battles are only available before beating Spider:

1.-Shaft 999F:

Only the second, third and fourth room:

- 2x Wild Patrol Dog
- 1x Sinedropper
- 1x Zennydropper
- 1x Wild Rescue Dog, 1x Wild Patrol Dog
- 1x Sinedropper, 1x Wild Rescue Dog
- 2x Sinedropper

- Air City South Square (at the beginning of Chapter 9, this battle is not required to win):

BOSS: SCARFACE

2.-Air City North Square:

BOSS: SPIDER

The following battles are only available after beating Spider:

3.-Air City Gate:

Whole area available except the part which is before the first curve to the left as you enter this site:

- | |
|--|
| - 2x Wild Patrol Dog |
| - 1x Zennydropper |
| - 1x Wild Rescue Dog, 1x Wild Patrol Dog |
| - 2x Sinedropper |

The following battles are only available after talking with Aile in the cut escene:

4.-Tower Base Access Tunnel:

- | |
|------------------------------------|
| - 1x Zennydropper |
| - 1x Mettaur |
| - 2x Sinedropper |
| - 1x Einhammer, 1x Wild Rescue Dog |

5.-Equipment Maintenance B:

Whole area available except the left edge of the central part of the second room as you enter this site (low probability of having battles):

- | |
|-----------------------------------|
| - 1x Zennydropper |
| - 2x Sinedropper |
| - 2x Zennydropper |
| - 1x Zennydropper, 2x Sinedropper |
| - 2x Zennydropper, 1x Sinedropper |

6.-Equipment Maintenance A:

Whole zone to exception the (Room with "100z"):

- | |
|--------------------------------------|
| - 1x Mettaur |
| - 1x Sinedropper, 1x Wild Rescue Dog |
| - 2x Sinedropper |
| - 3x Sinedropper |
| - 1x Einhammer, 1x Wild Rescued Dog |

Room with "100z":

- | |
|--------------------------------------|
| - 1x Mettaur |
| - 1x Sinedropper, 1x Wild Rescue Dog |
| - 2x Sinedropper |
| - 1x Einhammer, 1x Wild Rescued Dog |

7.-Base Security Station:

SUB-BOSS: 2x PREON CHASER

8.-Data Backup Room, Hall A:

- | |
|-----------------------------------|
| - 1x Zennydropper |
| - 1x Mettaur |
| - 2x Sinedropper |
| - 1x Zennydropper, 1x Sinedropper |

- 3x Sinedropper
- 1x Einhammer, 1x Wild Rescue Dog

In the Self-Destruct System:

SUB-BOSS: 2x PREON CHASER

9.-Data Backup Room, Hall B:

- 1x Zennydropper
- 1x Mettaur
- 2x Sinedropper
- 3x Sinedropper
- 1x Einhammer, 1x Wild Rescue Dog

In the Self-Destruct System:

SUB-BOSS: 2x PREON BITMASTER

10.-Base Command Room:

SUB-BOSS: 1x PREON SPARK

11.-Command Center Staff Room:

• Optional: SUB-BOSS: 2x PREON BITMASTER (only available before defeating Wild Jango)

After the Self-Destruct System [Whole zone to exception the (Room with "Tank Parts")]:

- 1x Mettaur
- 1x Preon Bitmaster
- 1x Preon Chaser, 1x Sinedropper
- 1x Zennydropper, 2x Sinedropper
- 1x Einhammer, 1x Wild Rescue Dog
- 1x Preon Bitmaster, 1x Preon Chaser

After the Self-Destruct System (Room with "Tank Parts"):

- 1x Preon Chaser
- 1x Preon Bitmaster
- 2x Preon Chaser
- 1x Preon Bitmaster, 1x Preon Chaser

12.-Base Entrance:

After the Self-Destruct System:

- 1x Preon Chaser
- 1x Preon Bitmaster
- 2x Preon Chaser
- 1x Preon Bitmaster, 1x Preon Chaser

13.-Base Gateway:

After the Self-Destruct System:

- 1x Preon Chaser
- 1x Preon Bitmaster

- 2x Preon Chaser
- 1x Preon Bitmaster, 1x Preon Chaser
- 1x Preon Spark

14.-High Altitude Heliport No. 3:

BOSS: WILD JANGO

TIANNA CAMP

1.-POW Camp Central Gate:

Only the third and fourth room:

- 2x Mettaur
- 1x Mettaur, 1x Zennydropper, 1x Sinedropper
- 1x Blowfish, 1x Tripuffer
- 1x Blowfish, 1x Einhammer

2.-Security Reploid Patrol Area:

Whole area available as you enter this site except (only available after beating Silver Horn):

a) In the second quadrant:

- The room that is right.
- The part the right side is after the curve to the right closest to the third quadrant.

b) In the third quadrant:

- Central and right parts.

- 1x Blowfish, 2x Tripuffer
- 2x Blowfish, 1x Tripuffer
- 2x Blowfish, 2x Tripuffer

3.-Prisoner Admission Division:

Whole area available except for the 2 dark rooms with "Mega Thunder" and "Build Speed":

- 2x Mettaur
- 1x Mettaur, 2x Sinedropper
- 4x Sinedropper
- 1x Blowfish, 1x Tripuffer
- 1x Blowfish, 2x Tripuffer
- 2x Blowfish, 1x Einhammer

4.-Main Gate - Depth 4 Undersea Prison:

Whole area except for the middle (Room where is the Tank Energy 100):

- SUB BOSS: 1x BIG MONKEY, 2x DOBER MAN

- 2x Mettaur
- 1x Mettaur, 2x Sinedropper
- 4x Sinedropper
- 1x Blowfish, 1x Tripuffer
- 1x Blowfish, 2x Tripuffer
- 1x Blowfish, 2x Einhammer
- 2x Blowfish, 1x Einhammer

Part middle (Room where the Tank Energy 100):

- 2x Zennydropper
- 2x Mettaur
- 1x Zennydropper, 1x Sinedropper
- 1x Mettaur, 2x Sinedropper
- 3x Sinedropper

5.-East Prison:

Whole area available except for the 3 dark rooms with "Doberman (Fake Resistance)", "Figure Token" and "400z" and the entire floor area with water:

- Optional: SUB-BOSS: 1x DOBER MAN (only available before defeating Silver Horn).

- 1x Blowfish, 1xTripuffer
- 1x Blowfish, 2xTripuffer
- 2x Blowfish, 1xTripuffer
- 1x D-Shark

6.-West Prison:

Whole area available except for the 4 dark rooms with "Doberman (Fake Resistance)", "Rescue Crew Class 5 Soldier (gives Water Guard only available before defeating Silver Horn)", "Flying Squad Class" and "Jack of Hearts":

- Optional: SUB-BOSS: 1x DOBER MAN (only available before defeating Silver Horn).

- 1x Blowfish, 1xTripuffer
- 1x Blowfish, 2xTripuffer
- 2x Blowfish, 1xTripuffer
- 1x D-Shark

7.-Maze Area 1:

Whole zone to except the room where Rafflesian and "Room with Build Armor and Build Shield":

- 1x Blowfish, 1xTripuffer
- 1x Blowfish, 2xTripuffer
- 2x Blowfish, 1xTripuffer
- 1x D-Shark

BOSS: RAFFLESIAN, 2x BELLADONNA (Tianna Key is required)

Room with "Build Armor and Build Shield":

- 2x Big Monkey
- 1x Dober Man
- 1x Dober Man, 1x Big Monkey
- 2x Dober Man, 1x Big Monkey
- 2x Dober Man

8.-Maze Area 2:

Whole zone to exception the (Room with "Tomahawk" and "Warm-up, Boost Power, Boost Shield"):

- 2x Big Monkey
- 1x Dober Man
- 1x Dober Man, 1x Big Monkey
- 2x Dober Man, 1x Big Monkey
- 2x Dober Man

Rooms with "Tomahawk" and "Warm-up, Boost Power, Boost Shield":

- 1x Blowfish, 1xTripuffer
- 1x Blowfish, 2xTripuffer
- 1x Blowfish, 2xEinhammer
- 2x Blowfish, 1xTripuffer
- 1x D-Shark
- 1x D-Shark, 1x Blowfish

9.-Dark Room:

Area before dark sector:

- 1x Blowfish, 1xTripuffer
- 1x Blowfish, 2xTripuffer
- 2x Blowfish, 1xTripuffer
- 1x D-Shark
- 1x D-Shark, 1x Blowfish

Dark sector:

SUB-BOSS: 1x PREON POD, 2x PREON SPARK
--

Zone after dark sector (only the first 2 rooms):

- 1x Preon Pod, 1x Preon Spark
- 1x Preon Pod, 1x Preon Spark, 1x Preon Chaser
- 2x Preon Pod
- 2x Preon Pod, 1x Preon Spark

Pressing the wrong buttons on the panel:

Combination: Red – Blue

- 1x Blowfish, 1xTripuffer
- 1x Blowfish, 2xTripuffer
- 2x Blowfish, 1xTripuffer
- 1x D-Shark
- 1x D-Shark, 1x Blowfish

10.-Security Panel Area:

Pressing the wrong buttons on the panel:

Combinations:

- a) Red – Blue – Yellow
 - Red – Yellow – Blue
- b) Red – Blue – Yellow
 - Blue – Red – Yellow
- c) Green – Yellow – Blue – Red
 - Green – Red – Blue – Yellow
 - Green – Blue – Yellow – Red
 - Yellow – Green – Red – Blue
 - Yellow – Red – Blue – Green
 - Red – Green – Yellow – Blue
 - Red – Blue – Green – Yellow
 - Red – Blue – Yellow – Green

Blue – Green – Yellow – Red

Blue – Green – Red – Yellow

Blue – Red – Green – Yellow

- 1x Preon Pod, 1x Preon Spark, 1x Preon Chaser
- 1x Preon Pod, 2x Preon Spark
- 2x Preon Pod
- 2x Preon Pod, 1x Preon Spark

11.-Deep Prison Area:

- 1x Preon Pod, 1x Preon Spark
- 2x Preon Pod

12.-Aqua Coliseum Entrance:

BOSS: SILVER HORN

GAUDILE LABORATORY

(*WARNING! There are some sites of this stage where it freezes the game only if you spend much time on these specific sites.

(*1.-Teleport Arrival Area:

Only the second and third room:

- 2x Rabbid
- 1x Mettaur Commander, 1x Rabbid
- 2x Rabbid, 1x Big Monkey

SUB-BOSS: 1x PREON ELITE, 2x PREON GUNNER

(*Elevator room:

- 1x Big Monkey, 2x Wild Rescue Dog
- 2x Big Monkey
- 2x Rabbid
- 2x Rabbid, 1x Wild Rescue Dog

2.-East Deck High Speed Lift Area:

Interior Zones:

- 1x Mettaur Commander, 1x Pararoid
- 2x Mettaur Commander
- 1x Mettaur Commander, 1x Rabbid
- 2x Rabbid, 1x Pararoid

Exterior Zones:

- 3x Pararoid
- 1x Rabbid, 2x Pararoid (this is the only battle that Rabbid made an SOS failed)
- 2x Rabbid, 2x Pararoid

3.-East Deck Main Route:

Sensors:

- 1x Radar Killer
- 1x Killer Mantis
- 1x Rabbid, 2x Pararoid
- 3x Rabbid
- 3x Rabbid, 1x Pararoid

(*)Interior Zones:

- 1x Mettaur Commander, 2x Wild Rescue Dog
- 1x Big Monkey, 1x Pararoid
- 1x Mettaur Commander, 1x Big Monkey
- 2x Mettaur Commander
- 2x Rabbid

SUB-BOSS: 2x PREON ELITE

4.-East Deck Residential Division 101:

Interior Zones:

- 1x Mettaur Commander
- 2x Pararoid, 2x Wild Rescue Dog
- 1x Big Monkey, 1x Pararoid
- 1x Mettaur Commander, 1x Big Monkey
- 2x Mettaur Commander
- 2x Rabbid

Exterior Zone:

- 3x Pararoid
- 1x Rabbid, 2x Pararoid
- 2x Rabbid, 2x Pararoid

5.-East Deck Residential Division 102:

- 1x Zennydropper
- 2x Zennydropper
- 3x Zennydropper
- 4x Zennydropper

(*)6.-Observation Deck Area:

Whole zone to exception the "Strip that connects the room with Tank Energy 50 and the elevator":

- 2x Pararoid, 2x Wild Rescue Dog
- 1x Big Monkey, 1x Pararoid
- 1x Mettaur Commander, 1x Pararoid
- 2x Rabbid
- 2x Rabbid, 2x Pararoid

Strip (brown floor) that connects the room with Tank Energy 50 and the elevator:

- 1x Big Monkey, 1x Pararoid
- 1 Mettaur Commander, 1x Pararoid
- 2x Rabbid, 1x Pararoid
- 3x Rabbid
- 1x Mettaur Commander, 2x Rabbid

7.-Laboratory Approach:

Elevator room and (*)"Room with 500z, 500z and Cure All":

- 1x Mettaur Commander, 2x Wild Rescue Dog
- 2x Big Monkey, 2x Pararoid
- 2x Rabbid, 1x Pararoid
- 3x Rabbid
- 2x Rabbid, 1x Big Monkey, 1x Pararoid

Two strips (brown floors):

- 1x Radar Killer
- 1x Killer Mantis
- 1x Radar Killer, 1x Pararoid
- 1x Killer Mantis, 1x Pararoid

8.-Counter - Biohazard Sample Storage:

Exterior Zones:

- 1x Radar Killer
- 1x Killer Mantis
- 1x Radar Killer, 1x Pararoid
- 1x Killer Mantis, 1x Pararoid
- 1x Radar Killer, 2x Pararoid
- 1x Killer Mantis, 2x Pararoid

Interior Zone:

- 1x Mettaur Commander, 1x Pararoid
- 2x Big Monkey, 1x Pararoid
- 3x Rabbid
- 3x Rabbid, 1x Pararoid
- 2x Rabbid, 1x Big Monkey, 1x Pararoid

9.-Eternal Forest:

Path #1: RIGHT/RIGHT

- Battle 1: 4x Bat Bone
- Battle 2: 3x Wild Patrol Dog

Path #2: RIGHT/LEFT/RIGHT

- Battle 1: 4x Bat Bone
- Battle 2: 2x Preon Chaser
- Battle 3: 3x Sinedropper

Path #3: RIGHT/LEFT/LEFT/RIGHT

- Battle 1: 4x Bat Bone
- Battle 2: 2x Preon Chaser
- Battle 3: 1x Preon Spark, 2x Preon Chaser
- Battle 4: 1x Einhammer, 2x Wild Rescue Dog

Path #4: RIGHT/LEFT/LEFT/LEFT

- Battle 1: 4x Bat Bone
- Battle 2: 2x Preon Chaser
- Battle 3: 1x Preon Spark, 2x Preon Chaser
- Battle 4: 3x Preon Spark

Path #5: LEFT/RIGHT/RIGHT

- Battle 1: 1x Preon Bitmaster
- Battle 2: 1x D-Shark
- Battle 3: 1x Big Monkey, 2x Dober Man

Path #6: LEFT/RIGHT/LEFT/RIGHT

- Battle 1: 1x Preon Bitmaster
- Battle 2: 1x D-Shark
- Battle 3: 4x Preon Pod
- Battle 4: 3x Mettaur Commander

Path #7: LEFT/RIGHT/LEFT/LEFT

- Battle 1: 1x Preon Bitmaster
- Battle 2: 1x D-Shark
- Battle 3: 4x Preon Pod
- Battle 4: 1x Preon Elite, 2x Preon Gunner

Path #8: LEFT/LEFT/RIGHT/RIGHT

- Battle 1: 1x Preon Bitmaster
- Battle 2: 1x Preon Spark, 2x Preon Pod
- Battle 3: 2x Killer Mantis, 1x Pararoid
- Battle 4: 1x Gulpfast, 2x Super Tripuffer

Path #9: LEFT/LEFT/RIGHT/LEFT/RIGHT

- Battle 1: 1x Preon Bitmaster
- Battle 2: 1x Preon Spark, 2x Preon Pod
- Battle 3: 2x Killer Mantis, 1x Pararoid
- Battle 4: 1x Preon Soldier, 1x Preon Hybrid (berserk), 1x Preon Nurse
- Battle 5: 1x Mega Mantor, 2x Preon Tank

Path #10: LEFT/LEFT/RIGHT/LEFT/LEFT

- Battle 1: 1x Preon Bitmaster
- Battle 2: 1x Preon Spark, 2x Preon Pod
- Battle 3: 2x Killer Mantis, 1x Pararoid
- Battle 4: 1x Preon Soldier, 1x Preon Hybrid (berserk), 1x Preon Nurse
- Battle 5: 3x Preon Shielder

Path #11: LEFT/LEFT/LEFT/RIGHT/RIGHT

- Battle 1: 1x Preon Bitmaster
- Battle 2: 1x Preon Spark, 2x Preon Pod
- Battle 3: 2x Preon Gunner, 2x Pararoid
- Battle 4: 3x Rush Loader
- Battle 5: 2x Mettaur Counter

Path #12: LEFT/LEFT/LEFT/RIGHT/LEFT/RIGHT

- Battle 1: 1x Preon Bitmaster
- Battle 2: 1x Preon Spark, 2x Preon Pod
- Battle 3: 2x Preon Gunner, 2x Pararoid
- Battle 4: 3x Rush Loader
- Battle 5: 1x Plasma Glob, 1x Liquid Glob, 1x Fire Glob
- Battle 6: 1x Mega Tortoise

Path #13: LEFT/LEFT/LEFT/RIGHT/LEFT/LEFT

- Battle 1: 1x Preon Bitmaster

- Battle 2: 1x Preon Spark, 2x Preon Pod
- Battle 3: 2x Preon Gunner, 2x Pararoid
- Battle 4: 3x Rush Loader
- Battle 5: 1x Plasma Glob, 1x Liquid Glob, 1x Fire Glob
(*)- Battle 6: 2x Preon S Botos -----> may freeze game making RSF with Spider while at least 1 Preons S Botos on defense
<ul style="list-style-type: none"> • Possibly: Bigbit with "Bit Shift" in any Enemy Formation battle with any Preon S Botos

Path #14: LEFT/LEFT/LEFT/LEFT/RIGHT/RIGHT

- Battle 1: 1x Preon Bitmaster
- Battle 2: 1x Preon Spark, 2x Preon Pod
- Battle 3: 2x Preon Gunner, 2x Pararoid
- Battle 4: 1x Mettaurcure, 1x Mettaur Counter, 1x Silver Mettaur, 1x Gold Mettaur
- Battle 5: 4x Wild Dog
- Battle 6: 2x D-Rex

Path #15: LEFT/LEFT/LEFT/LEFT/RIGHT/LEFT/RIGHT

- Battle 1: 1x Preon Bitmaster
- Battle 2: 1x Preon Spark, 2x Preon Pod
- Battle 3: 2x Preon Gunner, 2x Pararoid
- Battle 4: 1x Mettaurcure, 1x Mettaur Counter, 1x Silver Mettaur, 1x Gold Mettaur
- Battle 5: 4x Wild Dog
- Battle 6: (*)1x Preon Doc , 2x Preon Gunner (MOP) -----> may freeze game if Preon Doc to be accompanied by at least 1 Preon Gunner (MOP) some turns
- Battle 7: 4x Wolfloid

Path #16: LEFT/LEFT/LEFT/LEFT/RIGHT/LEFT/LEFT

- Battle 1: 1x Preon Bitmaster
- Battle 2: 1x Preon Spark, 2x Preon Pod
- Battle 3: 2x Pararoid, 2x Preon Gunner
- Battle 4: 1x Mettaurcure, 1x Mettaur Counter, 1x Silver Mettaur, 1x Gold Mettaur
- Battle 5: 4x Wild Dog
- Battle 6: (*)1x Preon Doc , 2x Preon Gunner (MOP) -----> may freeze game if Preon Doc to be accompanied by at least 1 Preon Gunner (MOP) some turns
- Battle 7: 3x Preon Pressure

Path #17: LEFT/LEFT/LEFT/LEFT/LEFT/RIGHT/RIGHT

- Battle 1: 1x Preon Bitmaster
- Battle 2: 1x Preon Spark, 2x Preon Pod
- Battle 3: 2x Preon Gunner, 2x Pararoid
- Battle 4: 1x Mettaurcure, 1x Mettaur Counter, 1x Silver Mettaur, 1x Gold Mettaur
- Battle 5: 2x Preon S Botos, 2x Preon S Ferham
- Battle 6: 1x Meltdown
- Battle 7: 1x B Blader
<ul style="list-style-type: none"> • Possibly: Deerball (x2) with "Breed Ball" in any Enemy Formation battle with any B Blader

Path #18: LEFT/LEFT/LEFT/LEFT/LEFT/RIGHT/LEFT

- Battle 1: 1x Preon Bitmaster
- Battle 2: 1x Preon Spark, 2x Preon Pod
- Battle 3: 2x Preon Gunner, 2x Pararoid
- Battle 4: 1x Mettaurcure, 1x Mettaur Counter, 1x Silver Mettaur, 1x Gold Mettaur
- Battle 5: 2x Preon S Botos, 2x Preon S Ferham
- Battle 6: 1x Meltdown
- Battle 7: 3x Preon S Epsilon

Path #19: LEFT/LEFT/LEFT/LEFT/LEFT/LEFT/RIGHT

- Battle 1: 1x Preon Bitmaster
- Battle 2: 1x Preon Spark, 2x Preon Pod
- Battle 3: 2x Preon Gunner, 2x Pararoid
- Battle 4: 1x Mettaurcure, 1x Mettaur Counter, 1x Silver Mettaur, 1x Gold Mettaur
- Battle 5: 2x Preon S Botos, 2x Preon S Ferham
- Battle 6: 1x Preon S Epsilon, 1x Preon S Face, 1x Preon S Botos, 1x Preon S Ferham
- Battle 7: 3x Red Hubcap (this is the only battle in conditions normally where you should not inflict Berserk so that Red Hubcap made an SOS failed)

Path #20: LEFT/LEFT/LEFT/LEFT/LEFT/LEFT/LEFT/RIGHT

- Battle 1: 1x Preon Bitmaster
- Battle 2: 1x Preon Spark, 2x Preon Pod
- Battle 3: 2x Preon Gunner, 2x Pararoid
- Battle 4: 1x Mettaurcure, 1x Mettaur Counter, 1x Silver Mettaur, 1x Gold Mettaur
- Battle 5: 2x Preon S Botos, 2x Preon S Ferham
- Battle 6: 1x Preon S Epsilon, 1x Preon S Face, 1x Preon S Botos, 1x Preon S Ferham
- Battle 7: 3x Redips Guard (this is the only battle that Redips Guard made an SOS failed)
- Battle 8: 3x Red Stinger

Path #21: LEFT/LEFT/LEFT/LEFT/LEFT/LEFT/LEFT/LEFT

- Battle 1: 1x Preon Bitmaster
- Battle 2: 1x Preon Spark, 2x Preon Pod
- Battle 3: 2x Preon Gunner, 2x Pararoid
- Battle 4: 1x Mettaurcure, 1x Mettaur Counter, 1x Silver Mettaur, 1x Gold Mettaur
- Battle 5: 2x Preon S Botos, 2x Preon S Ferham
- Battle 6: 1x Preon S Epsilon, 1x Preon S Face, 1x Preon S Botos, 1x Preon S Ferham
- Battle 7: 3x Redips Guard (this is the only battle that Redips Guard made an SOS failed)
- Battle 8: 3x Belladonna

10.-West Deck Main Route:

Exterior Zones:

- 2x Preon Pod, 1x Pararoid
- 1x Radar Killer, 1x Pararoid
- 1x Preon Elite, 2x Preon Spark
- 1x Killer Mantis, 1x Pararoid
- 1x Preon Elite, 1x Preon Pod, 1x Preon Spark
- 2x Preon Gunner, 1x Pararoid
- 1x Preon Elite, 2x Preon Gunner

Interior Zones (only the first 2 rooms):

- 1x Preon Elite, 2x Preon Spark
- 2x Preon Gunner
- 1x Preon Elite, 1x Preon Pod, 1x Preon Spark
- 1x Preon Gunner, 2x Preon Pod
- 1x Preon Elite, 1x Preon Gunner

Interior Zone (only the third room where Save Device):

- 1x Preon Elite, 2x Preon Spark
- 2x Preon Gunner
- 1x Preon Elite, 1x Preon Pod, 1x Preon Spark
- 1x Preon Gunner, 2x Preon Pod
- 1x Preon Elite, 1x Preon Gunner, 1x Preon Spark

11.-Great Tree Stump Hall Approach:

- 2x Preon Gunner
- 2x Preon Elite
- 1x Preon Elite, 1x Preon Gunner, 1x Preon Pod, 1x Preon Spark
- 1x Preon Elite, 2x Preon Gunner

12.-Great Tree Stump Hall:

BOSS: - DR. PSYCHE
*Possibly: NEEDLES (x3) with "Summon Needles"
- MAD NAUTILUS

ULFAT FACTORY

1.-Smelting Furnace I:

Whole zone except for the left and central parts in the first quadrant with gray floor as you enter this stage and "edges of the central part of the fire zone":

- 1x Preon Nurse, 3x Preon Spark
- 1x Mega Mantor
- 1x Preon Soldier, 1x Preon Gunner
- 1x Preon Soldier, 1x Preon Nurse
- 2x Preon Shielder
- 1x Preon Nurse, 2x Preon Gunner

Two rooms of Security Sistem:

- 1x Preon Shielder
- 1x Preon Soldier, 1x Preon Nurse
- 2x Preon Shielder
- 1x Preon Nurse, 2x Preon Gunner
- 2x Preon Soldier
- 1x Preon Soldier, 2x Preon Gunner

Fire zone:

- 1x Gulpfast, 1x Super Tripuffer
- 1x Mega Mantor
- 1x Gulpfast, 2x Super Tripuffer
- 1x Fire Glob

2.-Smelting Furnace II:

Zones with gray floor and edges of the central part of the fire zone:

- 1x Mega Mantor
- 1x Preon Nurse, 1x Preon Gunner, 2x Preon Spark
- 1x Preon Soldier, 1x Preon Gunner
- 2x Preon Shielder
- 1x Preon Nurse, 2x Preon Gunner
- 1x Preon Soldier 1x Preon Shielder

Two rooms of Security Sistem:

- 1x Preon Shielder, 1x Preon Nurse
- 1x Preon Soldier, 1x Preon Nurse
- 2x Preon Shielder
- 1x Preon Nurse, 2x Preon Gunner

- 1x Preon Soldier 1x Preon Shielder
- 2x Preon Soldier
- 1x Preon Soldier, 2x Preon Gunner

Fire zone:

- 1x Gulpfast, 1xSuper Tripuffer
- 1x Mega Mantor
- 1x Gulpfast, 2x Super Tripuffer
- 1x Fire Glob

3.-Smelting Furnace III:

Gray floors:

- 1x Preon Nurse, 1x Preon Gunner, 1x Preon Spark
- 1x Preon Nurse, 1x Preon Gunner, 2x Preon Spark
- 1x Preon Soldier, 1x Preon Gunner
- 2x Preon Shielder
- 1x Preon Soldier, 1x Preon Shielder
- 1x Mega Mantor, 1x Preon Tank

Purple floors:

- 1x Preon Shielder, 1x Preon Nurse
- 1x Preon Soldier, 1x Preon Nurse
- 2x Preon Shielder
- 1x Preon Nurse, 2x Preon Gunner
- 1x Preon Soldier, 1x Preon Shielder
- 2x Preon Soldier
- 1x Preon Soldier, 2x Preon Gunner

Fire zone:

- 1x Gulpfast, 1x Super Tripuffer
- 1x Mega Mantor
- 1x Gulpfast, 2x Super Tripuffer
- 1x Mega Mantor, 1x Preon Tank
- 1x Fire Glob
- 1x Fire Glob, 1x Preon Tank

4.-Freight Check Line:

- 1x Mega Mantor
- 1x Gulpfast, 2x Super Tripuffer
- 2x Gulpfast, 2x Super Tripuffer
- 1x Fire Glob, 2x Super Tripuffer
- 1x Fire Glob, 1x Preon Tank
- 1x Fire Glob, 1x Mega Mantor, 1x Super Tripuffer

5.-Parts Intake Line:

SUB-BOSS: 2x PREON SOLDIER, 1x PREON GUNNER
3x PREON SHIELDER

6.-Parts Delivery Line:

SUB-BOSS: - 3x PREON SOLDIER (optional battle with the team "1x PREON SOLDIER, 2x PREON SHIELDER in that only 1 of
--

these battles can be ignored at your first visit to this Stage, only available before meeting with Zero in this chapter)

- 2x PREON SHIELDER, 1x PREON NURSE

- 1x PREON SOLDIER, 2x PREON SHIELDER (optional battle with the team "3x PREON SOLDIER in that only 1 of

these battles can be ignored at your first visit to this Stage, only available before meeting with Zero in this chapter)

- 2x PREON SOLDIER, 1x PREON NURSE

7.-Freight Lift 1:

- 1x Mega Mantor
- 2x Preon Tank
- 1x Mega Mantor, 1x Preon Tank
- 3x Preon Tank
- 1x Mega Mantor, 2x Preon Tank

8.-Computer Room:

Whole zone to exception the area where decomposed freight:

- 1x Preon Shielder, 1x Preon Nurse
- 1x Preon Shielder, 1x Preon Nurse, 1x Preon Spark
- 1x Preon Soldier, 2x Preon Nurse
- 1x Preon Nurse, 2x Preon Gunner
- 2x Preon Soldier
- 1x Preon Shielder, 2x Preon Gunner
- 2x Preon Shielder, 1x Preon Nurse
- 2x Preon Soldier, 1x Preon Elite

9.-Freight Lift 2:

- 1x Mega Mantor
- 2x Preon Tank
- 1x Mega Mantor, 1x Preon Tank
- 3x Preon Tank
- 1x Mega Mantor, 2x Preon Tank

10.-Assembly Line Monitor Room

Gray floor:

- 1x Preon Shielder, 1x Preon Nurse
- 1x Preon Soldier, 1x Preon Nurse
- 1x Preon Shielder, 1x Preon Nurse, 1x Preon Spark
- 1x Preon Nurse, 2x Preon Gunner
- 2x Preon Soldier
- 1x Preon Shielder, 2x Preon Gunner
- 2x Preon Shielder, 1x Preon Nurse
- 2x Preon Soldier, 1x Preon Elite

Purple floor:

- 1x Preon Shielder, 1x Preon Nurse
- 1x Preon Soldier, 1x Preon Nurse
- 1x Preon Shielder, 1x Preon Nurse, 1x Preon Spark
- 1x Preon Nurse, 2x Preon Gunner
- 2x Preon Soldier

- 1x Preon Shielder, 2x Preon Gunner
- 2x Preon Shielder, 1x Preon Nurse
- 2x Preon Soldier, 1x Preon Elite

11.-Main Computer "Duboar":

BOSS: MACH JENTRA, 1x PREON SOLDIER, 1x PREON TANK
*Possibly: PREON SHIELDER and more Preon Soldier and / or Preon Tank with "Gentle Call"

DUBOAR (this battles is not required to win):

- 2x PREON SPARK, 2x PREON CHASER
- 2x PREON SHIELDER, 2x PREON SPARK
- 1x PREON HYBRID (berserk), 1x PREON SHIELDER, 1x PREON SPARK, 1x PREON CHASER
- 4x PREON HYBRID (berserk)

After complete Chapter 5 (Whole zone except the room that is left where is the tower as you enter this site):

- 1x Mettaur Commander
- 1x Mettaurcure, 1x Mettaur Commander

GIMIALLA MINE

1.-Level 1 Shaft Entrance:

Mine Zone:

- 2x Batfighter
- 3x Batfighter
- 4x Batfighter

Gray floor:

- 1x Mettaur Counter
- 3x Mettaur Commander
- 1x Mettaur Counter, 1x Mettaurcure
- 1x Fire Glob
- 2x Fire Glob

2.-Level 2 Main Tunnel:

Gray floors:

- 1x Liquid Glob
- 1x Mega Mantor, 1x Pararoid
- 1x Mega Mantor, 2x Pararoid
- 2x Liquid Glob
- 1x Mega Mantor, 1x Liquid Glob
- 2x Mega Mantor

3.-L2 Southwest Division:

Mine Zones:

- 1x Silver Mettaur
- 2x Batfighter
- 1x Mettaur Counter
- 3x Batfighter

- 1x Silver Mettaur, 2x Mettaur Commander
- 1x Silver Mettaur, 1x Mettaur Counter
- 1x Silver Mettaur, 2x Batfighter, 1x Mettaur Commander

Gray floor:

SUB-BOSS: 3x RUSH LOADER

- 1x Silver Mettaur
- 2x Batfighter
- 1x Mettaur Counter
- 3x Batfighter
- 1x Silver Mettaur, 2x Mettaur Commander
- 1x Silver Mettaur, 1x Mettaur Counter
- 1x Silver Mettaur, 2x Batfighter, 1x Mettaur Commander

4.-L2 Southeast Division:

Mine Zones:

- 1x Silver Mettaur
- 1x Mettaur Counter
- 3x Batfighter
- 1x Mettaurcure, 2x Mettaur Commander
- 1x Mettaur Counter, 1x Mettaurcure
- 4x Batfighter
- 1x Mettaurcure, 2x Batfighter, 1x Mettaur Commander

Gray floor:

- 1x Silver Mettaur
- 1x Mettaur Counter
- 3x Batfighter
- 1x Mettaurcure, 2x Mettaur Commander
- 1x Mettaur Counter, 1x Mettaurcure
- 4x Batfighter
- 1x Mettaurcure, 2x Batfighter, 1x Mettaur Commander

5.-L2 Northeast Division:

First zones of the rooms with "Tank Parts" and "Build LE" and all the remaining mine zones:

- 1x Silver Mettaur
- 2x Batfighter
- 1x Mettaur Counter
- 3x Batfighter
- 1x Mettaurcure, 2x Mettaur Commander
- 1x Mettaur Counter, 1x Mettaurcure
- 1x Mettaurcure, 2x Batfighter, 1x Mettaur Commander

6.-L2 Northwest Division:

Mine Zones:

- 1x Silver Mettaur
- 2x Batfighter
- 1x Mettaur Counter
- 3x Batfighter
- 1x Mettaurcure, 2x Mettaur Commander

- 1x Mettaur Counter, 1x Mettaurcure
- 1x Mettaurcure, 2x Batfighter, 1x Mettaur Commander

7.-Level 3 Main Tunnel:

Whole zone to exception the room where is "Mining Foreman Reploid", gray floors:

BOSS: SHADOW
SHADOW (v. 2)

- 1x Plasma Glob
- 1x Mega Mantor, 1x Pararoid
- 1x Mega Mantor, 2x Pararoid
- 2x Plasma Glob
- 1x Plasma Glob, 1x Mega Mantor
- 3x Rush Loader (diagonal)
- 3x Rush Loader (horizontal)

8.-L3 Southwest Division (required Gimialla Key):

Mine Zones:

- 1x Silver Mettaur
- 1x Gold Mettaur
- 2x Silver Mettaur
- 2x Gold Mettaur
- 1x Gold Mettaur, 2x Silver Mettaur
- 2x Gold Mettaur, 1x Silver Mettaur

Three Gray floors:

1x Mettaur Gigant

9.-L3 Northeast Division:

Mine zone with battles in gray floor (room where is Degraver):

- 1x Silver Mettaur
- 1x Mettaur Counter
- 3x Batfighter
- 1x Mettaur Counter, 1x Mettaurcure
- 1x Mettaur Counter, 1x Silver Mettaur
- 4x Batfighter
- 2x Mettaur Counter
- 1x Silver Mettaur, 1x Mettaurcure, 2x Batfighter

Room with "Force missiles":

- 1x Silver Mettaur
- 1x Mettaur Counter
- 3x Batfighter
- 1x Mettaur Counter, 1x Mettaurcure
- 1x Mettaur Counter, 1x Silver Mettaur
- 4x Batfighter
- 2x Mettaur Counter
- 1x Silver Mettaur, 1x Mettaurcure, 2x Batfighter

10.-Northwest Division:

First zones of the rooms with "1300z" and "Ace of Hearts with Degraver" and all the remaining mine zones:

- 1x Silver Mettaur
- 1x Mettaur Counter
- 3x Batfighter
- 2x Silver Mettaur
- 1x Mettaur Counter, 1x Mettaurcure
- 4x Batfighter
- 2x Mettaur Counter
- 1x Gold Mettaur, 1x Mettaurcure, 2x Batfighter

11.-Level 4 Main Tunnel:

Gray floors:

- 2x Liquid Glob
- 2x Plasma Glob
- 3x Rush Loader (diagonal)
- 3x Rush Loader (horizontal)
- 2x Fire Glob
- 1x Fire Glob, 1x Plasma Glob, 1x Liquid Glob

12.-Level 4 Durability Lab:

SUB-BOSS: 1x PLASMA GLOB, 2x LIQUID GLOB
2x FIRE GLOB, 1x LIQUID GLOB
1x FIRE GLOB, 2x PLASMA GLOB

13.-Bottom Floor Central Mining Division:

BOSS: INCENTAS

VANALLIA DESERT

1.-Quicksand:

- 1x Mega Tortoise
- 2x Wild Dog
- 2x Mega Mantor
- 1x Mega Tortoise, 1x Wild Dog
- 3x Wild Dog
- 1x D-Rex
- 4x Wild Dog
- 1x Meltdown

2.-Quicksand South Side:

- 3x Batfighter
- 1x Mega Tortoise
- 1x Wild Dog, 1x Mettaurcure, 1x Mettaur Commander
- 1x Mega Tortoise, 2x Batfighter
- 3x Wild Dog
- 2x Wild Dog, 2x Batfighter
- 1x Mega Tortoise, 1x Mettaur Counter
- 1x Mega Tortoise, 1x Mega Mantor
- 1x D-Rex
- 1x D-Rex, 1x Mettaurcure

- 1x D-Rex, 2x Wild Dog

3.-Quicksand North Side:

Only elevator room where Save Device:

- 3x Batfighter
- 1x Mega Tortoise
- 1x Gold Blader (diagonal) <ul style="list-style-type: none">• Possibly: random Silver Mettaur and Gold Mettaur with "Breed Gold" in any Enemy Formation battle with any Gold Blader
- 1x Gold Blader (horizontal)
- 3x Wild Dog
- 2x Wild Dog, 2x Batfighter
- 1x Mega Tortoise, 1x Mega Mantor
- 1x D-Rex
- 1x Mega Tortoise, 1x Wild Dog, 1x Batfighter
- 4x Wild Dog
- 1x D-Rex, 2x D-Shark
- 1x D-Rex, 1x Wild Dog, 1x Batfighter

4.-Quicksand Central Passageway:

- 1x Preon S Ferham, 1x Preon Nurse
- 1x Preon Soldier, 1x Preon Shielder, 1x Preon Nurse
- 3x Preon Shielder
- 2x Preon S Ferham
- 3x Preon Soldier
- 1x Preon S Botos

5.-Signal Jammer Laser Energy Control Room:

All 4 rooms and 3 symbols of the Rebellion Army where is the lasers:

- 1x Triclaw Killer, 1x Preon Nurse
- 2x Preon Shielder, 1x Preon Nurse
- 2x Plasma Glob
- 1x Triclaw Killer, 1x Preon Shielder, 1x Preon Nurse
- 2x Triclaw Killer

6.-Signal Jammer Laser Energy Generator:

- 2x Preon S Ferham
- 1x Preon S Botos
- 2x Preon S Botos
- 1x Preon S Botos, 1x Preon S Ferham
- 1x Preon S Botos, 2x Preon S Ferham

7.-Quicksand Security Room:

BOSS: BOTOS *Possibly: Q-BIT with "Botos Trio"

MELDA ORE PLANT

1.-Ore Plant External Tank:

- 1x Degraver (slightly to the left diagonal)
- 1x Degraver (diagonal with a greater inclination to the left)

- 2x Wolfloid
- 3x Wolfloid
- 2x Gun bit
- 2x Gun bit, 1x Rabbid
- 2x Gun bit, 2x Rabbid

2.-B1 Entrance Hall:

Whole zone to exception the "Room in which requires "Melda Key":

- 1x Wolfloid, 1x Wild Dog
- 3x Wolfloid
- 2x Wolfloid, 2x Wild Dog
- 2x Gun bit
- 2x Gun bit, 2x Rabbid

Room in which requires "Melda Key":

- 1x Zennydropper
- 2x Zennydropper
- 3x Zennydropper
- 1x Gift Box
- 1x Gift Box, 1x Zennydropper

3.-Missile Maintenance Room (Melda Key is required):

BOSS: 2x DUCKBILL MOLE

4.-Area E - B02:

Room where Save Device:

- 1x Wolfloid, 1x Wild Dog
- 1x Zwei Hammer, 1x Wolfloid
- 2x Wolfloid, 2x Wild Dog
- 2x Gun bit
- 2x Gun bit, 2x Rabbid (diagonal with a greater inclination to the left)

The other 6 rooms except the "Room where is the Save Device":

- 1x Wolfloid, 1x Wild Dog
- 1x Zwei Hammer, 1x Wolfloid
- 2x Wolfloid, 2x Wild Dog
- 2x Gun bit
- 2x Gun bit, 2x Rabbid (slightly to the left diagonal)

5.-Area E - B03:

- 1x Zwei Hammer, 1x Wolfloid
- 3x Wolfloid
- 1x Zwei Hammer, 2x Wolfloid
- 2x Triclaw Killer, 1x Wolfloid
- 3x Gun bit, 1x Rabbid

6.-Area E - B04:

- 2x Preon S Ferham
- 1x Zwei Hammer, 1x Wolfloid
- 3x Wolfloid
- 2x Triclaw Killer, 1x Wolfloid

- 2x Triclaw Killer, 1x Preon Doc
- 2x Zwei Hammer, 1x Wolfloid
- 2x Preon S Botos
- 1x Preon S Botos, 1x Preon S Ferham
- 2x Preon S Botos, 1x Preon Doc
- 4x Gun bit

7.-B5 East - West Block Access Tunnel (first place):

- 1x Preon Gunner (MOP), 1x Preon Elite
- 1x Preon Doc, 1x Preon Gunner (MOP)
- 2x Preon Pressure
- 2x Preon Gunner (MOP), 1x Preon Elite
- 1x Preon Pressure, 1x Preon Doc, 1x Preon Gunner (MOP)

BOSS: BOTOS (v.2) -----> this battle is "Enemy Blitzkrieg!"

Q-BIT with "Botos Trio"

8.-Missile Silo Base Lower Section:

- 1x Gift Box
- 2x Gift Box
- 1x Meltdown
- 2x Bladey
- 3x Bladey
- 4x Bladey

9.-B5 East - West Block Access Tunnel (second place):

- 1x Preon Gunner (MOP), 1x Preon Elite
- 1x Preon Doc, 1x Preon Gunner (MOP)
- 2x Preon Pressure
- 2x Preon Gunner (MOP), 1x Preon Elite
- 1x Preon Pressure, 1x Preon Doc, 1x Preon Gunner (MOP)

10.-Area W - B04:

- Nomenclature:

- Room where is the Save Device
- Strip
- Central room
- Room where it was Decoy Botos (first encounter)
- Room with "Figure Token"
- Room with "Tank Energy 50", "Build Power", Botos (v.3) first encounter
- Elevator room to W-B03

All 7 rooms:

- 1x Preon Gunner (MOP), 1x Preon Elite
- 2x Preon Pressure
- 3x Preon Doc
- 2x Preon Pressure, 1x Preon S Ferham
- 2x Preon Pressure, 1x Preon Doc
- 2x Preon S Botos

a, b, c, d, f :

- 2x Preon Gunner (MOP), 1x Preon Elite (slightly to the left diagonal)
- 1x Preon S Botos, 1x Preon S Ferham (diagonal with a greater inclination to the left)
- 1x Preon S Botos, 2x Preon S Ferham (slightly to the left diagonal)

e, g :

- 2x Preon Gunner (MOP), 1x Preon Elite (diagonal with a greater inclination to the left)
- 1x Preon S Botos, 1x Preon S Ferham (slightly to the left diagonal)
- 1x Preon S Botos, 2x Preon S Ferham (diagonal with a greater inclination to the left)

a, e, g :

- 1x Preon Pressure, 1x Preon Doc, 1x Preon Gunner (MOP) (diagonal left)
--

b, c, d, f :

- 1x Preon Pressure, 1x Preon Doc, 1x Preon Gunner (MOP) (diagonal right)

BOSS: - DECOY BOTOS
*Possibly: BIGBIT with "Bit Shift" or
- BOTOS, 2x Q-BIT

11.-Area W - B03:

- Nomenclature:

- a) Elevator room from W-B04
- b) Room is between "Elevator room from W-B04" and "Central room"
- c) Central room
- d) Strip
- e) Room with "Build Armor" and where it was Decoy Botos (second encounter)
- f) Room with "Cryogenic", "2000 Z", Botos (v.3) second encounter
- g) Room where is the Save Device

All 7 rooms:

- 2x Preon Pressure, 1x Preon S Ferham
- 2x Preon Pressure, 1x Preon Doc
- 3x Preon Pressure
- 2x Preon S Botos
- 1x Preon S Botos, 1x Preon S Ferham
- 1x Preon S Botos, 1x Preon Doc, 1x Preon S Ferham

a, b, c, d, f, g :

- 2x Preon Gunner (MOP), 1x Preon S Ferham (diagonal right)
- 1x Preon Pressure, 2x Preon S Ferham (diagonal left)

e:

- 2x Preon Gunner (MOP), 1x Preon S Ferham (diagonal left)
- 1x Preon Pressure, 2x Preon S Ferham (diagonal right)

a, g :

- 1x Preon Pressure, 1x Preon Doc, 1x Preon Gunner (MOP) (slightly to the left diagonal)
- 2x Preon S Botos, 2x Preon S Ferham (diagonal with a greater inclination to the left)

b, c, d, e, f :

- | |
|--|
| - 1x Preon Pressure, 1x Preon Doc, 1x Preon Gunner (MOP) (diagonal with a greater inclination to the left) |
| - 2x Preon S Botos, 2x Preon S Ferham (slightly to the left diagonal) |

BOSS: - DECOY BOTOS *Possibly: BIGBIT with "Bit Shift" or - BOTOS, 2x Q-BIT

12.-Area W - B02:

Elevator room from W-B03; room with "Figure Token"; and elevator room to Area W-B01:

- | |
|----------------------------------|
| - 1x Zwei Hammer, 1x Wolfloid |
| - 3x Wolfloid |
| - 2x Triclaw Killer, 1x Wolfloid |
| - 2x Zwei Hammer, 1x Wolfloid |
| - 4x Gun bit |

13.-Silo Interior, Middle Maintenance Deck:

BOSS: FERHAM

- | |
|---------------|
| - 1x Gift Box |
| - 2x Gift Box |
| - 2x Bladey |
| - 3x Bladey |
| - 4x Bladey |

14.-Area W - B01 (first place):

- | |
|--|
| - 1x Preon Gunner (MOP), 1x Preon Elite |
| - 1x Preon Doc, 1x Preon Gunner (MOP) |
| - 2x Preon Pressure |
| - 2x Preon Gunner (MOP), 1x Preon Elite |
| - 1x Preon Pressure, 1x Preon Doc, 1x Preon Gunner (MOP) |

-
- See Central Tower for the battle with Scarface
-

15.-Missile Warhead Adjustment Room:

- | |
|---------------|
| - 1x Gift Box |
| - 2x Gift Box |
| - 1x Meltdown |
| - 2x Meltdown |
| - 2x Bladey |
| - 3x Bladey |
| - 4x Bladey |

16.-Area W - B01 (second place):

Room with "Generator":

- | |
|-------------------|
| - 1x Zennydropper |
| - 2x Zennydropper |
| - 3x Zenndryopper |
| - 1x Gift Box |

- 1x Gift Box, 1x Zennydropper

GRAVE RUINS BASE

NOTE: The following battles occur only when the beam intercept:

Grave Base Main Gate, Level E Security Zone, Level D Security Zone, Level C Security Zone, and Level B Security Zone

1.-Grave Base Main Gate:

- 4x Preon Chaser
- 2x Preon Spark, 2x Preon Chaser
- 1x Preon Pod, 1x Preon Spark, 1x Preon Chaser
- 4x Preon Spark
- 2x Preon Pod, 1x Preon Spark
- 2x Preon Pod, 2x Preon Spark

2.-Level E Security Zone:

- 2x Preon Gunner, 1x Preon Spark (this is the only battle of the game that does not follow the traditional order: E1, E2, E3, in this battle is: E1, E2, E4)
- 1x Preon Elite, 1x Preon Gunner, 1x Preon Spark
- 1x Preon Elite, 2x Preon Gunner
- 3x Preon Elite
- 4x Preon Gunner

3.-Level D Security Zone:

- 2x Preon Soldier, 1x Preon Nurse
- 3x Preon Shielder
- 3x Preon Soldier
- 4x Preon Shielder
- 2x Preon Soldier, 2x Preon Shielder

4.-Level C Security Zone:

- 1x Preon S Ferham, 2x Preon Soldier
- 3x Preon S Ferham
- 2x Preon S Botos
- 1x Preon S Botos, 1x Preon S Ferham
- 1x Preon S Botos, 2x Preon S Ferham
- 2x Preon S Botos, 2x Preon S Ferham

5.-Level B Security Zone:

- 1x Preon Gunner (MOP), 1x Preon Elite
- 2x Preon Gunner (MOP), 1x Preon Elite
- 1x Preon Pressure, 1x Preon Doc, 1x Preon Gunner (MOP)
- 2x Preon Pressure, 1x Preon Doc
- 3x Preon Pressure

NOTE: The following battles normally occur:

6.-Level A Security Zone (first and second places):

- 1x Preon S Face, 1x Preon S Ferham
- 2x Preon S Face
- 1x Preon S Face, 2x Preon S Ferham
- 1x Preon S Botos, 1x Preon S Face
- 1x Preon S Botos, 1x Preon S Face, 1x Preon S Ferham

7.-Battle Field:

- 1x Preon S Epsilon, 1x Preon S Ferham
- 2x Preon S Face
- 1x Preon S Epsilon, 1x Preon S Face
- 2x Preon S Epsilon
- 1x Preon S Botos, 1x Preon S Epsilon

8.-Revolver Shaft Area (first and second places):

- 1x Preon S Epsilon, 1x Preon Doc
- 2x Preon S Face
- 1x Preon S Epsilon, 1x Preon S Face
- 1x Preon S Face, 2x Preon Gunner (MOP)
- 1x Preon S Face, 2x Preon Pressure

Revolver Room No. 02:

SUB-BOSS: 1x PREON S EPSILON, 2x PREON S FERHAM -----> infinite battles and also it can run away

Revolver Room No. 05:

SUB-BOSS: 2x PREON S BOTOS, 1x PREON S EPSILON -----> infinite battles and also it can run away

Revolver Room No. 08:

SUB-BOSS: 1x PREON S EPSILON, 2x PREON S FACE -----> infinite battles and also it can run away

9.-Level S Top Security Zone:

Whole zone to exception the ("The bottom of the ladder left and around the inside of the ladder left" and "Upper rooms"):

- 2x Preon S Epsilon
- 1x Preon S Epsilon, 2x Preon S Ferham
- 1x Preon S Epsilon, 2x Preon S Face
- 2x Preon S Botos, 1x Preon S Epsilon
- 1x Preon S Botos, 1x Preon S Epsilon, 1x Preon S Face, 1x Preon S Ferham

SUB-BOSS: 3x PREON S EPSILON

The bottom of the ladder left and around the inside of the ladder left and "Upper rooms":

- 2x Preon Gunner (MOP), 1x Preon S Ferham
- 1x Preon Pressure, 2x Preon S Ferham
- 1x Preon Pressure, 1x Preon Doc, 1x Preon Gunner (MOP)
- 2x Preon Pressure, 1x Preon S Ferham
- 2x Preon Pressure, 1x Preon Doc
- 3x Preon Pressure
- 2x Preon S Botos
- 1x Preon S Botos, 1x Preon S Ferham
- 1x Preon S Botos, 1x Preon Doc, 1x Preon S Ferham
- 2x Preon S Botos, 2x Preon S Ferham

10.-Hall of Glory:

BOSS: SCARFACE (v.2)

EPSILON

EJECT EPSILON

FAR EAST HQ

1.-Central Aerial Entrance:

Only the second room (Pipe floor):

- 2x Red Stinger
- 1x B Blader
- 1x Redips Guard
- 1x Redips Guard, 1x Red Stinger
- 2x Redips Guard

2.-Tactics Simulation Center:

Only the first and third room (Pipe floors):

- 2x Red Stinger
- 3x Red Stinger
- 1x Redips Guard
- 1x Redips Guard, 1x Red Stinger
- 2x Redips Guard

Only the second room (Purple floor):

- 2x Cannon Driver
- 1x B Blader

BOSS: WILD JANGO (v.2)

3.-Teleport Terminal:

Whole zone to exception the "Room where is the Save Device":

- 2x Red Stinger
- 3x Red Stinger
- 2x Cannon Driver
- 1x Cannon Driver, 2x Red Stinger
- 1x B Blader
- 1x Redips Guard
- 1x Redips Guard, 1x Red Stinger
- 2x Redips Guard
- 1x Redips Guard, 1x Cannon Driver

4.-Training Barracks:

Each battle in different places:

BOSS: - SILVER HORN (v.2)

- MAD NAUTILUS (v.2)

- MACH JENTRA (v.2)

*Possibly: random Preon Soldier, Preon Tank, and Preon Shielder with "Gentle Call"

- INCENTAS (v.2)

5.-Main Control Room:

Two pipe floors and purple floor with battles in pipe floor:

- 1x Metaroid, 1x Cannon Driver
- 1x Metaroid, 2x Cannon Driver
- 1x B Blader
- 1x B Blader, 1x Metaroid

BOSS: DEPTH DRAGON

6.-Final Gate:

- 3x Red Stinger
- 2x Cannon Driver
- 1x Cannon Driver, 2x Red Stinger
- 1x Metaroid, 2x Red Stinger
- 1x B Blader, 1x Metaroid
- 1x Redips Guard, 1x Red Stinger
- 2x Redips Guard
- 1x Redips Guard, 1x Metaroid
- 1x Redips Guard, 1x Metaroid, 1x Cannon Driver

7.-Command Room:

BOSS: REDIPS
*Possibly: RED HUBCAP with "Code Red"

ORBITAL ELEVATOR: BABEL

1.-Super Strato -Terminal:

First purple floor and first pipe floor with battles in pipe floor:

- 2x Red Hubcap
- 3x Red Hubcap (diagonal left)
- 3x Red Hubcap (diagonal right)
- 4x Red Hubcap (diagonal)
- 4x Red Hubcap (horizontal)

Second purple floor and second pipe floor with battles in purple floor:

- 2x Red Hubcap
- 3x Red Hubcap (diagonal left)
- 3x Red Hubcap (diagonal right)
- 4x Red Hubcap (diagonal left)
- 4x Red Hubcap (diagonal right)

2.-Teleport Room, Strato -Terminal:

Only the first room (Pipe floor):

- 2x Red Hubcap
- 3x Red Hubcap (diagonal left)
- 3x Red Hubcap (diagonal right)
- 4x Red Hubcap (diagonal)
- 4x Red Hubcap (horizontal)

Only the second room (Purple floor):

- 2x Red Hubcap
- 3x Red Hubcap (diagonal left)
- 3x Red Hubcap (diagonal right)
- 4x Red Hubcap (diagonal left)
- 4x Red Hubcap (diagonal right)

3.-Blue Earth Tunnel:

BOSS: - GREAT REDIPS, SUPRA-FORCE METAL L, SUPRA-FORCE METAL R
- GREAT REDIPS (v.2), SUPRA-FORCE METAL L -----> this battle is always "Enemy Blitzkrieg!"

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- See Central Tower for the battles from Onetail to Ninetails
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