# Mega Man X: Command Mission Beastiary

by IceQueenZer0          Updated on Nov 22, 2011

> **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.**

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---------------------[Megaman X Command Mission Beastiary FAQ]----------------
---------------------------[by Ice Queen Zero & BSKull]---------------------
---------------------------[GameCube/Playstation 2]----------------------
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o--------------------o
       INTRODUCTION
o--------------------o

Once again, I decided to collab with someone outside my family. This time it is
for an FAQ that I've previously written and my new co-writer, MXCM (now known
as B. Skull) decided to add some more info to it.


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o--------------------o
       BESTIARY
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Here's an brief explanation of the information.

* Name - name of the enemy
* Type: - Air-types tend to evade C-type attacks
* LV - enemy's Level
* Power - Attack Strength
* Armor - Defense against C-type attacks (Combat Damage)
* Shield - Defense against S-type attacks (Shot Damage)
* Speed - How often their turns come up
* Fire Damage - weak/resistance to Fire Damage (100%=Normal, 200%=2x, 50%=1/2,
  25%=1/4, Absorb=recover LE)
* Water Damage - same as Fire Damage
* Thunder Damage - same as Fire Damage
* Defense Status Effect - guaranteed defense against certain Status Effect
  (BLOCK)
* Zenny - how much money is inside them
* EXP - how much experience points you get.
* FME - how much Force Metal Energy you get.
* Steal - items you can get to steal
* Drops - items you can get to defeat
* Attacks - What the enemy will throw at you.
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The first turns of some enemies is in conditions normally.
Some attacks change elemental properties depending on the enemy that
uses them.

+-----+
 BEAST
+-----+
These enemies are reploids that are modeled after creatures like
fish, bats, etc.

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Batfighter
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Beast/Air
Lv 14
LE 600
Power 83
Armor 30
Shield 30
Speed 32
Fire Damage 100%
Water Damage 100%
Thunder Damage 100%
Defense Status Effect: Freeze
Zenny 130
EXP 180
FME 48
Steal: Tank Energy 10, Berserk Protection
Drops: Energy Capture (5%), Tank Energy 25 (10%)

Attacks:
* Normal Attack (S-type Attack)

* "Attack" (6-hit C-type Attack, only does it when is in Status Effect "Berserk"
in his team with "Destroy Ally")

* Cracking (S-type Attack, inflicts Berserk)

* Bite Energy [6-hit C-type Attack, absorbs target's current LE by 5% (each
hit)]

Locations: Gimialla Mine and Vanallia Desert

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Bat Bone
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Bat Bone
Type: Beast/Air
LV: 3
LE: 100
Power: 22
Armor: 8
Shield: 12
Speed: 30
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: Freeze
Zenny: 8
EXP: 4
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FME: 3
Steal: Boost Speed
Drops: Tank Energy 10 (20%), Gain Hyper (1%)

Attacks:
*Normal Attack (S-type Attack)

*"Attack" (6-hit C-type Attack, only does it when is in Status Effect "Berserk"
in his team with "Destroy Ally")

* Observe (passes their turn)

!{Special Note}!
Will continuously use Observe until one of their Allies is destroyed.

Run away during its third turn if it doesn't take any damage.

The message "When you face many enemies, use the [Action Trigger]" only appears
when X is at LV 1 or LV 2 and against at least 2 Bat Bones.

MESSAGE:
- Bat Bone was angered by the defeat of an ally!

Locations: Lagrano Ruins and Gaudile Laboratory

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Big Monkey
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Beast/Ground
LV: 13
LE: 1600
Power: 62
Armor: 20
Shield: 26
Speed: 36
Fire Damage: 100%
Water Damage: 50%
Thunder Damage: 150%
Defense Status Effect: Nothing
Zenny: 80
EXP: 115
FME: 25
Steal: Speed +1, Boost Speed
Drops: Speed +3 (10%), Gain Hyper (1%)

Attacks:
*Normal Attack (C-type Attack)

*Power Charge (Attack on next turn: 1.5x damage)

*Boost All Speed (raises all Allies' Speed by 25%)

*Mega Blizzard (Water Attack, hits one party member)

!{Special Note}!
Always starts  with Normal Attack or Boost All Speed.

Does Boost All Speed only once per battle.

If it is accompanied in battle, uses Normal Attack and Power Charge intercalary
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until it has at least 534 of LE, and if not accompanied uses Normal Attack and
Mega Blizzard.

Locations: Tianna Camp and Gaudile Laboratory

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Blowfish
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Beast/Air
LV 9
LE 1000
Power 55
Armor 18
Shield 33
Speed 31
Fire Damage 100%
Water Damage Absorb
Thunder Damage 200%
Defense Status Effect: Freeze
Zenny 20
EXP 70
FME 12
Steal: Boost Armor
Drops: Tank Energy 25 (25%), Armor +3 (5%)

Attacks: Normal Attack (3-hit S-type Attack),
Armor Peeler (C-type Water Attack, lowers Armor by 25%),
Life Gain 25 (recovers 25% of target's LE MAX)

!{Special Note}!
*Always starts with Armor Peeler.

*Every time that (Blowfish and Tripuffer uses Normal Attack) or (Blowfish use
Armor Peeler and Tripuffer uses Shield Peeler) after a round of turns they
interchange these techniques in the next turns until that Blowfish use Life
Gain 25 if an ally has less than half its LE left.

*It has the symbol of Rebellion Army on its body.

*Runs away when alone.

Location: Tianna Camp

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
D-Rex
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Beast/Ground
LV: 37
LE: 8000
Power: 100
Armor: 78
Shield: 56
Speed: 28
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: Nothing
Zenny: 600
EXP: 1200
FME: 180

```
Steal: Virus Missile, Chaff
Drops: Vaccine Program (100%), Virus Block (5%)

Attacks:
* "Rex Vulcan" (3-hit S-type Attack, hits all party members)

*Fatal Attack (C-type Attack, guaranteed Critical Hit)

*Ultra Giga Fire (Massive Fire Attack, hits all party members)

*Heterostorm (inflicts Virus and Blind to all party members)

*Mini Rex (sends 1-3 Bombs that do damage as D-Rex's remaining LE to one party
 member)

!{Special note}!
Always starts with Heterostorm or Mini Rex.

He does his techniques depending on whether or not it is accompanied in battle.

Mini Rex can be prevented if D-Rex's jaw is broken with at least 11 C-type
attacks.

Damage of Mini Rex:
Send 3: max: 594 x 3, min: 397 x 3
Send 2: max: 602 x 2, min: 306 x 2
Send 1: max: 611 x 1, min: 0 x 1

Runs away after their third or seventh turn after being damaged by 11 C-type
attacks.

Trickstar and Stealth Mode takes damage from Mini Rex.

"Rex Vulcan" does it when is in Status Effect "Berserk" as Attack regardless of
whether it has broken jaw or not).

MESSAGES:
- A combat attack has left D-Rex with a broken jaw!
- D-Rex has suffered repeated combat attacks and cannot open its mouth!

Locations: Gaudile Laboratory and Vanallia Desert

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
D-Shark
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Beast/Ground
LV: 16
LE: 3600
Power: 54
Armor: 42
Shield: 38
Speed: 26
Fire Damage: 100%
Water Damage: 25%
Thunder Damage: 200%
Defense Status Effect: Nothing
Zenny: 120
EXP: 250
FME: 50
Steal: Armor +3, Tank Energy 25
```

Drops: Mega Blizzard (20%), Twin Missiles (15%)

Attacks:
*Normal Attack (S-type Water Attack)

* "Shark Vulcan" (3-hit S-type, hits all party members)

*Smash! (C-type Water Attack, random damage between 50-150%)

*Ultra Blizzard (Strong Water Attack, hits all party members)

*Mini Shark (sends 1-3 Bombs that do damage as D-Shark's remaining LE to one
 party member)

!{Special Note}!
Always starts with Normal Attack, Smash! or Mini Shark.

Only makes Normal Attack and / or Smash! until your first 2 turns per battle.

Mini Shark can be prevented if D-Shark's jaw is broken with at least 3 C-type
attacks.

Damage of Mini Shark:
Send 3: max: 247 x 3, min: 165 x 3
Send 2: max: 250 x 2, min: 127 x 2
Send 1: max: 254 x 1, min: 0 x 1

Trickstar and Stealth Mode take damage from Mini Shark.

"Shark Vulcan" does it when is in Status Effect "Berserk" as Attack regardless
of whether it has broken jaw or not).

MESSAGES:
- A combat attack has left D-Shark with a broken jaw!
- D-Shark has suffered repeated combat attacks and cannot open its mouth!

Locations: Tianna Camp, Gaudile Laboratory and Vanallia Desert

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Gulpfast
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Beast/Air
LV: 22
LE: 2400
Power: 74
Armor: 43
Shield: 49
Speed: 26
Fire Damage: Absorb
Water Damage: 200%
Thunder Damage: 100%
Defense Status Effect: Freeze
Zenny: 180
EXP: 300
FME: 40
Steal: King of Diamonds, Fire Guard
Drops: Ultra Fire (10%), Build Armor (1%)

Attacks:
*Normal Attack (3-hit S-type Attack)

*Armor Peeler (C-type Fire Attack, lowers Armor by 25%)

*Mega Fire (Fire Attack, hits one party member)

*Ultra Fire (Strong Fire Attack, hits all party members)

!{Special Note}!
Only does Armor Peeler, Mega Fire and Normal Attack when the first team to
have their turn and is accompanied.

Only does Armor Peeler once per battle.

Only uses Ultra Fire on its own party.

If alone in battle uses Normal Attack and Mega Fire.

It has the symbol of Rebellion Army on its body.

Locations: Gaudile Laboratory and Ulfat Factory

+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Gunbit
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Beast/Ground
LV: 26
LE: 3200
Power: 105
Armor: 74
Shield: 60
Speed: 28
Fire Damage: 100%
Water Damage: Absorb
Thunder Damage: 200%
Defense Status Effect: Freeze and Berserk
Zenny: 130
EXP: 440
FME: 70
Steal: Nothing
Drops: Ultra Blizzard (5%), Cryogenic (2%)

Attacks:
*Normal Attack (C-type, Water Attack)

*Cryogenic (C-type, Water Attack, inflicts Freeze)

*Giga Blizzard (Strong Water Attack, hits one party member)

*SOS (Calls an Ally for backup)

*Twin Laser (2-hit S-type Attack)

*Spray Gun (2-hit S-type Attack, hits all party members)

!{Special Note}!
*Runs when accompanied by at least 1 Gunbit or 1 Rabbid.

*Depending on its current LE makes specific techniques.

If has more than half its LE left:

- Normal Attack, Cryogenics and SOS

If has from at between half to more than 1/3 of LE left:
- Giga Blizzard, SOS and Twin Laser

If has less than 1/3 of LE left
- SOS, Giga Blizzard and Spray Gun

MESSAGE:
- Gunbit called for backup


Location: Melda Ore Plant

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Mega Mantor
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Beast/Ground
LV: 25
LE: 5200
Power: 80
Armor: 53
Shield: 43
Speed: 32
Fire Damage: Absorb
Water Damage: 150%
Thunder Damage: 100%
Defense Status Effect: Nothing. All (w/barrier)
Zenny: 500
EXP: 480
FME: 100
Steal: Ultra Fire
Drops: Ace of Clubs (10%), Build Armor (1%)

Attacks:
*Normal Attack (S-type Attack)

*Shell Bullet (C-type Attack, guaranteed Critical Hit)

*Flame Ray (S-type Fire Attack, hits all party members)

!{Special Note}!
Has a barrier that blocks S-type attacks, reduce it's LE by 1000 at least in one
hit to break it, also cancels Shell Bullet.

Hit it with a Water attack to cancel Flame Ray.

It has the symbol of Rebellion Army on its body.

MESSAGES:
- Mega Mantor has suffered a Water-attribute attack and cannot use Flame Ray
  anymore
- A crack appeared in Mega Mantor's shell!

Locations: Gaudile Laboratory, Ulfat Factory, Gimialla Mine and Vanallia Desert

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Mega Tortoise
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Beast/Ground
LV: 29

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LE: 6000
Power: 120
Armor: 83
Shield: 50
Speed: 65
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: None. All (w/ barrier)
Zenny: 600
EXP: 700
FME: 250
Steal: Smoke Missile
Drops: Clear Vision (100%), Blind Block (5%)

Attacks:
*Normal Attack (S-type Attack)

*"Phalanx" (S-type Attack, hits all party members)

*Jamming (inflicts Blind to all party members)

*Mega Blizzard (Water Attack, hits one party member)

*Shell Bullet (C-type Attack, guaranteed Critical Hit)

!{Special Note}!
Always starts with Jamming.

Has a barrier that blocks S-type attacks, reduce it's LE by 1000 at least in one
hit to break it, also cancels Shell Bullet.

It has the symbol of Rebellion Army on its body.

Runs away during his fourth to sixth turn without getting a crack.

MESSAGE:
- A crack appeared in Mega Tortoise's shell!

Locations: Gaudile Laboratory and Vanallia Desert

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Rabbid
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Beast/Ground
LV: 13
LE: 1200
Power: 66
Armor: 38
Shield: 34
Speed: 30
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: Berserk
Zenny: 70
EXP: 120
FME: 35
Steal: Nothing
Drops: Tank Energy 10 (25%), Reboot (10%)
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Attacks:
*Normal Attack (C-type Attack)

*SOS (calls an Ally for backup)

*Twin Laser (2-hit S-type)

*Spray Gun (2-hit S-type, hits all party members)

!{Special Note}!
Rabbid SOS fails in battles in which there are three slots available on its side
of field [Gaudile Laboratory – East Deck High Speed Lift Area (Exterior zone) -
Battle: 1x Rabbid 2x Pararoid ]

Runs away when alone.

Depending on its current LE makes specific techniques.

If has more than half their LE left:
- Normal Attack and SOS

If has 1/3 to 1/2 LE left:
- SOS and Twin Laser

If has less than 1/3 of LE left:
- SOS and Spray Gun

MESSAGES:
- Rabbid called for backup
- Rabbid's backup didn't show

Locations: Gaudile Laboratory and Melda Ore Plant

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Radar Killer
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Beast/Ground
LV: 19
LE: 4400
Power: 66
Armor: 43
Shield: 38
Speed: 35
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: Nothing
Zenny: 300
EXP: 330
FME: 62
Steal: Bind Protection
Drops: Anti-lock (25%), Shock Lance (5%)

Attacks:
*Stungun (S-type Thunder Attack, inflicts Bind)

*Lock On (Next turn uses Focus Maser on target with the lowest LE)

*Focus Maser (S-type Attack, sometimes +80% of power to self)
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*Split Maser (S-type Attack, hits all party members)

!{Special Note}!

It has the symbol of Rebellion Army on its body.

Stungun does it when is in Status Effect "Berserk" as Attack).

Location: Gaudile Laboratory

+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Super Tripuffer
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Beast/Air
LV: 12
LE: 500
Power: 64
Armor: 16
Shield: 20
Speed: 36
Fire Damage: Absorb
Water Damage: 200%
Thunder Damage: 100%
Defense Status Effect: Freeze
Zenny: 60
EXP: 120
FME: 36
Steal: Boost Power
Drops: Mega Fire (20%), Melt Missile (10%)

Attacks:
*Normal Attack (3-hit C-type Attack)

*Shield Peeler (C-type Fire Attack, lowers Shield by 25%)

*Mega Fire (Fire Attack, hits one party member)

!{Special Note}!
Always starts with Shield Peeler.

Only uses Mega Fire when it receives a fire attack.

It has the symbol of Rebellion Army on its body.

MESSAGE:
- Super Tripuffer charged flame energy

Locations: Gaudile Laboratory and Ulfat Factory

+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Triclaw Killer
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Beast/Ground
LV: 30
LE: 5400
Power: 95
Armor: 54
Shield: 50
Speed: 33

Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: Nothing
Zenny: 333
EXP: 666
FME: 333
Steal: Hunter Missile
Drops: LE +500 (3%), Hawkeye (3%)

Attacks:
*"Attack" (S-type Attack, only does it when is in Status Effect "Berserk" in his team with "Destroy Ally")

* Bull's Eye (S-type Attack, never misses)

* Focus Maser (S-type Attack, sometimes +80% of power to self)

* Split Maser (S-type Attack, hits all party members)

!{Special Note}!
All Triclaw Killer to focus on target with the lowest LE during the battle using Bull's Eye and Split Maser until it have less than half its LE left.

Triclaw Killer only uses Focus Maser to focus on target with the lowest LE only when it have less than half of its LE left.

It has the symbol of Rebellion Army on its body.

Locations: Vanallia Desert and Melda Ore Plant

+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Tripuffer
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Beast/Air
LV: 5
LE: 340
Power: 52
Armor: 10
Shield: 13
Speed: 30
Fire Damage: 100%
Water Damage: Absorb
Thunder Damage: 200%
Defense Status Effect: Freeze
Zenny: 16
EXP: 30
FME: 4
Steal: Cooler
Drops: Tank Energy 10 (25%), Shield +1 (10%)

Attacks:
*Normal Attack (3-hit C-type Attack)

*Shield Peeler (C-type Water Attack, lowers Shield by 25%)

!{Special Note}!
Always starts with Shield Peeler.

Interchanges two attacks during the battle.

Every time that (Blowfish and Tripuffer uses Normal Attack) or (Blowfish use
Armor Peeler and Tripuffer uses Shield Peeler) after a round of turns then
interspersed these techniques in the next turns until that Blofish use Life
Gain 25 if an ally has less than half its LE left.

Tripuffer goes berserk without Blowfish in battle.

It has the symbol of Rebellion Army on its body.

MESSAGE:
- Tripuffer has gone berserk without its leader

Location: Tianna Camp

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Wild Dog
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Beast/Ground
LV: 22
LE: 2400
Power: 96
Armor: 68
Shield: 60
Speed: 25
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: Nothing
Zenny: 120
EXP: 360
FME: 90
Steal: Anti-lock
Drops: Cracker (3%), Tank Energy 10 (20%)

Attacks:
*Normal Attack (C-type Attack)

*Riot (inflicts Berserk to all party members)

*Lunatic (S-type Attack, inflicts Berserk)

!{Special Note}!
Generally uses Riot and Lunatic when it has less than half of its LE.

Locations: Gaudile Laboratory, Vanallia Desert and Melda Ore Plant

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Wild Patrol Dog
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Beast/Ground
LV: 3
LE: 400
Power: 23
Armor: 14
Shield: 14
Speed: 10
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%

Defense Status Effect: Nothing
Zenny: 12
EXP: 7
FME: 5
Steal: Shield +1
Drops: Tank Energy 10 (25%), Boost Shield (20%)

Attacks:
*Normal Attack (S-type Attack)

*Shield Peeler (S-type Attack, lowers Shield by 25%)

!{Special Note}!
The message "Try using the [Sub Weapon]" only appear when X is lv 1 or lv 2

Locations: Lagrano Ruins, Central Tower (during chapter 2) n' Gaudile Laboratory

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Wild Resue Dog
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Beast/Ground
LV: 5
LE: 600
Power: 28
Armor: 17
Shield: 17
Speed: 26
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: Nothing
Zenny: 20
EXP: 12
FME: 8
Steal: Cure One
Drops: Tank Energy 25 (20%), Clear Vision (75%)

Attacks:
*Normal Attack (S-type Attack)

*Sand Splash (inflicts Blind to all party members)

*Life Gain 25 (recovers 25% of target's LE MAX)

Note:
Runs away when alone and low on LE.

Locations: Lagrano Ruins, Central Tower (during chapter 2) n' Gaudile Laboratory

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Wolfloid
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Beast/Ground
LV: 27
LE: 3600
Power: 110
Armor: 72
Shield: 63
Speed: 33
Fire Damage: 100%

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Water Damage: 50%
Thunder Damage: 150%
Defense Status Effect: Nothing
Zenny: 180
EXP: 520
FME: 100
Steal: Water Guard
Drops: Tank Energy 10 (20%), Bait (3%)

Attacks:
*Normal Attack (C-type Water Attack)

*Coercion [C-type Water Attack, cancels target's next turn, ignores defense
 (only the effect)]

*Staredown (S-type, inflicts Bind)

*Smash! (C-type Water Attack, random damage between 50-150%)

!{Special Note}!
Based on if its team has more or less than half of its LE left and accompanied
in battle uses Coercion and Staredown, and if in its team have at least half of
their LE left and is not accompanied all Wolfloid will focus on target with the
lowest LE using Normal Attack and Smash!

Doesn't attack unless Ally's destroyed before its turn, concentrates all Allies'
Attacks on target with the lowest LE.

MESSAGE:
- Wolfloid is playing for keeps after seeing allies attacked!

Locations: Gaudile Laboratory and Melda Ore Plant

-------------------------------------------------------------------
HUMAN
-------------------------------------------------------------------
These reploids are modeled after humans in the workforce.

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Doberman
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Human/Ground
LV: 11
LE: 1200
Power: 58
Armor: 25
Shield: 33
Speed: 38
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: Nothing
Zenny: 30
EXP: 80
FME: 18
Steal: Tank Energy 10
Drops: Tank Energy 10 (30%), Tank Energy 25 (10%)

Attacks:
*Normal Attack (S-type Attack)
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*Life Gain 25 (recovers 25% of target's LE MAX)

*SOS (calls an Ally for backup)

!{Special Note}!

SOS fails when low on LE.

Run away in its fourth turn.

MESSAGES:
- Dober Man called for backup
- Dober Man's backup didn't show

Locations: Tianna Camp and Gaudile Laboratory

+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Einhammer
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Human/Ground
LV: 9
LE: 1200
Power: 30
Armor: 36
Shield: 30
Speed: 18
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: Nothing
Zenny: 40
EXP: 34
FME: 10
Steal: Boost Power
Drops: Power +1 (20%), Build Shield (1%)

Attacks:
*Normal Attack (C-type Attack)

*Break Shield (sacrifices Shield to boost Power)

*Double Iron (2-hit C-type Attack, ignores Armor)

!{Special Note}!
Uses Break Shield when an Ally is destroyed.

Uses Double Iron instead of Normal Attack after shield is broken.
- The message "Einhammer removed Shield, boosting Power" only appear when X is
lv 2 to lv 8.

Normal Attack does it when is in Status Effect "Berserk" as Attack regardless of
whether or not it used Break Shield).

MESSAGE:
- After losing a friend, Einhammer has become violently angry

Locations: Central Tower (during chapter 2), Tianna Camp and Gaudile Laboratory

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Degraver
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Human/Ground
LV: 14
LE: 2000
Power: 25
Armor: 120
Shield: 120
Speed: 25
Fire Damage: 100%
Water Damage: 100%
Thunder Damage 100%
Defense Status Effect: Berserk
Zenny: 30
EXP: 20
FME: 5
Steal: Vengeful Counter
Drops: Ultra Fire (25%), Beam Wonder S (50%)!, Tank Energy 100 (100%)!

Attacks:
Act of Justice (C-type Attack, not kill)


Counter (Normal Attack, C-type Attack)


Ultra Fire (Strong Fire Attack, hits all party members)


Thanks (flees the battle)


!{Special Note}!
Use Warm-up, Cure One or Cure All to unfreeze it.


Do not Attack it and it will use "Thanks" on its next turn.


Tank Energy 100 and Beam Wonder S drops with "Thanks".


Counters all attacks.


High chance of counter attack.


Runs away by not thawing and taking damage.


MESSAGES:
- Degraver has been angered by the attack
- Degraver appears grateful


Locations: Melda Ore Plant


+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Meltdown
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Human/Ground
LV: 44
LE: 26000
Power: 100
Armor: 0
Shield: 0
Speed: 1
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
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Defense Status Effect: All
Zenny: 0
EXP: 6000
FME: 6000
Steal: Boost Armor, Boost Shield
Drops: Gain Hyper (1%), Get EXP + (10%),

Attacks: *Atomic Fall (9999 damage to all party members, ignores defense, user
         self- destructs)


!{Special Note}!
Only uses Atomic Fall on its fourth turn, kill it before then.

For each turn that it survives, it decreases EXP earned in battle by half.

MESSAGES:
- Meltdown's self-destruct system was activated. Explosion imminent …
- Thee rounds left!
- Meltdown will self-destruct in …
- Two rounds left!
- Meltdown will self-destruct in …
- One round left!

Locations: Gaudile Laboratory, Vanallia Desert and Melda Ore Plant

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Redips Guard
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Human/Ground
LV: 33
LE: 6000
Power: 142
Armor: 90
Shield: 76
Speed: 33
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: Berserk
Zenny: 500
EXP: 920
FME: 120
Steal: Boost Power
Drops: Decoy (10%), Insect Killer (2%)

Attacks:
*Normal Attack (C-type Attack)

*Codebreaker (C-type Attack, inflicts DOA)

*SOS (calls an Ally for backup)

*Critical Kick (C-type Attack, guaranteed Critical Hit)

*Tera Thunder (Deadly Thunder Attack, hits one party member),

*Heat Needle (S-type Fire Attack to all party members)

!{Special Note}!
```

Redips Guard SOS fails in battles in which there are three slots available on its side of field [Gaudile Laboratory – Eternal Forest) - Battle: 3x Redips Guard]

Depending on its current LE makes specific techniques.

If has more than half their LE left:
- Normal Attack, Codebreaker, SOS and Critical Kick.

If has between 1/3 and 1/2 LE left:
- Codebreaker, SOS, Critical Kick, Tera Thunder and Heat Needle.

If has less than 1/3 of LE left:
- Codebreaker, SOS and Heat Needle.

MESSAGES:
- Redips Guard called for backup
- Redips Guard's backup didn't show

Locations: Gaudile Laboratory and Far East HQ

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Zwei Hammer
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Human/Ground
LV: 37
LE: 8000
Power: 55
Armor: 90
Shield: 100
Speed: 40
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: Nothing
Zenny: 800
EXP: 800
FME: 150
Steal: Boost Armor, Boost Power
Drops: Power Charge (4%), Full Metal Boxer (3%)

Attacks:
*Power Charge (Attack on next turn: 1.5x damage)

*Double Iron (2-hit C-type Attack, ignores Armor)

*Deep Impact (C-type Attack, ignores Armor and Shield)

*Break Shield (sacrifices Shield to boost Power)

*Wild Attack (C-type Attack, low hit radio, high chance for a Critical Hit)

!{Special Note}!
Always starts with Power Charge or Deep Impact.

Uses Break Shield when all Allies are destroyed.

Wild Attack replace to Power Charge after shield is broken.

Normal Attack does it when is in Status Effect "Berserk" as Attack regardless of

whether used Break Shield.

MESSAGE:
- Zwei Hammer, now alone, is panic-stricken


Location: Melda Ore Plant


----------------------------------------------------------------------
METTUAR
----------------------------------------------------------------------
These reploid are modelled from the Mettaur clan


+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Gold Mettaur
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Mettaur/Ground
LV: 26
LE: 4400
Power: 104
Armor: 90
Shield: 62
Speed: 50
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: Virus, Bind, Berserk and DOA. All when under helmet.
Zenny: 7000
EXP: 400
FME: 130
Steal: Boost Shield
Drops: Melt Missile (10%), Get Zenny + (3%)


Attacks:
*Normal Attack (4-hit S-type Attack)

*Giga Thunder (Strong Thunder Attack, hits one party member)

*Life Gain 50 (recovers 50% of target's LE MAX)

*Shell Breaker Wave (lowers Armor and Shield by 25%)

!{Special Note}!
Weak against C-type attacks.

Blocks S-type Attacks when tucked under helmet.

Every hit Gold Mettaur takes without being defeated halves the EXP gained in
battle.

Can run away during any turn.

MESSAGE:
- Gold Mettaur's body has been worn down


Locations: Gaudile Laboratory, Gimialla Mine and Vanallia Desert


+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Mettaur
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Mettaur/Ground

```
LV: 5
LE: 550
Power: 20
Armor: 30
Shield: 23
Speed: 15
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: Beserk. All (when under helmet)
Zenny: 12
EXP: 18
FME: 24
Steal: Shield +1
Drops: Tank Energy 10 (50%), Tomahawk (10%)

Attacks:
*Normal Attack (4-hit S-type Attack)

*Mattock Strike (C-type Attack, ignores Armor)

!{Special Note}!
Depending on its current LE uses certain techniques.

Weak against C-type attacks.

Blocks S-type attacks when tucked under helmet.

After losing at least half of its LE it hides under his helmet, if its LE is
refilled past more than half, it will come out of hiding.

Uses Mattock Strike when LE is below 50% (273 to less)

MESSAGE:
- The Mettaur hidden in the helmet guard against S!

Locations: Central Tower (during chapter 2) and Tianna Camp

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Mettaur Commander
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Mettaur/Ground
LV: 15
LE: 2000
Power: 62
Armor: 65
Shield: 45
Speed: 16
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: Berserk. All (when under helmet)
Zenny: 180
EXP: 160
FME: 75
Steal: Virus Protection, Boost Shield
Drops: Tank Energy 25 (50%), Virus Missile (5%)

Attacks:
*Normal Attack (4-hit S-type Attack)
```

*Power Virus (inflicts Virus to all party members),

*Shell Breaker Wave (lowers Armor and Shield by 25%)

!{Special Note}!
Weak against C-type attacks.

Blocks S-type attacks when tucked under helmet.

Does Power Virus once per per battle during first turn.

Locations: Gaudile Laboratory, Ulfat Factory, Gimialla Mine and Vanallia Desert

+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Mettaur Counter
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Mettaur/Ground
LV: 26
LE: 3200
Power: 84
Armor: 35
Shield: 33
Speed: 24
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: Berserk. All (when under helmet)
Zenny: 360
EXP: 390
FME: 120
Steal: Boost Shield
Drops: Turbo Clock (2%), Gain Hyper (1%)

Attacks:
*Normal Attack (4-hit S-type Attack)

*Counter (Normal Attack)

*Electromagnetic Field (inflicts Bind to all party members)

*Shell Breaker Wave (lowers Armor and Shield by 25%)

!{Special Note}!
Blocks the same Type of attack if hit again with that Type.

Counters if hit with the same Type of attack twice but weakens his defense with
the other type of attack. High chance of counter attack.

MESSAGES:
- Mettaur Counter shifted to an anti-C attack stance
- Mettaur Counter shifted to an anti-S attack stance

Locations: Gaudile Laboratory, Gimialla Mine and Vanallia Desert

+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Mettaur Gigant
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Mettaur/Ground
LV: 35

```
LE: 10000
Power: 85
Armor: 125
Shield: 125
Speed: 40
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: Blind, Virus, Bind, Freeze, Berserk. All (under helmet)
Zenny: 1000
EXP: 4000
FME: 1000
Steal: Tank Energy 10 (100%)
Drops: Jet Guillotine (50%), Build Shield (1%)

Attacks:
*Normal Attack (4-hit S-type Attack)

*Mega Fire (Fire Attack, hits one party member)

*Counter (Normal Attack)

*Tera Fire (Deadly Fire Attack, hits one party member)

*Ultra Giga Fire (Massive Fire Attack, hits all party members)

*Hell Gravity (reduces all party member's current LE by 50%)

*Mattock Strike (C-type Attack, ignores Armor)

!{Special Note}!
Protected by a powerful barrier against C / S Attacks.

Uses Normal Attack and Mega Fire when hidden in his helmet.

Has a high chance of fleeing when you do not steal its Tank Energy 10.

Steal its Tank Energy 10 to make it stay for the rest of the battle and all its
stats will highly increase.

Use Normal Attack, Counter, Tera Fire, Ultra Giga Fire, Hell Gravity and Mattock
Strike when not hidden under its helmet.

Counters all attacks only does when not protected by his helmet.

High chance of counter attack.

Only runs away when Tank Energy 10 isn't stolen by its 2nd turn.

MESSAGE:
- Mettaur Gigant was infuriated when Tank Energy 10 was stolen!

Location: Gimialla Mine

+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Mettaurcure
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Mettaur/Ground
LV: 23
LE: 2800
```

```
Power: 78
Armor: 80
Shield: 50
Speed: 32
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: Berserk. All (when under helmet)
Zenny: 320
EXP: 280
FME: 95
Steal: Tank Energy 25
Drops: Generator (2%), Build LE (1%)

Attacks:
*Normal Attack (4-hit S-type Attack)

*Life Gain 25 (recovers 25% of target's LE MAX)

*All L Gain 25 (recovers 25% of all Allies' LE MAX)

*Refresh (cures all Allies' status effects)

*Boost Power (raises Power by 25%)

*Boost Armor (raises Armor by 25%)

*Boost Shield (raises Shield by 25%)

*Boost Speed (raises Speed by 25%)

*Mattock Strike (lowers Armor and Shield by 25%)

!{Special Note}!
Weak against C-type attacks.

Blocks S-type attacks when tucked under helmet.

Depending if your team have more or at less than half of its LE left and is
accompanied in battle uses Normal Attack, Life Gain 25, Refresh, Boost Power
and Boost Armor, Boost Shield and Boost Speed, and if in your team have at
least half of his LE MAX and similarly is accompanied uses Normal Attack, All
L Gain 25 and Refresh.

Mattock Strike only uses when alone and not stop until the end of battle using
only this technique.

Locations: Gaudile Laboratory, Ulfat Factory, Gimialla Mine and Vanallia Desert

+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Silver Mettaur
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Mettaur/Ground
LV: 24
LE: 3300
Power: 83
Armor: 80
Shield: 60
Speed: 43
Fire Damage: 100%
```

Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: Virus, Bind, Berserk and DOA. All (when under helmet)
Zenny: 2500
EXP: 300
FME: 90
Steal: Ace of Diamonds, Boost Shield
Drops: Beam Miracle (5%), Get FME + (5%)

Attacks:
*Normal Attack (4-hit S-type Attack)

*Mega Blizzard (Water Attack, hits one party member)

*Ultra Blizzard (Strong Water Attack, hits all party members)

*Life Gain 50 (recovers 50% of target's LE MAX)

*Shell Breaker Wave (lowers Armor and Shield by 25%)

!{Special Note}!
Weak against C-type attacks.

Blocks S-type Attacks when tucked under helmet.

For every hit you receive Silver Mettaur and is not defeated halved the EXP
gained in battle.

Ultra Blizzard replace to Mega Blizzard when has less than half of your LE left.
Run away at any turn.

MESSAGE:
- Silver Mettaur's body has been worn down

Locations: Gaudile Laboratory, Gimialla Mine and Vanallia Desert

--------------------------------------------------------------------
MECHANILOID
--------------------------------------------------------------------
These reploids are somewhat of original models.

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
B Blader
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
B Blader
Type: Mechaniloid/Air
LV: 39
LE: 8000
Power: 145
Armor: 104
Shield: 92
Speed: 63
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: Freeze and Berserk
Zenny: 1000
EXP: 1200
FME: 200
Steal: Tank Energy 50, Hacking

Drops: Build LE (1%), Build WE (1%)

Attacks:
*Normal Attack (6-hit S-type Attack)

*Breed Ball (summons 2 Deerball)

*Smokeout (S-type Attack, inflicts Blind)

*"Phalanx" (S-type Attack, hits all party members)

*Stungun (S-type Thunder Attack, inflicts Bind)

*Cracking (S-type Attack, inflicts Berserk)

*Virus Attack (S-type Attack, inflicts Virus)

*All L Gain 25 (recovers 25% of all Allies' LE MAX)

Locations: Gaudile Laboratory and Far East HQ

!{Special Note}!
Always starts with Breed Ball.

Only uses Breed Ball 7 times per battle when alone.

Only uses All L Gain 25 and Virus Attack when it is with half or less of their
LE MAX and is accompanied by at least 1 Deerball in battle.

Only use until 6 times randomly depending on your current LE the techniques
Smokeut, Stungun, Cracking, All L Gain 25 and Virus Attack when is accompanied
by at least 1 Deerball in battle, not use these techniques to another battle.

Runs away after seventh turn when alone.

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Bigbit
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Mechaniloid/Air
LV: 16
LE: 1200
Power: 102
Armor: 30
Shield: 35
Speed: 24
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: Freeze and Berserk
Zenny: 0
EXP: 200
FME: 10
Steal: Nothing
Drops: Nothing

Attacks
*Normal Attack (S-type Attack)

*Stungun (S-type Thunder Attack, inflicts Bind)

*Smokeout (S-type Attack, inflicts Blind)

*Virus Attack (S-type Attack, inflicts Virus)

*Cracking (S-type Attack, inflicts Berserk)

*Cryogenics (S-type Water Attack, inflicts Freeze)

*Codebreaker (S-type Attack, inflicts DOA)

!{Special Note}!
Summoned by "Decoy" Botos.

Location(s): Melda Ore Plant – Area W-B04 and / or
             Melda Ore Plant – Area W-B03


+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Bit
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Level:2
Life: 150
Power: 20
Armor: 8
Shield: 10
Speed: 20
Elemental Damage Taken: all normal
Zenny given upon death: 0
Exp given: 3
Force Metal Energy given: 0
Items Dropped: none
Items you can jack: none

Attacks: Bit Shot (S-type Attack)

Locations: Lagrano Ruins, Central Tower (during chapter 2) and Gaudile
Laboratory

!{Special Note}!
Summoned by Preon Bitmaster.

+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Bladey
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Mechaniloid/Air
LV: 20
LE: 1600
Power: 104
Armor: 60
Shield: 62
Speed: 38
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: Freeze
Zenny: 200
EXP: 300
FME: 60
Steal: Boost Speed
Drops: Build Speed (1%)

Attacks:
*"Attack" (C-type Attack, only does it when is in Status Effect "Berserk" in his team with "Destroy Ally")

* Air Slicer (S-type Attack, hits all party members)

* Shield Peeler (C-type Attack, lowers Shield by 25%)

* Death Gravity (reduces one party member's current LE by 25%)

* SOS (calls an Ally for backup)

!{Special Note}!
Runs away when alone.

Depending on amount of Bladey it has on his side of field, all Bladey makes specific techniques.

If there is 1 Bladey:
- SOS

If there are 2 Bladey:
- Air Slicer and SOS

If there are 3 Bladey:
- Shield Peeler and SOS

If there are 4 Bladey:
- Death Gravity and SOS

MESSAGE:
- Bladey called for backup

Locations: Melda Ore Plant

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Cannon Driver
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Mechaniloid/Ground
LV: 40
LE: 10000
Power: 90
Armor: 70
Shield: 50
Speed: 40
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: Blind, Virus, Bind, Freeze and Berserk. All (w/barrier).
Zenny: 800
EXP: 1600
FME: 200
Steal: Protect +3, Chaff
Drops: Full specs +5 (1%), X Buster MKIII (1%)

Attacks:
*Activated C/S barrier (Generates a C/S barrier, lasts for one hit from each type)

*Normal Attack (S-type Attack)

```
    *Hell Gravity (reduces all party member's current LE by 50%)

    *Chaff Grenade (S-type Attack, hits all party members, inflicts Blind)

    *Deep Impact (S-type Attack, ignores Armor and Shield)

    !{Special Note}!
    Always starts with Normal Attack or Chaff Grenade.

    Attacks with either C or S-type attacks to lower corresponding barrier.

    Reactivates barrier during their next turn.

    Depending on current LE makes specific techniques except for the first turn in
    using Normal Attack or Chaff Grenade despite having at least half of their LE
    left.

    If has more than half their LE left:
    - Normal Attack, Hell Gravity, Chaff Grenade and Deep Impact (low probability).

    If has at less than half of your LE left:
    - Normal Attack and Deep Impact.

    MESSAGES:
    - Cannon Driver's anti-C barrier has been broken!
    - Cannon Driver's anti-S barrier has been broken!

    Location: Far East HQ

    ++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
    DeerBall
    ++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
    Type: Mechaniloid/Ground
    LV 28
    LE 5000
    Power 137
    Armor 62
    Shield 58
    Speed 25
    Fire Damage 100%
    Water Damage 100%
    Thunder Damage 100%
    Defense Status Effect: Freeze and Berserk
    Zenny 0
    EXP 400
    FME 20
    Steal: Nothing
    Drops: Tank Energy 10 (25%), Boost Power (20%)

    Attacks:
    *Normal Attack (C-type Attack)

    *Smash! (C-type Attack, random damage between 50-150%)

    !{Special Note}!
    Summoned by B Blader.

    Restores 25% of current LE every turn as long as B Blader is still alive.
```

When defeated, B Blader loses the ability of auto-recovery and reduces its Speed by 25%, and if you beat it in this condition receive only 1/4 of the EXP which it normally gives.

If LE is at 1, DeerBall won't recover any health.

MESSAGE:
- Deerball's energy supply was cut off!

Locations: Gaudile Laboratory and Far East HQ

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Gift Box
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Mechaniloid/Air
LV 26
LE 700
Power 95
Armor 65
Shield 72
Speed 92
Fire Damage 100%
Water Damage 100%
Thunder Damage 100%
Defense Status Effect: Blind, Virus, Bind, Freeze and Berserk
Zenny 100
EXP 100
FME 33
Steal: Boost Speed
Drops: Decoy (turns 0-2), Exodus (2-3), Turbo Clock (3-4), Item Capture (4-5), Beam Miracle S (5-6), Kitty Gloves (6-8)

Attacks:
*Observe (passes their turn)

*Normal Attack (3-hit S-type Attack, hits all party members)

*Final Transformation!: Unlocks the weapon that drop "Kitty Gloves"

!{Special Note}!
Always start your turn with Observe.

Observe only do it 1 time per battle.

All drops have 100% rates.

Dropped item changes depending on how many turns Gift Box stays for, runs away away from it second turn over.

Has a high evasion rate.
Has high chance of fleeing.

MESSAGE:
Item changed!

Location: Melda Ore Plant

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Gold Blader
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++

```
Type: Mechaniloid/Air
LV: 25
LE: 1000
Power: 99
Armor: 42
Shield: 50
Speed: 17
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: All
Zenny: 700
EXP: 100
FME: 80
Steal: Decoy
Drops: Good Luck (2%), Item Capture (10%)

Attacks:
*Normal Attack (6-hit S-type Attack)

*Breed Gold (Summons random Silver/Gold Mettaurs)

!{Special Note}!
Always starts with Breed Gold.

Does Breed Gold only once per battle.

Every hit Gold Blader receives without being defeated halves the EXP gained in
battle.

Runs away when alone during his second to ninth turn.

MESSAGE:
- Gold Blader's body has been worn down

Location: Vanallia Desert

+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Q-Bit
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Mechaniloid/Air
LV: 18
LE: 2000
Power: 150
Armor: 40
Shield: 45
Speed: 100
Fire Damage: 75%
Water Damage: 150%
Thunder Damage: 100%
Defense Status Effect: Blind, Virus, Bind, Freeze and Berserk
Zenny: 0
EXP: 250
FME: 20
Steal: Nothing
Drops: Nothing

Attacks:
*Mega Fire (Fire attack, hits one party member)
```

```
    *Death Gravity (reduces one party member's current LE by 25%)


    *Life Gain 25 (recovers 25% of target's LE MAX)


    !{Special Note}!
    Summoned in conditions normally by Botos and Botos (v.2)


    Location(s): Vanallia Desert - Quicksand Security Room
                 Melda Ore Plant - B5 East-West Block Access Tunnel (first)
                 Melda Ore Plant - Area W-B04 and / or
                 Melda Ore Plant - Area W-B03



    +++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
    Red Hubcap
    +++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
    Type: Mechaniloid/Air
    LV: 35
    LE: 4200
    Power: 130
    Armor: 100
    Shield: 100
    Speed: 26
    Fire Damage: 100%
    Water Damage: 100%
    Thunder Damage: 100%
    Defense Status Effect: Nothing
    Zenny: 0
    EXP: 700
    FME: 150
    Steal: Nothing
    Drops: Tank Energy 10 (50%), Limit Buster MKII (2%)


    Attacks:
    *Zapper (3-hit S-type Attack, hits all party members)


    *Mega Fire (Fire Attack, hits one party member)


    *Mega Blizzard (Water Attack, hits one party member)


    *Mega Thunder (Thunder Attack, hits one Party Member)


    *Giga Fire (Strong Fire Attack, hits one party member)


    *Giga Blizzard (Strong Water Attack, hits one party member)


    *Giga Thunder (Strong Thunder Attack, hits one party member)


    *Tera Fire (Deadly Fire Attack, hits one party member)


    *Tera Blizzard (Deadly Water Attack, hits one party member)


    *Tera Thunder (Deadly Thunder Attack, hits one party member)


    *SOS (calls an Ally for backup)


    !{Special Note}!
    Depending on your current LE makes specific techniques.


    If has more than half their LE left:
```

- Zapper, Mega Fire, Mega Blizzard and Mega Thunder

If has between 1/3 to 1/2 of LE left:
- Zapper, Giga Fire, Giga Blizzard and Giga Thunder

If has at less than 1/3 of LE MAX:
- Zapper, Tera Fire, Tera Blizzard and Tera Thunder

SOS does it when is in Status Effect "Berserk" as Attack.

MESSAGES:
- Red Hubcap called for backup
- Red Hubcap's backup didn't show

Location: East Far HQ - Command Room

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Rush Loader
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Rush Loader
Type: Mechaniloid/Ground
LV: 22
LE: 2000
Power: 80
Armor: 46
Shield: 40
Speed: 20
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: Berserk
Zenny: 450
EXP: 400
FME: 70
Steal: Boost Power, Beam Wonder
Drops: Unlock Limiter (5%), Power Charge (2%)

Attacks:
*Normal Attack (C-type Attack)

*Frenzied Dash (C-type Attack)

*Explosive Dash (C-type Attack, 800 damage to target, KO's user)

!{Special Note}!
Grows in Power as allies are destroyed.

Depending on amount of Rush Loaders on its side of field, all Rush Loader makes
specific techniques.

- If there are 3 Rush Loader: Normal Attack
- If there are 2 Rush Loader: Frenzied Dash
- If there is 1 Rush Loader: Explosive Dash

MESSAGES:
- Rush Loader was angered by the defeat of an ally!
- Rush Loader's anger has reached critical mass!

Locations: Gaudile Laboratory and Gimialla Mine

```
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Sinedrooper
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Mechaniloid/Air
LV: 5
LE: 200
Power: 35
Armor: 8
Shield: 10
Speed: 22
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: Freeze
Zenny: 18
EXP: 15
FME: 6
Steal: Vaccine Program
Drops: Vaccine Program (25%), Virus Protection (20%)

Attacks:
*Normal Attack (3-hit S-type Attack, hits all party members)

*Toxic Bomb (Fire Attack, 200 damage to target, inflicts Virus)

!{Special Note}!
Always starts with Normal Attack.

Runs away after launching Toxic Bomb.

Locations: Central Tower (during chapter 2), Tianna Camp and Gaudile Laboratory

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Zennydropper
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Zennydropper
Type: Mechaniloid/Air
LV: 6
LE: 280
Power: 40
Armor: 10
Shield: 15
Speed: 36
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: Blind, Virus, Bind, Freeze and Berserk
Zenny: 200
EXP: 16
FME: 36
Steal: Boost Speed
Drops: Get Zenny + (3%)

Attacks:
*Observe (passes their turn)

*Normal Attack (3-hit S-type Attack, hits all party members)

!{Special Note}!
Always starts with Observe.
```

Observes only oncee per battle.

Amount of Zenny doubles for each turn Zennydropper lives for.

Runs away during 8th turn.

Has a high evasion rate.

Has a high chance of fleeing.

- Zenny:
 Max: 6400,    min: 200

MESSAGE:
- Zenny doubled!

Locations: Central Tower (during chapter 2), Tianna Camp, Gaudile Laboratory and
           Melda Ore Plant

--------------------------------------------------------------------
INSECT
--------------------------------------------------------------------
These reploids are modeled after insects.

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Killer Mantis
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Insect/Ground
LV: 20
LE: 4000
Power: 70
Armor: 40
Shield: 28
Speed: 30
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: Berserk
Zenny: 260
EXP: 350
FME: 50
Steal: Tank Energy 25, Gatling Buster
Drops: Cooler (25%), Berserk Protection (20%)

Attacks:
*Normal Attack (6-hit S-type Attack)

*Counter (Death Schythe)

*Death Scythe (Thunder Attack, hits all party members, inflicts Bind)

*Riot (inflicts Berserk to all party members)

!{Special Note}!
If hit by an S-type attack it switches to a defensive position.

If hit by an S-type attack again it counters with Death Scythe.

High chance of counter attack.

```
MESSAGE:
- Killer Mantis is attempting a counter against shots

Location: Gaudile Laboratory


++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Metaroid
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Insect/Air
LV: 39
LE: 1000
Power: 300
Armor: 100
Shield: 100
Speed: 200
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: All
Zenny: 0
EXP: 2000
FME: 2000
Steal: Brave Buster
Drops: Vitality Missile (10%)

Attacks:
*Parasite (Raises target's Power, Armor, Shield and Speed to MAX, user
          sacrifices itself)

!{Special Note}!
Has a high evasion rate.

Must have Cutting Edge equipped in order to attack it before it uses Parasite.

Runs away alone during his first turn.

Location: Far East HQ


++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Pararoid
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Insect/Air
LV: 11
LE: 200
Power: 64
Armor: 30
Shield: 30
Speed: 38
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: Freeze, Berserk
Zenny: 100
EXP: 80
FME: 20
Steal: Eagle Eye
Drops: Mega Blizzard (30%)

Attacks:
```

```
*Normal Attack (S-type Attack)

* Parasite (Raises target's Power, Armor, Shield and Speed to MAX, user
  sacrifices itself)

!{Special Note}!
Has a high evasion rate.

Locations: Gaudile Laboratory and Gimialla Mine

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Red Stinger
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Insect/Air
LV: 35
LE: 3600
Power: 120
Armor: 90
Shield: 80
Speed: 50
Fire Damage: 150%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: Freeze
Zenny: 700
EXP: 840
FME: 80
Steal: Boost Speed
Drops: Photon Missile (5%), Z Rapier+ (1%)

Attacks:
*Boost All Speed (raises all Allies' Speed by 25%)

*Boost All Shield (raises all Allies' Shield by 25%)

*Boost All Power (raises all Allies' Power by 25%)

*Penetration (S-type Attack, ignores Shield)

*Virus Attack (S-type Attack, inflicts Virus)

*Window Slash (C-type Attack, hits all party members)

*Bull's Eye (S-type Attack, never misses)

!{Special Note}!
Only to focus on target only when you have a little more or less than half of
its LE left.

Only does Boost All Speed Boost, Boost All Shield and Boost All Power in their
first 3 turns when accompanied in battle, after these 3 turns use Penetration,
Virus Attack and Window Slash with the exception of Bull's Eye depending on the
target's LE.

Only does Bull's Eye when accompanied in battle, all Red Stinger to focus on
target only when it has a little more or less than half of its LE left.

If there is 1 Red Stinger in battle uses only Penetration and Window Slash.

Does Penetration when it is in Status Effect "Berserk" as Attack.
```

Locations: Gaudile Laboratory and Far East HQ

------------------------------------------------------------------
ENERGY
------------------------------------------------------------------
These enemies are reminiscent of the Big Rock Monster that appeared
in numerous Megaman games as far as appearance.

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Fire Glob
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Energy/Ground
LV: 23
LE: 3000
Power: 60
Armor: 50
Shield: 50
Speed: 30
Fire Damage: Absorb
Water Damage: 150%
Thunder Damage: 75%
Defense Status Effect: All
Zenny: 300
EXP: 250
FME: 100
Steal: Mega Fire, Ultra Fire
Drops: Fire Star (3%), Fire Missile (20%)

Attacks:
*Normal Attack (S-type Fire Attack)

*"Air Shot" (S-type Attack)

*Mega Fire (Fire Attack, hits one party member)

*Giga Fire (Strong Fire Attack, hits one party member)

*Ultra Fire (Strong Fire Attack, hits all party members)

*Ultra Giga Fire (Massive Fire Attack, hits all party members)

*Ultraflame (Fire Attack, hits all party members)

*Tera Fire (Deadly Fire Attack, hits one party member)

!{Special Note}!
Restores depending of target's current LE every turn.

Depending on its current LE makes a particulars techniques.

Fire Attacks increase EXP gained but increase too all Fire Glob's parameters.

Run away after receiving at least 7 fire attacks.

MESSAGE:
- Fire Glob absorbed flame for Power Boost! EXP Boosted

Locations: Gaudile Laboratory, Ulfat Factory and Gimialla Mine

```
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Liquid Glob
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```
Type: Energy/Ground
LV: 24
LE: 1500
Power: 88
Armor: 30
Shield: 30
Speed 30
Fire Damage: 100%
Water Damage: 25%
Thunder Damage: 200%
Defense Status Effect: Nothing
Zenny: 500
EXP: 350
FME: 250
Steal: Mega Blizzard, Ultra Blizzard
Drops: Ice Star (3%), Ice Missile (20%)

Attacks:
*Normal Attack (S-type Water Attack)

*Giga Blizzard (Strong Water Attack, hits one party member)

*Death Gravity (reduces one party member's current LE by 25%)

*Virus Attack (S-type Water Attack, inflicts Virus)

*Coercion [S-type Water Attack, cancels target's next turn, ignores defense
(only the
  effect)

*Ultrastream (Strong Water Attack, hits all party members)

!{Special Note}!
Restores depending of target's current LE every turn.

Depending on its current LE and whether or not it is accompanied in battle makes
particulars techniques.

Freezes when hit with Water Attacks.

MESSAGES:
- Liquid Glob`s armor is cushioning the shock
- Liquid Glob's liquid armor frozen, reducing its flexibility

Locations: Gaudile Laboratory and Gimialla Mine

```
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Plasma Glob
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```
Type: Energy/Ground
LV 25
LE 3000
Power 60
Armor 50
Shield 50
Speed 30
Fire Damage 150%

```
Water Damage 75%
Thunder Damage Absorb
Defense Status Effect: All
Zenny: 330
EXP: 480
FME: 200
Steal: Mega Thunder, Ultra Thunder
Drops: Thunder Star (3%), Thunder Missile (20%)

Attacks:
*Normal Attack (S-type Thunder Attack)

*"Air Shot" (S-type Attack)

*Mega Thunder (Thunder Attack, hits one party member)

*Giga Thunder (Strong Thunder Attack, hits one party member)

*Ultra Thunder (Strong Thunder Attack, hits all party members)

*Ultra Giga Thunder (Massive Thunder Attack, hits all party members)

*Ultraplasma (Thunder Attack, hits all party members)

*Tera Thunder (Deadly Thunder Attack, hits one party member)

!{Special Note}!
Restores depending of target's current LE every turn.

Depending on its current LE , does particular techniques.

Thunder attacks boost gained FME but increase too all Plasma Glob's parameters.

Runs away after receiving at least 7 thunder attacks.

MESSAGE:
- Plasma Glob absorbed thunder for Power Boost! FME Boosted

Locations: Gaudile Laboratory, Gimialla Mine and Vanallia Desert

-------------------------------------------------------------------
PREON
-------------------------------------------------------------------
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Bitmaster
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Preon/Ground
LV: 5
LE: 500
Power: 38
Armor: 22
Shield: 20
Speed: 35
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: Nothing
Zenny: 28
EXP: 18
FME: 10
```

```
Steal: Boost Speed
Drops: Hacking (25%), Tank Energy 25 (25%)

Attacks:
*Normal Attack (C-type Attack)

*Bit Shift (Summons Bit)

*Boost All Speed (raises all Allies' Speed by 25%)

!{Special Note}!
Always starts first 3 turns with Bit Shift.

Does Boost All Speed only once per battle.

Does Normal Attack or Boost All Speed when their are four members in its party
including itself.

It has the symbol of Rebellion Army on its body.

Runs away after fourth turn over.

Locations: Lagrano Ruins, Central Tower (during chapter 2) and Gaudile
Laboratory

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Chaser
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Preon/Ground
LV: 6
LE: 600
Power: 33
Armor: 23
Shield: 18
Speed: 18
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: Nothing
Zenny: 20
EXP: 20
FME: 8
Steal: Armor +1
Drops: Anti-lock (20%), Tank Energy 10 (25%)

Attacks:
*Normal Attack (C-type Attack)

*Stungun (C-type Thunder Attack, inflicts Bind)

*Greedy (S-type Attack, low hit radio, high chance for a Critical Hit)

!{Special Note}!
Only uses Stungun when has more than half their LE left.

Low probability of use Stungun in battle.

It has the symbol of Rebellion Army on its body.

The message "When you LE gets low, use [Sub Tank] to heal" only appear when X is
```

facing the first Preon Chaser that appears in the game and has less than half of
his LE left, in this battle Preon Chaser always starts with Stungun.

Locations: Lagrano Ruins, Central Tower (during chapter 2), Gaudile Laboratory
           and Grave Ruins Base

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Doc
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Preon/Ground
LV: 29
LE: 4000
Power: 108
Armor: 75
Shield: 66
Speed: 35
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: Nothing
Zenny: 600
EXP: 580
FME: 130
Steal: Cure All, Tank Energy 25
Drops: Neutralizer -10 (2%), 0 Effecter (1%)

Attacks:
*Normal Attack (S-type Attack)

*Smash! (S-type Attack, random damage between 50-150%)

*Codebreaker (S-type Attack, inflicts DOA)

*Refresh (cures all Allies' status effects)

*All L Gain 25 (recovers 25% of all Allies' LE MAX)

*Boost All Power (raises all Allies' Power by 25%)

*Boost All Armor (raises all Allies' Armor by 25%)

*Boost All Shield (raises all Allies' Shield by 25%)

*Boost All Speed (raises all Allies' Speed by 25%)

*Power Leak (S-type Attack, lowers Power by 25%)

*Armor Peeler (S-type Attack, lowers Armor by 25%)

*Shield Peeler (S-type Attack, lowers Shield by 25%)

*Hold Gum (S-type Attack, lowers Speed by 25%)

!{Special Note}!
In the Paths in Eternal Forest: LEFT/LEFT/LEFT/LEFT/RIGHT/LEFT/RIGHT Land LEFT/
LEFT/LEFT/LEFT/RIGHT/LEFT/LEFT, Preon Doc is accompanied by at least 1 Preon
Gunner(MOP) some turns in the battle the game Freeze.

Depending on its current LE and whether or not it is accompanied in battle
it does particular techniques.

Depending on the amount of Preon Doc you have to battle and when all his team
has more than half of its LE will use a certain number of times their "Assist"

- In battles with only 1 Preon Doc:
*1 Boost All Armor
*1 Boost All Shield
*1 Boost All Speed or 1 Boost All Power (may lose the "Assist" if at least 1 of
   its team has less than half of its LE MAX)

- In battles with 3 Preon Doc:
*1 Boost All Armor
*1 Boost All Shield
*1/2/ 3 Boost All Speed or 1/2/3 Boost All Power (between these 2 "Assist" only
 used 3 times)

It has the symbol of Rebellion Army on its body.

Locations: Gaudile Laboratory, Melda Ore Plant and Grave Ruins Base

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Elite
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Preon/Ground
LV: 17
LE: 2200
Power: 78
Armor: 43
Shield: 36
Speed: 30
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: None. All (w/shield)
Zenny: 160
EXP: 280
FME: 40
Steal: Exodus
Drops: Tank Energy 50 (25%), Hacking (15%)

Attacks:
* Normal Attack (S-type Attack)

* Order {Concentrates all Allies' Attacks [Preon Spark, Preon Gunner and Preon
  Gunner (MOP)] on target, also works on units with Berserk status (ALL)}

* Power Leak (S-type Attack, lowers Power by 25%)

* Riot (inflicts Berserk to all party members)

* Life Gain 25 (recovers 25% of target's LE MAX)

!{Special Note}!
Always startswith Order when in battle at least 1 Preon Spark, 1 Preon Gunner or
1 Preon Gunner (MOP).

Holds a shield that has a chance to block S-type attacks, use C-type attacks
instead.

It has the symbol of Rebellion Army on its body.

Runs away when alone and low LE.

MESSAGE:
- Order successful

Locations: Gaudile Laboratory, Ulfat Factory, Melda Ore Plant and Grave Ruins
          Base

+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Gunner
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Preon/Ground
LV: 16
LE: 1700
Power: 64
Armor: 34
Shield: 40
Speed: 13
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: None. All (w/ Shield)
Zenny: 100
EXP: 230
FME: 30
Steal: Twin Missiles
Drops: Tank Energy 25 (30%), Build Power (1%)

Attacks:
*Normal Attack (6-hit S-type Attack)

*180° (3-hit S-type Attack, hits all party members)

!{Special Note}!

Generally uses 180° when it have less than half of its LE left.

It has the symbol of Rebellion Army on its body.

Locations: Gaudile Laboratory, Ulfat Factory and Grave Ruins Base

+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Gunner 2 (MOP)
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Preon/Ground
LV: 31
LE: 4000
Power: 120
Armor: 70
Shield: 60
Speed: 42
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: None. All (w/ shield)
Zenny: 360
EXP: 580
FME: 60
Steal: Cooler

Drops: Tank Energy 25 (30%), Cracker (5%)

Attacks:
*Normal Attack (6-hit S-type Attack)

*Riot (inflicts Berserk to all party members)

*Electromagnetic Field (inflicts Bind to all party members)

*180° (3-hit S-type Attack, hits all party members)

!{Special Note}!
Only uses Riot when accompanied in battle of Preon Elite.

Generally uses 180° when it has less than half of its LE left.

It has the symbol of Rebellion Army on its body.

Locations: Gaudile Laboratory, Melda Ore Plant and Grave Ruins Base

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Hybrid
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Preon/Ground
LV: 24
LE: 2600
Power: 70
Armor: 66
Shield: 70
Speed: 32
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: Nothing
Zenny: 0
EXP: 450
FME: 100
Steal: Nothing
Drops: Nothing

Attacks:
*Normal Attack (C-type Attack)

*Break Shield (sacrifices Shield to boost Power)

*Wild Attack (C-type Attack, low hit radio, high chance for a Critical Hit)

!{Special Note}!
Always starts the battle with the Status Effect "Berserk"

It has the symbol of Rebellion Army on its body.

MESSAGE:
- Preon Hybrid has gone berserk

Locations: Gaudile Laboratory and Ulfat Factory

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Nurse
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++

Type: Preon/Ground
LV: 19
LE: 2400
Power: 72
Armor: 53
Shield: 50
Speed: 34
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: Nothing
Zenny: 280
EXP: 240
FME: 200
Steal: Reboot, Tank Energy 10
Drops: Build LE (1%), Injector (1%-25%)!

Attacks:
*"Attack" (C-type Attack, only does it when is in Status Effect "Berserk" in his team with "Destroy Ally")

* Life Gain 25 (recovers 25% of target's LE MAX)

* All L Gain 25 (recovers 25% of all Allies' LE MAX)

* Boost Power (raises Power by 25%)

* Boost Armor (raises Armor by 25%)

* Boost Shield (raises Shield by 25%)

* Boost Speed (raises Speed by 25%)

* Thanks (flees the battle)

!{Special Note}!
Preon Nurse in conditions normally and is accompanied in battle uses (Boost Power/ Boost Armor/ Boost Shield / Boost Speed) and (Life Gain 25).

Uses All L Gain 25 when on its team if it has at least half of its LE MAX

Uses All L Gain 25 on your party if it's the last enemy alive.

Uses Thanks on its next turn.

Injector's Drop Rate increases with Thanks.

It has the symbol of Rebellion Army on its body.

MESSAGE:
- Preon Nurse surrendered

Locations: Gaudile Laboratory, Ulfat Factory, Vanallia Desert and Grave Ruins Base

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Pod
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Preon/Ground
LV: 14

LE: 1400
Power: 60
Armor: 38
Shield: 43
Speed: 60
Fire Damage: 100%
Water Damage: 25%
Thunder Damage: 200%
Defense Status Effect: Freeze and Berserk
Zenny: 60
EXP: 130
FME: 30
Steal: Warm-up, Water Guard
Drops: Liquid Suffocation (25%)!, Ice Missile (10%)

Attacks:
*Normal Attack (S-type Water Attack)

*Bull's Eye (S-type Water Attack, never misses)

*Mega Blizzard (Water Attack, hits one party member)

*Freeze Shot (S-type Water Attack, inflicts Freeze)

!{Special Note}!
Reduce it's LE by 500 at least in one hit to prevent its Freeze Shot attack.

If it uses Freeze Shot it'll lose the Liquid Suffocation item.

It has the symbol of Rebellion Army on its body.

MESSAGES:
- Launch sequence for freeze-shot has begun
- Preon Pod's freeze shot launch sequence was interrupted
- Freeze-shot launch sequence complete!

Locations: Tianna Camp, Gaudile Laboratory and Grave Ruins Base


+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Pressure
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Preon/Ground
LV: 30
LE: 5000
Power: 98
Armor: 74
Shield: 63
Speed: 60
Fire Damage: 100%
Water Damage: 25%
Thunder Damage: 150%
Defense Status Effect: Freeze and Berserk
Zenny: 300
EXP: 640
FME: 100
Steal: Liquid Suffocation
Drops: Twin Tomahawks (15%), Force Missiles (3%)

Attacks:

```
*Normal Attack (S-type Water Attack)

*Ultra Blizzard (Strong Water Attack, hits one party member)

*Death Gravity (reduces one party member's current LE by 25%)

*Hell Gravity (reduces all party member's current LE by 50%)

*Freeze Shot (S-type Water Attack, inflicts Freeze)

!{Special Note}!
Reduce it's LE by 1500 al least in one hit to prevent it's Hell Gravity attack.

All Preon Pressure uses (Ultra Blizzard / Death Gravity / Freeze Shot) and
Normal Attack in this sequence during the battle.

It has the symbol of Rebellion Army on its body.

MESSAGES:
- Commence Heavy-Gravity Shot launch sequence
- Preon Pressure's Heavy-Gravity Shot sequence was interrupted
- Heavy-Gravity Shot launch sequence complete

Locations: Gaudile Laboratory, Melda Ore Plant and Grave Ruins Base

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
S Botos
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Preon/Ground
LV: 27
LE: 4000
Power: 150
Armor: 63
Shield: 55
Speed: 42
Fire Damage: 50%
Water Damage: 150%
Thunder Damage: 100%
Defense Status Effect: None. All (w/ shield)
Zenny: 420
EXP: 520
FME: 100
Steal: Mega Fire, Hacking
Drops: Shot Absorber (5%), Combat Absorber (5%)

Attacks:
*Mega Fire (Fire Attack, hits one party member)

*Bit Shift (summons a Bigbit)

*Defense (reduces damage)

*Self-Destruct (inflicts damage equal to remaning LE, KO's user)

!{Special Note}!
Holds a shield that has a chance to block S-type attacks, use C-type attacks
instead.

To summon Bigbit is counted at most 3 spaces on your side of field.
```

Use only Defense when there are three enemies on your side of field.

Only use Self-Destruct when has at least 1300 LE and there is not at least 1 Bigbit in battle.

In the Path in Eternal Forest: LEFT/LEFT/LEFT/RIGHT/LEFT/LEFT to making RSF with Spider while Preons S Botos on Defense the game Freeze.

It has the symbol of Rebellion Army on its body.

Mega Fire does it when is in Status Effect "Berserk" as Attack).

Damage of Self-Destruct:
Max: 1330,     min: 1

Locations: Gaudile Laboratory, Vanallia Desert, Melda Ore Plant and Grave Ruins Base

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
S Epsilon
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Preon/Ground
LV: 34
LE: 5400
Power: 122
Armor: 80
Shield: 72
Speed: 37
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: None. All w/ Shield
Zenny: 560
EXP: 700
FME: 120
Steal: Protect +3
Drops: DOA Protection (5%), Build WE (1%)

Attacks:
*Normal Attack (C-type Attack)

*Codebreaker (C-type Attack, inflicts DOA)

*Leak WE (lowers all party member's current WE by 50%)

*Giga Fire (Strong Fire Attack, hits one party member)

*Giga Blizzard (Strong Water Attack, hits one party member)

*Giga Thunder (Strong Thunder Attack, hits one party member)

*Ultra Giga Fire (Massive Fire Damage, hits all party members)

*Ultra Giga Blizzard (Massive Water Damage, hits all party members)

*Ultra Giga Thunder (Massive Thunder Damage, hits all party members)

*Overload (C-type Attack, hits one party member, reduces target's WE to 0)

!{Special Note}!

Always starts with Normal Attack, Codebreaker, Giga Fire, Giga Blizzard, Giga Thunder or Overload.

Low probability of use Overload in battle.

Normal Attack, Codebreaker, Ultra Giga Fire, Ultra Giga Blizzard, Ultra Giga Thunder and Overload only uses when is alone in battle.

Holds a shield that has a chance to block S-type attacks, use C-type attacks instead.

It has the symbol of Rebellion Army on its shield.

Locations: Gaudile Laboratory and Grave Ruins Base

```
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
S Face
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```
Type: Preon/Ground
LV: 32
LE: 6000
Power: 118
Armor: 79
Shield: 70
Speed: 34
Fire Damage: 150%
Water Damage: 100%
Thunder Damage: 50%
Defense Status Effect: Berserk. All (when Damage Charge is active)
Zenny: 480
EXP: 660
FME: 90
Steal: Ultra Thunder
Drops: Tractor Net (5%), Shock Lance ß (2%)

Attacks:
*Normal Attack (C-type Thunder Attack)

*Damage Charge (Generates S Barrier, accumulates damage for "Discharge" (next turn)

*Discharge (inflicts damage equal to amount of damage received after using "Damage Charge")

*Giga Thunder (Strong Thunder Attack, hits one party member)

*Ultra Giga Thunder (Massive Thunder Attack, hits all party members)

!{Special Note}!
Always starts with Damage Charge.

Only block S-type attacks when Damage Charge is active.

Depending on its current LE, it makes particulars techniques.

If Preon S Face has made use of its turn when it had less than half of iys LE left and filled its LE to more than half its LE left in the next round, it will not do the usual Damage Charge.

It has the symbol of Rebellion Army on its body.

MESSAGE:
- Preon S Face is taunting you

Locations: Gaudile Laboratory and Grave Ruins Base

```
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
S Ferham
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```
Type: Preon/Ground
LV: 28
LE: 4800
Power: 96
Armor: 61
Shield: 50
Speed: 30
Fire Damage: 100%
Water Damage: 50%
Thunder Damage: 150%
Defense Status Effect: Freeze. All (when shield)
Zenny: 330
EXP: 560
FME: 120
Steal: Power +3
Drops: Assassin Mind (10%), Tank Energy 25 (20%)

Attacks:
*Normal Attack (3-hit C-type Attack)

*Mega Blizzard (Water Attack, hits one party member)

*Giga Blizzard (Strong Water Attack, hits one party member)

*Ultra Blizzard (Strong Water Attack, hits all party members)

*Power Leak (C-type Attack, lowers Power by 25%)

*Armor Peeler (C-type Attack, lowers Armor by 25%)

*Energy Sword (S-type Attack +50% of Power, all Preon S Ferham to focus on
target with the lowest LE)

!{Special Note}!
Holds a shield that has a chance to block S-type attacks, use C-type attacks
instead.

If it is accompanied in battle and at least 1 Preon, S Botos won't Self-Destruct

will use Normal Attack, Mega Blizzard, Power Leak and Armor Peeler, and if not
accompanied by at least 1 Preon S Botos won't not use Self-Destruct uses Normal
Attack, Giga Blizzard and Ultra Blizzard.

Energy Sword only does it when at least 1 Preon S Botos makes Self-Destruct.

When use Energy Sword will not stop until the end of battle using only this
technique.

It has the symbol of Rebellion Army on its body.

Locations: Gaudile Laboratory, Vanallia Desert, Melda Ore Plant and Grave Ruins

```
Base

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Shielder
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Preon/Ground
LV: 20
LE: 2800
Power: 80
Armor: 73
Shield: 36
Speed: 60
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: None. All w/ Force Shield
Zenny: 220
EXP: 350
FME: 70
Steal: Shield +3
Drops: Boost Shield (10%), Build Shield (1%)

Attacks:
*Normal Attack (S-type Attack)

*Counter (Counter Shield)

*Counter Shield (puts up a barrier that blocks S-type attacks)

*Force Shield (S-type Attack)

!{Special Note}!
Always starts with Counter Shield.

Summoned by Mach Jentler and Mach Jentler (v.2)

Weak against C-type attacks.

The damage of Counter Shield will be greater if uses by means a Counter.

It has the symbol of Rebellion Army on its body.

Locations: Ulfat Factory – Main Computer "Duboar"
           Far East HQ – Training Barracks

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Soldier
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Preon/Ground
LV: 22
LE: 3200
Power: 78
Armor: 46
Shield: 40
Speed: 26
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: None. All w/ Shield
Zenny: 250
```

```
EXP:  380
FME: 55
Steal: Protect +1
Drops: Boost Power (10%), Build Power (1%)


Attacks:
*Normal Attack (C-type Attack)

*Smash! (C-type Attack, random damage between 50-150%)

*Life Gain 25 (recovers 25% of target's LE MAX)

!{Special Note}!
Summoned by Mach Jentler and Mach Jentler (v.2)

Holds a shield that has a chance to block S-type attacks, use C-type attacks
instead.

It has the symbol of Rebellion Army on its body.

Locations: Ulfat Factory – Main Computer "Duboar"
           Far East HQ – Training Barracks



+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Spark
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Preon/Ground
LV: 9
LE: 1100
Power: 40
Armor: 30
Shield: 22
Speed: 20
Fire Damage: 150%
Water Damage: 100%
Thunder Damage: 75%
Defense Status Effect: Nothing
Zenny: 30
EXP: 52
FME: 20
Steal: Anti-lock
Drops: Mega Thunder (30%), Thunder Guard (25%)

Attacks:
*Normal Attack (C-type Thunder Attack)

*Electric Scissors (C-type Thunder Attack, inflicts bind)

*Impact Uppercut (C-type Thunder Attack, high chance for a Critical Hit)

*Mega Thunder (Thunder Attack, hits one party member)

!{Special Note}!
Always start your turn with Electric Scissors.

Mega Thunder used to replace Electric Scissors when has at less than half of
its LE MAX.

It has the symbol of Rebellion Army on its body.
```

Locations: Central Tower (during chapter 2), Tianna Camp, Gaudile Laboratory,
Ulfat
          Factory and Grave Ruins Base


++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Tank
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Preon/Ground
LV: 17
LE: 2000
Power: 76
Armor: 45
Shield: 40
Speed: 38
Fire Damage: 200%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: Nothing
Zenny: 180
EXP: 250
FME: 60
Steal: Fire Guard
Drops: Tank Energy 25 (25%), Oil Can (2%)

Attacks:
*Normal Attack (C-type Attack)

*Flammable Oil (Lowers target's Fire-attribute resistance)

*Mega Fire (Fire Attack, hits one party member)

!{Special Note}!
Summoned by Mach Jentler and Mach Jentler (v.2)

It has the symbol of Rebellion Army on its body.

Locations: Ulfat Factory – Main Computer "Duboar"
          Far East HQ – Training Barracks

+----+
 BOSS
+----+
These are the bosses you fight. Second version are fought just like in any
Megaman game when you rebattle bosses only they are stronger.

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Hippopressor
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Boss/Ground
LV: 12
LE: 5000
Power: 42
Armor: 20
Shield: 8
Speed: 40
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%

Defense Status Effect: All
Zenny: 250
EXP: 200
FME: 0
Steal: Nothing
Drops: Fire Missile (100%), Guard Buster (100%)

Attacks:
* Normal Attack (8-hit S-type Attack)

* Shark Missile Charge (Summons Shark Missile)

* Heavy Flier (reduces all party member's current LE by 25%)

* Hippo Particle Cannon (S-type Thunder Attack, inflicts Bind)

!{Special Note}!
Always starts with Normal Attack or Heavy Flier.

Uses Hippo Particle Cannon once head is destroyed.

Depending on if he loses head or not, Hippopressor makes specific techniques

Hippopressor with head:
- Normal Attack, Shark Missile Charge and Heavy Flier

Hippopressor without head:
- Shark Missile Charge, Heavy Flier and Hippo Particle Cannon

MESSAGES:
- In its first turn: Preparing Shark Missile for launch
- If hit by X's attack while having his head Hippopressor:
  "Hippopressor's head is protected from S damage"
- Only if you use C-types Attack "A crack has appeared in Hippopressor's head!"
- In its third turn: "When facing a powerful enemy, press {Hyper Mode Button} to
  enter Hyper Mode"
- Hippopressor's head has been destroyed!

Location: Lagrano Ruins – 4F: Test Hall

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Shark Missile (part of Hippopressor)
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Mechaniloid/Air
LV: 3
LE: 500
Power: 20
Armor: 2
Shield: 2
Speed: 2
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: All
Zenny: 0
EXP: 12
FME: 0
Steal: Nothing
Drops: Nothing

Attacks:
Shark Missile (Fire Attack, 500 damage to target)


!{Special Note}!
Summoned by Hippopressor.


Location: Lagrano Ruins – 4F: Test Hall


+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Spider
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Boss/Ground
LV: 8
LE: 1800
Power: 40
Armor: 30
Shield: 26
Speed: 32
Fire Damage: 150%
Water Damage: 100%
Thunder Damage: 75%
Defense Status Effect: All
Zenny: 0
EXP: 0
FME: 0
Steal: Nothing
Drops: Nothing


Attacks:
Normal Attack (S-type Attack)


Rush (2-hit S-type Attack)


Counter Card (Sets up a barrier that blocks S-type attacks)


Four Card Penalty (Lowers target's Power, Armor, Shield and Speed by 25%)


Tri-Card (3-hit S-type Attack, Fire, Water and Thunder Attack)


Straight Flush (3-hit S-type Attack, last hit is a guaranteed Critical Hit)


!{Special Note}!
Always starts with Counter Card.


Break his Barrier with C-type attacks.


MESSAGE:
- If hit by X's attack without Hyper Mode when while Spider has activated
  his Counter Card: "The barrier deflects S attacks! Smash it with Hyper Mode!"



+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Wild Jango
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Boss/Ground
LV: 27
LE: 9000
Power: 45
Armor: 43
Shield: 24

```
Speed: 56
Fire Damage: 150%
Water Damage: 100%
Thunder Damage: Absorb
Defense Status Effect: All
Zenny: 500
EXP: 1000
FME: 0
Steal: Protect +1 (25%), Thunder Guard (25%)
Drops: Sub Tank (100%), Thunder Buster (100%)

Attacks:
*Normal Attack (C-type Thunder Attack)

*Lightning Rod (S-type Thunder Attack, lowers target's Speed by 10% & guaranteed
 raises user's Speed by 10%)

*Shock Nail (C-type Thunder Attack, inflicts Virus)

*Ultra Thunder (Strong Thunder Attack, hits all party members)

*Rolling Assault (C-type Thunder Attack, random damage between 100-200%)

!{Special Note}!
Always starts with Normal Attack or Shock Nail.

Doesn't Lightning Rod when it has lost at least 75% of his LE.

Location: Central Tower - High Altitude Heliport No. 3

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Wild Jango II
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Boss/Ground
LV: 50
LE: 64500
Power: 250
Armor: 140
Shield: 60
Speed: 100
Fire Damage: 150%
Water Damage: 100%
Thunder Damage: Absorb
Defense Status Effect: All
Zenny: 3000
EXP: 15000
FME: 1000
Steal: Boost Power (100%)
Drops: Build Power (100%)

Attacks:
*Normal Attack (C-type Thunder Attack)

*Lightning Rod (S-type Thunder Attack, lowers target's Speed by 10% & guaranteed
  raises user's Speed by 10%)

*Shock Nail (C-type Thunder Attack, inflicts Virus)

*Ultra Thunder (Strong Thunder Attack, hits all party members)
```

```
*Ultra Giga Thunder (Massive Thunder Attack, hits all party members)

*Rolling Assault (C-type Thunder Attack, random damage between 100-200%)

*Codebreaker (C-type Attack, inflicts DOA)

*Hell Gravity (reduces all party member's current LE by 50%)

!{Special Note}!
Always starts with Normal Attack or Shock Nail.

Ultra Thunder used to replace Lightning Rod when it has lost at least 75% of
their LE and before of his 50th turn.

Codebreaker and Hell Gravity only used after his 50th turn, will not stop until
the end of battle using only these 2 techniques.

Location: East Far HQ - Tactics Simulation Center

+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Silver Horn
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Boss/Ground
LV: 33
LE: 17000
Power: 74
Armor: 44
Shield: 42
Speed: 88
Fire Damage: 100%
Water Damage: Absorb
Thunder: Damage 150%
Defense Status Effect: All
Zenny: 1000
EXP: 4000
FME: 0
Steal: Combat Absorber (20%), Shot Absorber (20%)
Drops: Ice Buster (100%), Build Hyper (100%)!!!

Attacks:
*Normal Attack (S-type Water Attack)

*Cryogenics (S-type Water Attack, inflicts Freeze)

*Ultra Blizzard (Strong Water Attack, hits all party members)

*Tidal Wave (reduces all party member's current LE by 50%, low hit radio)

*Liquid Coating [Generates C/S Barrier (randomly activated) and boosts water
 attribute attacks and defense]

*Pressure Abyss (S-type Attack, guaranteed Critical Hit)

!{Special Note}!
Always starts with Normal Attack or Cryogenics.

Uses Liquid Coating when has less than half of your LE MAX.

Pressure Abyss used to replace Cryogenics after activating Liquid Coating.
```

MESSAGE:
- Silver Horn's body was convered in liquid metal, boosting water attacks and
  defense

Location: Tianna Camp - Aqua Coliseum Entrance


++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Silver Horn II
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Boss/Ground
LV: 50
LE: 73500
Power: 290
Armor: 105
Shield: 95
Speed: 100
Fire Damage: 100%
Water Damage: Absorb
Thunder Damage: 150%
Defense Status Effect: All
Zenny: 3000
EXP: 15000
FME: 1000
Steal: Boost Armor (100%)
Drops: Build Armor (100%)

Attacks:
*Normal Attack (S-type Water Attack)

*Cryogenics (S-type Water Attack, inflicts Freeze)

*Ultra Giga Blizzard (Massive Water Attack, hits all party members)

*Tidal Wave (reduces all party member's current LE by 50%)

*Liquid Coating [Generates C/S Barrier (randomly activated) and boosts
water-attribute
  attacks and defense]

*Pressure Abyss (S-type Attack, guaranteed Critical Hit)

!{Special Note}!
Always starts with Normal Attack or Cryogenics.

Uses Liquid Coating when has less than half of LE left.

Pressure Abyss used to replace Cryogenics after activating Liquid Coating.

MESSAGE:
- Silver Horn's body was covered in liquid metal, boosting water attacks and
  defense.

Location: East Far HQ - Training Barracks


++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Dr. Psyche
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Boss/Ground
LV: 35

```
LE 12000
Power: 85
Armor: 46
Shield: 40
Speed: 74
Fire Damage: 100%
Water Damage: 100%
Thunder: Damage 100%
Defense Status Effect: All
Zenny: 0
EXP: 0
FME: 0
Steal: Virus Missile (25%), Smoke Missile (25%)
Drops: Nothing

Attacks:
*Summon Needles (Summons 3 Needles)

*4th Dimension Slow:
"Book": (S-type Attack)
"Glass Jar": (Water Attack, hits all party members)
"Key": (S-type Attack, lowers Shield by 25%)
"Round-bottom flask": (Water Attack, hits one party member, inflicts Freeze)
"Screwdriver": (S-type Attack, ignores Shield)
"Syringe": (absorbs target's current LE by 10%)

*Needle Shower (Sacrifices Needles for random raises or lowers target's: Power,
 Armor, Shield or Speed by 10%, one per hit)

*Doom Blaster (2-hit S-type Attack, inflicts Berserk)

!{Special Note}!
Always uses Summon Needles when there are no Needles around.

Location: Gaudile Laboratory – Great Tree Stump Hall

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Needles (part of Dr. Psyche)
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Mechaniloid/Air
LV: 4
LE: 400
Power: 70
Armor: 30
Shield: 40
Speed: 26
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: All
Zenny: 0
EXP: 50
FME: 0
Steal: Cure One (25%), Cure All (25%)
Drops: Nothing

Attacks:
Normal Attack (3-hit S-type Attack)

Stungun (S-type Thunder Attack, inflicts Bind)
```

Smokeout (S-type Attack, inflicts Blind)

Cryogenics (S-type Water Attack, inflicts Freeze)

Virus Attack (S-type Attack, inflicts Virus)

Codebreaker (S-type Attack, inflicts DOA)

!{Special Note}!
Summoned by Dr. Psyche.

Location: Gaudile Laboratory – Great Tree Stump Hall

+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Mad Naultilus
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Boss/Air
LV: 38
LE: 10000
Power: 90
Armor: 30
Shield: 36
Speed: 68
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: All
Zenny: 10000
EXP: 8000
FME: 0
Steal: Cure All, Tractor Net
Drops: Sub Tank (100%), Virus Missile (100%)

Attacks:
*Normal Attack (S-type Attack)

*Counter (Normal Attack)

*Penetration (S-type Attack, ignores Shield)

*Mad Cocktail [inflicts random status effects to target (Virus, Blind, Berserk
 or Bind), only 1 status effect and different per party member]

*Death Gravity (reduces one party member's current LE by 25%)

*Energy Capture (absorbs target's current LE by 10%)

*Mad Ecstasy (6-hit S-type Attack, hits one or all party members)
          -6 hits against *one* unit.
          -3 hits against *two* units.
          -2 hits against *three* units.

!{Special Note}!
Always starts with Mad Cocktail or Normal Attack.

Has a barrier that blocks all attacks while bulkhead is closed.

Counters all attacks on it while Bulkhead is closed.

High chance of counter attack.

Opens Bulkhead after Mad Ecstasy attack each 3 turns.

Depending if you have more or less than half of his LE left, Mad Nautilus makes specific techniques

If has more than half their LE left:
- Normal Attack, Counter, Mad Cocktail, Death Gravity, Energy Capture, Mad
  Ecstasy

If has less than half of LE left:
- Counter, Penetration, Mad Cocktail, Energy Capture, Mad Ecstasy

MESSAGES:
- Before their first or second turn: "Mad Nautilus is protected by heavy armor
  wait for the weak spot to appear!"
- Infused Mad Energy
- Commence Core Heating
- Closed Core Bulkheads

Location: Gaudile Laboratory – Great Tree Stump Hall

+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Mad Nautilus II
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Boss/Air
LV: 50
LE: 38500
Power: 275
Armor: 85
Shield: 95
Speed: 100
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: All
Zenny: 3000
EXP: 15000
FME: 1000
Steal: Boost Shield (100%)
Drops: Build Shield (100%)

Attacks:
*Normal Attack (S-type Attack)

*Counter (Normal Attack)

*Penetration (S-type Attack, ignores Shield)

*Mad Cocktail [inflicts random status effects to target (Virus, Blind, Berserk
 or Bind), only 1 status effect and different per party member]

*Death Gravity (reduces one party member's current LE by 25%)

*Energy Capture (absorbs target's current LE by 10%)

*Mad Ecstasy (6-hit S-type Attack, hits one or all party members)
          -6 hits against *one* unit.
          -3 hits against *two* units.

```
            -2 hits against *three* units.


!{Special Note}!
Always startswith Mad Cocktail or Normal Attack.


Has a barrier that blocks all attacks while bulkhead is closed.


Counters all attacks on it while Bulkhead is closed.


High chance of counter attack.


Opens Bulkhead after Mad Ecstasy attack each 3 turns.


Depending if you have more or at least half of his LE left, Mad Nautilus (v.2)
makes specific techniques


If has more than half of LE left:
- Normal Attack, Counter, Mad Cocktail, Death Gravity, Energy Capture, Mad
  Ecstasy


If has less than half of LE left:
- Counter, Penetration, Mad Cocktail, Energy Capture, Mad Ecstasy


MESSAGES:
- Infused Mad Energy
- Commence Core Heating
- Closed Core Bulkheads


Location: East Far HQ – Training Barracks


+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Mach Jentler
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Boss/Air and Ground when stunned
LV: 42
LE: 28000
Power: 98
Armor: 50
Shield: 70
Speed: 40
Fire Damage: Absorb
Water Damage: 150%
Thunder Damage: 100%
Defense Status Effect: All
Zenny: 12000
EXP: 10000
FME: 800
Steal: Twin Fire, Tank Energy 100
Drops: Sub Tank (100%), Fire Buster MKII (100%)


Attacks:
Normal Attack (C-type Attack)


Gentle Call [Summons random until 2 Preons (Tank, Shielder and Soldier)]


Smash! (C-type Attack, random damage between 50-150%)


Giga Fire (Strong Fire Attack to one party member)


Super Hold Gum (lowers all party member's Speed by 25%)
```

Leak WE (lowers all party member's current WE by 50%)

Flames of Gehenna (Massive Fire Attack to all party members)

!{Special Note}!
Always starts with Normal Attack, Smash! or Flames of Gehenna

Inflict at least 1000 points of damage at once to stun him.

Summons Preons when there are no Preons on the field.

Depending of the amount of allies has on his side of field, Mach Jentra makes
specific techniques.

If Mach Jentler is alone:
- Gentle Call, Smash!, Giga Fire and Flames of Gehenna

If Mach Jentler is accompanied by 1 Preon (Tank/Shielder/Soldier):
- Normal Attack, Gentle Call, Smash!, Giga Fire and Flames of Gehenna

If Mach Jentler is accompanied by 2 Preon (Tank/Shielder/Soldier):
- Normal Attack, Smash!, Giga Fire, Super Hold Gum, Leak WE and Flames of
  Gehenna

MESSAGES:
- Mach Jentler was grounded by a powerful shock!
- Mach Jentler recovered his balance

Location: Ulfat Factory – Main Computer "Duboar"

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Mach Jentler II
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Boss/Air and Ground when stunned
LV: 50
LE: 53500
Power: 250
Armor: 75
Shield: 95
Speed: 105
Fire Damage: Absorb
Water Damage: 150%
Thunder Damage: 100%
Defense Status Effect: All
Zenny: 3000
EXP: 15000
FME: 1000
Steal: Boost Speed (100%)
Drops: Build Speed (100%)

Attacks:
Normal Attack (C-type Attack)

Gentle Call [Summons random until 2 Preons (Tank, Shielder and Soldier)]

Smash! (C-type Attack, random damage between 50-150%)

Giga Fire (Strong Fire Attack to one party member)

Coercion [S-type Attack, cancels target's next turn, ignores defense (only the effect)]

Super Hold Gum (lowers all party member's Speed by 25%)

Leak WE (lowers all party member's current WE by 50%)

Flames of Gehenna (Massive Fire Attack to all party members)

!{Special Note}!
Always starts with Normal Attack or Gentle Call.

Inflict at least 4000 points of damage at once to stun him.

Summons Preons when there are no Preons on the field.

Depending of the amount of allies has on his side of field, Mach Jentra makes specific techniques.

If Mach Jentler is alone:
- Normal Attack, Gentle Call, Smash! and Flames of Gehenna

If Mach Jentler is accompanied by 1 Preon (Tank/Shielder/Soldier):
- Normal Attack, Gentle Call, Smash!, Giga Fire and Flames of Gehenna

If Mach Jentler is accompanied by 2 Preon (Tank/Shielder/Soldier):
- Normal Attack, Smash!, Coercion, Super Hold Gum, Leak WE and Flames of Gehenna

MESSAGES:
- Mach Jentler was grounded by a powerful shock!
- Mach Jentler recovered his balance

Location: East Far HQ - Training Barracks

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Shadow (First Round)
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Boss/Ground
LV: 43
LE: 18000
Power: 112
Armor: 62
Shield: 73
Speed: 78
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: All
Zenny: 0
EXP: 0
FME: 0
Steal: Gain Hyper (25%), Unlock Limiter (20%)
Drops: Nothing

Attacks:
Normal Attack (C-type Attack)

Energy Charge (Uses Pulverizer Cannon next turn)

Pulverizer Cannon (reduce all party member's current LE by 75%, ignore defense)

Fragmenting Cannon (reduces one party member's current LE by 50%, ignore defense)

Fatal Attack (C-type Attack, guaranteed Critical Hit)

Codebreaker (C-type Attack, inflicts DOA)

Ultra Blizzard (Strong Water Attack to all party members)

Break Shield (sacrifices Shield to boost Power)

!{Special Note}!
Always start your turn with Energy Charge.

Inflict at least 1600 points of damage while he's charging power to prevent his Pulverizer Cannon.

Uses Break Shield when it has lost at least 75% of his LE, if not used then it will reset.

MESSAGES:
- Shadow has begun charging the Pulverizer Cannon with energy
- Shadow's energy charge was interrupted

Location: Gimialla Mine – Level 3 Main Tunnel

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Shadow (Second Round)
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Boss/Ground
LV: 43
LE: 28000
Power: 122
Armor: 0
Shield: 73
Speed: 113
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: All
Zenny: 8000
EXP: 9000
FME: 600
Steal: Build Armor (20%), Build Shield (20%)
Drops: Z Ichimonji (100%), Figure Token (100%)

Attacks:
Normal Attack (C-type Attack)

Energy Charge (uses Pulverizer Cannon next turn)

Pulverizer Cannon (reduce all party member's current LE by 75%, ignore defense)

Fragmenting Cannon (reduces one party member's current LE by 50%, ignore defense)

Fatal Attack (C-type Attack, guaranteed Critical Hit)

Codebreaker (C-type Attack, inflicts DOA)

Ultra Blizzard (Strong Water Attack to all party members)


!{Special Note}!
Always starts with Normal Attack, Energy Charge or Fragmenting Cannon.

Inflict at least 1600 points of damage while he's charging power to prevent his
Pulverizer Cannon.

MESSAGES:
- Shadow has begun charging the Pulverizer Cannon with energy
- Shadow's energy charge was interrupted


Location: Gimialla Mine – Level 3 Main Tunnel

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Incentas
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Boss/Ground
LV: 46
LE: 36000
Power: 180
Armor: 70
Shield: 70
Speed: 100
Fire Damage: Varies (Absorb, 100%, 200%)
Water Damage: Varies (200%, Absorb, 100%)
Thunder Damage: Varies (100%, 200%, Absorb)
Defense Status Effect: All
Zenny: 15000
EXP: 12500
FME: 1000
Steal: Build WE (20%), Build LE (20%)
Drops: Twin Ice (100%), Twin Thunder (100%)

Attacks:
* Elemental Change (Changes attribute affinities)

* Asura Knuckle (2-hit S-type Attack to all party members)

* Giga Fire (Strong Fire Attack, hits one party member), (only uses while Fire
  element)

* Giga Blizzard (Strong Water Attack, hits one party member), (only uses while
  Water element)

* Giga Thunder (Strong Thunder Attack, hits one party member), (only uses while
  Thunder element)

* Ultra Fire (Strong Fire Attack to all party members), (only uses while Fire
  element)

* Ultra Blizzard (Strong Water Attack to all party members), (only uses while
  Water element)

* Ultra Thunder (Strong Thunder Attack to all party members), (only uses while
  Thunder element)

* Hyper! (User gets access to more powerful skills)

* Ultra Giga Fire (Massive Fire Attack to all party members), (only use while
  Fire element)

* Ultra Giga Blizzard (Massive Water Attack to all party members), (only uses
  while Water element)

* Ultra Giga Thunder (Massive Thunder Attack to all party members), (only uses
  while Thunder element)

* Scorching Blaze (Deadly Fire Attack, hits one party member), (only uses while
  Fire element)

* Eternal Glacier (Deadly Water Attack, hits one party member), (only uses while
  Water element)

* Judgment Thunder (Deadly Thunder Attack, hits one party member) (only uses
  while Thunder element)

!{Special Note}!
Always start turn with Asura Knuckle, Giga Blizzard or Ultra Blizzard.

Changes Elemental Properties each turn.

Uses Hyper! when has less than half of LE left.

Depending if you have more or less than half of his life, Incentas makes
specific
techniques

Before activating Hyper!:
- Elemental Change, Asura Knuckle, Giga Fire, Giga Blizzard, Giga Thunder, Ultra
Fire, Ultra Blizzard and Ultra Thunder.

After activating Hyper!:
- Hyper!, Elemental Change, Asura Knuckle, Ultra Giga Fire, Ultra Giga Blizzard,
Ultra Giga Thunder, Scorching Blaze, Eternal Glacier and Judgment Thunder

Location: Gimialla Mine - Bottom Floor Central Mining Division

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Incentas II
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Boss/Ground
LV: 50
LE: 52600
Power: 228
Armor: 115
Shield: 105
Speed: 100
Fire Damage: Varies (Absorb, 100%, 200%)
Water Damage: Varies (200%, Absorb, 100%)
Thunder Damage: Varies (100%, 200%, Absorb)
Defense Status Effect: All
Zenny: 3000
EXP: 15000
FME: 1000
Steal: Unlock Limiter (100%)
Drops: Build WE (100%)

Attacks:

* Elemental Change (Changes attribute affinities)

* Asura Knuckle (2-hit S-type attack to all party members)

* Ultra Fire (Strong Fire Attack to all party members), (only uses while Fire element)

* Ultra Blizzard (Strong Water Attack to all party members), (only uses while Water element)

* Ultra Thunder (Strong Thunder Attack to all party members), (only uses while Thunder element)

* Scorching Blaze (Deadly Fire Attack, hits one party member), (only uses while Fire element)

* Eternal Glacier (Deadly Water Attack, hits one party member), (only uses while Water element)

* Judgment Thunder (Deadly Thunder Attack, hits one party member) (only uses while Thunder element)

* Hyper! (User gets access to more powerful skills)

* Ultra Giga Fire (Massive Fire Attack to all party members), (only use while Fire element)

* Ultra Giga Blizzard (Massive Water Attack to all party members), (only uses while Water element)

* Ultra Giga Thunder (Massive Thunder Attack to all party members), (only uses while Thunder element)

* Tera Fire (Deadly Fire Attack, hits one party member), (only use while Fire element)

* Tera Blizzard (Deadly Water Attack, hits one party member), (only uses while Water element)

* Tera Thunder (Deadly Thunder Attack, hits one party member) (only uses while Thunder element)

!{Special Note}!
Always starts with Asura Knuckle, Eternal Glacier or Ultra Blizzard.

Changes Elemental Properties each turn.

Uses Hyper! when has less than half of your LE left.

Depending if you have more or less than half of his LE left, Incentas (v.2) makes specific techniques

Before activating Hyper!:
- Elemental Change, Asura Knucke, Ultra Fire, Ultra Blizzard, Ultra Thunder, Scorching Blaze, Eternal Glacier and Judgment Thunder

After activating Hyper!:
- Hyper!, Elemental Change, Asura Knuckle, Ultra Giga Fire, Ultra Giga Blizzard, Ultra Giga Thunder, Tera Fire, Tera Blizzard and Tera Thunder

```
Location: East Far HQ – Training Barracks

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Botos
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Boss/Ground
LV: 52
LE: 40000
Power: 122
Armor: 70
Shield: 65
Speed: 80
Fire Damage: 50%
Water Damage: 150%
Thunder Damage: 100%
Defense Status Effect: All
Zenny: 16000
EXP: 15000
FME: 1500
Steal: Super Absorber (25%), Fire Resist (25%)
Drops: Twin Fire (100%), Fire Stella (100%)

Attacks:
Botos Trio (Summons until 2 Q-Bits)

Normal Attack (2-hit C-type Attack)

Showtime (S-type Attack, hits all party members)

Battle Rhapsody (S-type Attack, hits all party members)

Battle Forte (increases all allies' power by 25%)

Battle Allegro (increases all allies' speed by 25%)

Battle Andante (Lowers party's Speed by 25%)

Cradle Song (Lowers party's Shield and Armor 25%)

!{Special Note}!
Always start its turn with Botos Trio.

Depending of the amount of Q-bit has on his side of field, Botos makes specific
techniques.

If Botos is alone:
- Botos Trio

If Botos is accompanied by 1 Q-bit:
- Botos Trio, Normal Attack, Showtime, Battle Rhapsody

If Botos is accompanied by 2 Q-bit:
- Botos Trio, Normal Attack, Showtime, Battle Rhapsody, Battle Forte, Battle
  Allegro, Battle Andante, Cradle Song

Location: Vanallia Desert – Quicksand Security Room

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Botos II
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```

```
Type: Boss/Ground
LV: 26
LE: 3
Power: 66
Armor: 44
Shield: 47
Speed: 32
Fire Damage: 50%
Water Damage: 150%
Thunder Damage: 100%
Defense Status Effect: All
Zenny: 0
EXP: 0
FME: 0
Steal: Nothing
Drops: Nothing

Attacks:
Botos Trio (Summons until 2 Q-Bits)

Normal Attack (2-hit C-type Attack)

Showtime (S-type Attack, hits all party members)

Battle Rhapsody (S-type Attack, hits all party members)

Battle Forte (increases all allies' power by 25%)

Battle Allegro (increases all allies' speed by 25%)

Battle Andante (Lowers party's Speed by 25%)

Cradle Song (Lowers party's Shield and Armor 25%)

!{Special Note}!
This battle is "Enemy Blitzkrieg!"

Depending of the amount of Q-bit has on his side of field, Botos (v.2) first
encounter makes specific techniques.

If Botos is alone:
- Botos Trio

If Botos is accompanied by 1 Q-bit:
- Botos Trio, Normal Attack, Showtime, Battle Rhapsody

If Botos is accompanied by 2 Q-bit:

- Botos Trio, Normal Attack, Showtime, Battle Rhapsody, Battle Forte, Battle
  Allegro, Battle Andante, Cradle Song

Battle ends after Botos takes first hit.

Location: Melda Ore Plant – B5 East-West Block Access Tunnel (first)

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Botos III
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Boss/Ground
LV: 26
```

```
LE: 3
Power: 66
Armor: 44
Shield: 47
Speed: 32
Fire Damage: 50%
Water Damage: 150%
Thunder Damage: 100%
Defense Status Effect: All
Zenny: 0
EXP: 0
FME: 0
Steal: Nothing
Drops: Nothing

Attacks: Nothing

!{Special Note}!
Optional battle with "Decoy" Botos

Runs away in his first turn.

Location(s): Melda Ore Plant - Area W-B04 and / or
             Melda Ore Plant - Area W-B03

+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Decoy Botos
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Boss/Ground
LV: 38
LE: 12000
Power: 108
Armor: 83
Shield: 82
Speed: 50
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: All
Zenny: 300
EXP: 1800
FME: 100
Steal: Nothing
Drops: Bait (100%)

Attacks:
Bit Shift (Summon a Bigbit)

Normal Attack (2-hit C-type Attack)

Showtime (S-type Attack, hits all party members)

!{Special Note}!
Optional battle during fight with Botos (v.2 & 3)

Always starts with Bit Shift or Showtime.

Summons a Bigbit when no Bigbits are in play.

Location(s): Melda Ore Plant - Area W-B04 and / or
```

```
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Ferham
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```
Type: Boss/Air
LV: 55
LE: 50000
Power: 140
Armor: 84
Shield: 74
Speed: 116
Fire Damage: 100%
Water Damage: 50%
Thunder Damage: 150%
Defense Status Effect: All
Zenny: 18000
EXP: 20000
FME: 2000
Steal: Build Hyper (20%)!!!, Force Missiles (20%)
Drops: Ice Stella (100%), Heat Haze (100%)

Attacks:
Normal Attack (S-type Attack)

Crimson Shade (create illusionary double, additional 2-hit during an attack)

Bloody Snake (S-type Attack, hits all party members)

Giga Blizzard (Strong Water Attack, hits one party member)

Tera Blizzard (Deadly Water Attack, hits one party member)

Sonic Blizzard (3-hit S-type Water Attack, hits all party members, inflicts
Freeze)

!{Special Note}!
Always starts with Crimson Shade, Giga Blizzard or Bloody Snake.

Do not forget to steal your Build Hyper, since it is one of 12 Build Hyper is in
the game.

Crimson Shade can be disable by attack that deals least 1800 points of damage.

Normal Attack used only when Crimson Shade is activated.

Tera Blizzard used to replace Giga Blizzard when she has less than half of her
LE left.

MESSAGE:
- Ferham's trace image vanished!

Location: Melda Ore Plant – Silo Interior. Middle Maintenance Deck

```
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Scarface
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```
Type: Boss/Ground
LV: 57
LE: 37500

```
Power: 142
Armor: 80
Shield: 85
Speed: 70
Fire Damage: 150%
Water Damage: 100%
Thunder Damage: Absorb
Defense Status Effect: All
Zenny: 10000
EXP: 6000
FME: 2400
Steal: Ultra Thunder (50%), Thunder Resist (25%)
Drops: Tank Energy 8 (100%), Shock Lance ß (100%)

Attacks:
Normal Attack (C-type Attack)

Counter (Normal Attack)

Plasma Ball (S-type Thunder Attack, guaranteed Critical Hit)

Ultra Giga Thunder (Massive Thunder Attack to all party members)

Plasma Array (Strong Thunder Attack, hits all party members, inflicts Bind)

Tera Thunder (Deadly Thunder Attack, hits one party member)

Electro Breaker (absorbs of all target's current LE by 20%)

!{Special Note}!
Always starts with Normal Attack, Plasma Ball or Ultra Giga Thunder.

This battle is not required to win.

Defense shifts between Combat and Shot, defends against last style used against
him, if hit with the type of attack he was hit with last, high chance of counter
attack.

Depending if you have more or less than half of his LE left, Scarface makes
specific techniques.

If has more than half his LE left:
- Normal, Counter, Plasma Ball and Ultra Giga Thunder

If has less than half of his LE left:
- Counter, Plasma Array, Terra Thunder and Electro Breaker

MESSAGE:
- Scarface has a high probability of deflecting repeated attack types!

Location: Central Tower - Air City South Square (Chapter 9)

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Scarface II
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Boss/Ground
LV: 58
LE: 42500
Power: 142
Armor: 75
```

```
Shield: 75
Speed: 76
Fire Damage: 150%
Water Damage: 100%
Thunder Damage: Absorb
Defense: Status Effect: All
Zenny: 10000
EXP: 24000
FME: 2600
Steal: Tank Energy 100 (100%)
Drops: Thunder Buster MKIII (10%), Thunder Saber+ (10%)

Attacks:
Normal Attack (C-type Attack)


Counter (Normal Attack)


Plasma Ball (S-type Thunder Attack, guaranteed Critical Hit)


Ultra Giga Thunder (Massive Thunder Attack to all party members)


Plasma Array (Strong Thunder Attack, hits all party members, inflicts Bind)


Tera Thunder (Deadly Thunder Attack, hits one party member)


Electro Breaker (absorbs of all target's current LE by 20%)


!{Special Note}!
Always start his turn with Plasma Array.


Defense shifts between Combat and Shot, defends against last style used against
him, if hit with the type of attack he was hit with last, high chance of counter
attack.


Depending if you have more or less than half of his LE left, Scarface (v.2)
makes specific techniques


If has more than half their LE left:
- Normal Attack, Counter, Plasma Ball, Ultra Giga Thunder and Plasma Array.


If has less than half of your LE left:
- Counter, Plasma Array, Tera Thunder and Electro Breaker


Location: Grave Ruins Base – Hall of Glory


+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Epsilon (First Round)
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Boss/Ground
LV: 63
LE: 34500
Power: 134
Armor: 84
Shield: 74
Speed: 82
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: All
Zenny: 0
```

EXP: 0
FME: 0
Steal: Protect +5 (25%), Full specs +3 (25%)
Drops: Nothing

Attacks:
*Fatal Attack (C-type Attack, guaranteed Critical Hit)

*Metacrush (reduce one character's LE to 1)

*Power Virus (inflicts Virus to all party members)

*Ultra Giga Fire (Massive Fire Attack to all party members)

*Ultra Giga Blizzard (Massive Water Attack to all party members)

*Ultra Giga Thunder (Massive Thunder Attack to all party members)

*Nova Impact (S-type Attack, hits all party members, random damage between 1029
  to 1435)

*Omega Force [Puts SFM on overdrive (triggers second form)]

!{Special Note}!
Always start turn with Metacrush.

Uses Nova Impact when he has less than half LE left without using Hyper Mode.

Only uses Fatal Attack, Metacrush and Nova Impact in the battle if at least 1
party member uses Hyper Mode.

Only uses Omega Force once LE has been knocked down to 0.

Omega Force generates C/S Barrier and restores 50% of current LE each turn
onwards.

MESSAGE:
- Epsilon put his internal Supra-Force Meta on overdrive.

Location: Grave Ruins Base – Hall of Glory

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Epsilon (Second Round)
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Boss/Ground
LV: 63
LE: 43500
Power: 123
Armor: 93
Shield: 90
Speed: 82
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: All
Zenny: 2000
EXP: 30000
FME: 5000
Steal: Gain Hyper (50%), Build Hyper (50%)!!!
Drops: Tank Parts (100%), Force Tomahawks (100%)

```
Attacks:
*Metacrush (reduce one character's LE to 1)

*Nova Impact (S-type Attack, hits all party members, random damage between 1029
  to 1435),

!{Special Note}!
Always starts with Metacrush or Nova Impact.

Do not forget to steal your Build Hyper, since it is one of 12 Build Hyper is in
the game.

Supra-Force Metal can be weaken with at least 20 hits (10 hits to cancel
sometimes
the barrier, and another 10 hits to completely nullify the barrier and the
restoration of target's LE).

MESSAGES:
- After being damaged by 10 attacks "Supra-Force Metal output has weakened
  slightly"
- After being damaged by 20 attacks "Supra-Force Metal output has weakened
  further"

Location: Grave Ruins Base – Hall of Glory

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Depth Dragoon
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Boss/Ground
LV: 60
LE: 64500
Power: 185
Armor: 152
Shield: 162
Speed: 110
Fire Damage: 150%
Water Damage: 100%
Thunder Damage: Absorb
Defense Status Effect: All
Zenny: 10000
EXP: 23000
FME: 2000
Steal: Beast Lancer (3%)
Drops: Force Tomahawks (100%), Build LE (100%)

Attacks:
*Electromagnetic Field (inflicts Bind to all party members)

*Boost Power (raises Power by 25%)

*Boost Armor (raises Armor by 25%)

*Boost Shield (raises Shield by 25%)

*Boost Speed (raises Speed by 25%)

*Thunder Clap [S-type Thunder Attack, cancels target's next turn, ignores
 defense (only the effect)]
```

*Ultra Giga Thunder (Massive Thunder Attack to all party members)


    *Tera Thunder (Deadly Thunder Attack, hits one party member)


    *Destructive Blow (C-type Attack, hits all party members)


    *Hell Gravity (reduces all party member's current LE by 50%)


    *Thunder Brigade (3-hit S-type Thunder Attack, hits all party members)


    !{Special Note}!
    Always starts with Thunder Clap, Ultra Giga Thunder or Electromagnetic
    Field.


    Depending if he have more or at least half of his LE left and the amount of his
    turns, Depth Dragoon makes specific techniques


    If has more than half their LE left before his 32nd turn:
    - Electromagnetic Field, Boost Power, Boost Armor, Boost Shield, Boost Speed,
      Thunder Clap, Ultra Giga Thunder and Destructive Blow.


    If has less than half of LE left before his 32nd turn:
    - Electromagnetic Field, Thunder Clap, Tera Thunder, Destructive Blow, Hell
      Gravity and Thunder Brigade.


    After his 32nd turn, will not stop until the end of battle using only these 3
    techniques.
    - Destructive Blow, Hell Gravity and Thunder Brigade.


    Location: East Far HQ – Main Control Room


    ++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
    Redips
    ++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
    Type: Boss/Ground
    LV: 62
    LE: 51500
    Power: 178
    Armor: 146
    Shield: 133
    Speed: 80
    Fire Damage: 100%
    Water Damage: 100%
    Thunder Damage: 100%
    Defense Status Effect: All
    Zenny: 15000
    EXP: 30000
    FME: 3000
    Steal: Rei Ichimonji (5%)
    Drops: Beam Sword (100%)


    Attacks:
    Code Red (summons until 2 Red Hubcap)


    Defense (reduces damage)


    Normal Attack (2-hit S-type Attack)


    Ballistic (2-hit S-type, inflicts DOA in first hit)

Vicious Assault (8-hit S-type Fire Attack, hits all party members)

!{Special Note}!
Always starts with Code Red.

Often defends from attack when accompanied by 2 Red Hubcap and has more than
half of its LE MAX.

Summons always Red Hubcaps when there are no Red Hubcaps on the field.

Depending on the amount of Red Hubcap accompanying and if you have more or less
less than half of his LE left, Redips makes specific techniques.

If accompanied by 2 Red Hubcap and has more than half their LE MAX:
- Defense

If accompanied by 2 Red Hubcap and has at least half of your LE MAX:
- Normal Attack, Defense, Ballistic and Vicious Assault

If accompanied for only 1 Red Hubcap and has more than half their LE left:
- Code Red, Defense, Normal Attack and Ballistic

If accompanied for only 1 Red Hubcap and has at less than half of your LE left:
- Code Red, Defense, Normal Attack, Ballistic and Vicious Assault

Location: East Far HQ – Command Room

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Great Redips (First Round)
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Boss/Ground
LV: 88
LE: 999999
Power: 200
Armor: 180
Shield: 180
Speed: 90
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: All
Zenny: 0
EXP: 0
FME: 0
Steal: SFM fragment a (5%)
Drops: Nothing

Attacks:
* "Phalanx" (S-type Attack, hits all party members)

*Memento Mori (Inflicts random status effects to all party members: Virus,
Blind,
   Berserk, Bind, or Freeze)

*Deus ex Machina (3-hit S-type Attack, hits all party members)

!{Special Note}!
*Always uses the following techniques in this order until the third turn :
"Phalanx", Memento Mori, Deus ex Machina

The above techniques possible are used randomly afterwards.

*Supra-Force Metal R restores all his LE in each turn.

*Supra-Force Metal L creates a protective barrier around him.

*The battle ends after the Great Redips's 9th turn.

MESSAGES:
- Supra-Force Metal R: Operation halted. Great Redips-lost auto-repair ability
- Supra-Force Metal R: Operation restarted
- Supra-Force Metal L: Operation halted. Great Redips lost barrier
- Supra-Force Metal L: Operation restarted

Location: Orbital Elevator: Babel – Blue Earth Tunnel

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Great Redips (Second Round)
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Boss/Ground
LV: 88
LE: 72500
Power: 165
Armor: 60
Shield: 65
Speed: 90
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: All
Zenny: 0
EXP: 0
FME: 0
Steal: SFM fragment ß (1%)
Drops: Nothing

Attacks:
*"Phalanx" (S-type Attack, hits all party members)

*Memento Mori (Inflicts random status effects to all party members: Virus,
 Blind, Berserk, Bind, or Freeze)

*Deus ex Machina (3-hit S-type Attack, hits all party members)

*Carpe Diem (reduces guaranteed all party member's WE to 0, ignores defense)

*Codebreaker (C-type Attack, inflicts DOA)

*Deep Impact (C-type Attack, ignores Armor and Shield)

!{Special Note}!
This battle is "Enemy Blitzkrieg!"

Always starts with "Phalanx", Deus ex Machina, Codebreaker, Memento Mori or
Carpe Diem.

Supra-Force Metal L creates a protective barrier around him.

Depending if at least 1 party member uses Hyper Mode or not in battle, Great
Redips (v.2) makes specific techniques.

If you do not use Hyper Mode and Great Redips (v.2) has more than half LE left:
- "Phalanx", Memento Mori, Deus ex Machina, Codebreaker and Carpe Diem

If you do not use Hyper Mode and Great Redips (v.2) has less than half LE left:
- "Phalanx", Memento Mori, Deus ex Machina, Codebreaker (low probability), Carpe
  Diem and Deep Impact

If at least 1 party member uses Hyper Mode:
- "Phalanx", Memento Mori, Deus ex Machina, Carpe Diem and Deep Impact

MESSAGES:
- Great Redips lost Supra-Force Metal R and its auto-recovery ability was
blocked
- Supra-Force Metal L: Operation halted. Great Redips lost barrier
- Supra-Force Metal L: Operation restarted

Location: Orbital Elevator: Babel – Blue Earth Tunnel

+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Supra-Force Metal Left
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Boss/Air
LV: 77
LE: 4600
Power: 80
Armor: 93
Shield: 92
Speed: 50
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: All
Zenny: 0
EXP: 0
FME: 0
Steal: Neutralizer -10 (10%), Neutralizer -20 (10%)
Drops: Nothing

Attacks:
Mega Fire (Fire Attack, hits one party member)

Mega Blizzard (Water Attack, hits one party member)

Mega Thunder (Thunder Attack, hits one Party Member)

Format (Cancels all support effects)

!{Special Note}!
Restores itself after 7 turns during 1st and 2nd battle with Great Redips at
the beginning.

MESSAGES:
- Supra-Force Metal L: Operation halted. Great Redips lost barrier
- Supra-Force Metal L: Operation restarted
- When Supra-Force Metal L active Format "All suport effects were negated!"

Location: Orbital Elevator: Babel – Blue Earth Tunnel

+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++

```
Supra-Force Metal Right
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Boss/Air
LV: 77
LE: 4600
Power: 80
Armor: 93
Shield: 92
Speed: 50
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: All
Zenny: 0
EXP: 0
FME: 0
Steal: Neutralizer -10 (10%), Neutralizer -20 (10%)
Drops: Nothing

Attacks:
Mega Fire (Fire Attack, hits one party member)

Mega Blizzard (Water Attack, hits one party member)

Mega Thunder (Thunder Attack, hits one Party Member)

!{Special Note}!
Restores itself after 7 turns during first battle with Great Redips at the
beginning.

MESSAGES:
- Supra-Force Metal R: Operation halted. Great Redips-lost auto-repair ability
- Supra-Force Metal R: Operation restarted

Location: Orbital Elevator: Babel - Blue Earth Tunnel

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Duckbill Mole
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Human/Ground
LV: 60
LE: 58000
Power: 155
Armor: 65
Shield: 75
Speed: 80
Fire Damage: Absorb
Water Damage: 150%
Thunder Damage: 100%
Defense Status Effect: Blind, Virus, Bind, Berserk and DOA
Zenny: 4000
EXP: 15000
FME: 1800
Steal: Fire Resist (20%), Ultra Fire (25%)
Drops: Figure Token (100%), Power Charge (100%)

Attacks:
*Ultra Fire (Strong Fire Attack, hits all party members)

*Kamikaze Drill (C-type Attack, hits one party member, lowers Armor and Shield
```

by
 25%, ignores defense)

*Quake Hammer (Strong Fire Attack to one party member)

*Mantle Assault (Massive Fire Attack to all party members)

*Mega Fire (Fire Attack, hits one party member)

*Break Shield (sacrifices Shield to boost Power)

!{Special Note}!
Always starts with Ultra Fire.

Loses power when hit with ice causing him to not be able to use certain moves.

Only does Ultra Fire to its party to power up and gain energy.

Sometimes does Mega Fire if they decide not to use Ultra Fire when it
receives at least 1 water attack.

Break Shield only use it when 1 Duckbill Mole has been defeated in battle.

It has the symbol of Rebellion Army on its body.

MESSAGES:
- Duckbill Mole is chilled by the cold
- Duckbill Mole charged flame energy

Location: Melda Ore Plant – Missile Maintenance Room

+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Rafflesian
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Human/Ground
LV: 77
LE: 31500
Power: 115
Armor: 75
Shield: 65
Speed: 70
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: All
Zenny: 10000
EXP: 22000
FME: 3000
Steal: Build LE (25%), Force Tomahawk (25%)
Drops: Figure Token (100%), Tank Parts (100%)

Attacks:
Normal Attack (C-type Attack)

Riot (inflicts Berserk to all party members)

Tera Thunder (Deadly Thunder Attack, hits one party member)

Sunburst (10-hit, 250 points of damage per hit, attack all party members)

```
Ultra Giga Blizzard (Massive Water Attack, hits all party members)

Deep Impact (C-type Attack, ignores Armor and Shield)

!{Special Note}!
Always start your turn with Normal Attack, Riot or Tera Thunder.

Restores 25% of current LE and grows in Power and Speed a little every turn
(until 7 turns).

When LE is down to 1, Rafflesian won't recover anymore health.

Ultra Giga Blizzard replace to Tera Thunder, and Deep Impact only does when she
is alone in battle.

MESSAGE:
- Rafflesian has grown a bit

Location: Tianna Camp - Maze Area 1

+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Belladonna
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Human/Ground
LV: 44
LE: 20500
Power: 145
Armor: 60
Shield: 60
Speed: 110
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: Blind, Virus and DOA
Zenny: 2000
EXP: 4000
FME: 600
Steal: Force Missiles (25%), Build Speed (25%)
Drops: Turbo Clock (100%), Resist (100%)

Attacks:
Normal Attack (C-type Attack)

Electromagnetic Field (inflicts Bind to all party members)

Giga Blizzard (Strong Water Attack, hits one party member)

Energy Capture (absorbs target's current LE by 10%)

Ultra Giga Blizzard (Massive Water Attack, hits all party members)

Fatal Attack (C-type Attack, guaranteed Critical Hit)

Bold Beam (S-type Attack, damage depends on user's current LE, to lesser LE
more damage)

!{Special Note}!
Always starts with Normal Attack, Giga Blizzard, Energy Capture or
Electromagnetic Field.
```

Restores 25% of current LE every turn and grows in Power, Armor and Shield a
little every turn each time it is hit (until 8 turns).

When LE is down to 1, Belladonna won't recover anymore health.

Bold Beam only does it 1 time each 3 turns it is hit.

Normal Attack, Giga Blizzard, Fatal Attack and Bold Beam used when she is alone
in battle.

MESSAGE:
- Belladonna has grown a bit

Location: Tianna Camp - Maze Area 1

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
One Tail
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Human/Ground
LV: 91
LE: 72500
Power: 225
Armor: 35
Shield: 35
Speed: 85
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: All
Zenny: 20000
EXP: 40000
FME: 6000
Steal: Build LE, Build WE
Drops: Tank Parts (100%), Figure Token (100%)

Attacks:
*Normal Attack (2-hit C-type Attack)

*Annihilator Hadoken (S-type Attack, hits all party members, damage depends on
 user's current LE, does more damage to those with higher LE)

*Puncture Arrows (C-type Attack, hits one party member, reduces target's WE
 to 0)

*Tera Fire (Deadly Fire Attack, hits one party member)

*Tera Blizzard (Deadly Water Attack, hits one party member)

*Tera Thunder (Deadly Thunder Attack, hits one party member)

*Regeneration (Revives fallen party members with 25% of it's LE MAX)

!{Special Note}!
Always starts with Normal Attack, Annihilator Hadoken, Tera Fire, Tera Blizzard
or Tera Thunder.

Restores 50% of current LE every turn.

When LE is down to 1, Onetail won't recover anymore health.

Regeneration and Normal Attack: uses it when 2 of your party members are KO.

Location: Central Tower – Special Sealed Area (first place)

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Two Tails
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Human/Ground
LV: 92
LE: 75200
Power: 230
Armor: 50
Shield: 50
Speed: 85
Fire Damage: Varies (200%, Absorb, 100%)
Water Damage: Varies (100%, 200%, Absorb)
Thunder Damage: Varies (Absorb, 100%, 200%)
Defense Status Effect: All
Zenny: 15000
EXP: 25000
FME: 4000
Steal: Build Power, Build Speed
Drops: Stamina Missile (100%), Figure Token (100%)

Attacks:
*Elemental Change (Changes attribute affinities)

*Normal Attack (2-hit C-type Fire/ Water/ Thunder Attack depending on the
 element that is)

*Annihilator Hadoken (S-type Attack, hits all party members, damage depends on
  user's current LE, to higher LE more damage)

*Puncture Arrows (C-type Attack, hits one party member, reduces target's WE
 to 0)

*Ultra Giga Fire (Massive Fire Attack to all party members), (only use while
 Fire element)

*Ultra Giga Blizzard (Massive Water Attack to all party members), (only uses
 while Water element)

*Ultra Giga Thunder (Massive Thunder Attack to all party members), (only uses
 while Thunder element)

!{Special Note}!
Always starts turn with Normal Attack, Annihilator Hadoken, Puncture Arrows or
Ultra Giga Fire.

Changes Elemental Properties each turn.

Location: Central Tower - Special Sealed Area (first place)

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Three Tails
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Human/Ground
LV: 93
LE: 59500
Power: 180

```
Armor: 60
Shield: 40
Speed: 85
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: All
Zenny: 18000
EXP: 20000
FME: 3000
Steal: Build Armor, Build Shield
Drops: Build Hyper (100%)!!!, Figure Token (100%)

Attacks:
*Normal Attack (2-hit C-type Attack)

*Annihilator Hadoken (S-type Attack, hits all party members, damage depends on
 user's current LE, does more damage to those with higher LE)

*Puncture Arrows (C-type Attack, hits one party member, reduces target's WE
 to 0)

*Ultra Giga Blizzard (Massive Water Attack to all party members)

*Deep Impact (C-type Attack, ignores Armor and Shield)

*Hell Gravity (reduces all party member's current LE by 50%)

*Life Gain 25 (recovers 25% of target's LE MAX)

*Stungun (S-type Thunder Attack, inflicts Bind)

*Smokeout (S-type Attack, inflicts Blind)

*Virus Attack (S-type Attack, inflicts Virus)

*Cracking (S-type Attack, inflicts Berserk)

*Cryogenics (S-type Water Attack, inflicts Freeze)

!{Special Note}!
*Always start your turn with Normal Attack, Cracking, Smokeout, Stungun or Virus
 Attack.

*Depending if at least 1 party member uses Hyper Mode or not in battle and if
 is alone, Threetails makes specific techniques:

If you do not use Hyper Mode and there are at least 2 Threetails in battle:
- Normal Attack, Puncture Arrows, Hell Gravity, Life Gain 25, Stungun, Smokeout,
  Virus Attack, Cracking and Cryogenics.

If at least 1 party member uses Hyper Mode and there are at least two Threetails
in battle:
- Annihilator Hadoken, Deep Impact, Ultra Giga Blizzard and Life Gain 25.

If there is only 1 Threetails in battle:
- Normal Attack, Puncture Arrows, Hell Gravity, Annihilator Hadoken and
  Life Gain 25 (without thinking).

Location: Central Tower - Special Sealed Area (first place)
```

```
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Four Tails
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Human/Ground
LV: 94
LE: 121500
Power: 380
Armor: 200
Shield: 180
Speed: 120
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: All
Zenny: 40000
EXP: 80000
FME: 8000
Steal: Unlock Limiter, Build Hyper!!!
Drops: Red Lotus Saber (100%), Figure Token (100%)

Attacks:
*Normal Attack (2-hit C-type Attack)

*Annihilator Hadoken (S-type Attack, hits all party members, damage depends on
 user's current LE, does more damage to those with higher LE)

*Puncture Arrows (C-type Attack, hits one party member, reduces target's WE
 to 0)

*Counter (Puncture Arrows)

*Codebreaker (C-type Attack, inflicts DOA)

*Deep Impact (C-type Attack, ignores Armor and Shield)

*Ultra Giga Thunder (Massive Thunder Attack to all party members)

!{Special Note}!
Always starts with Normal Attack, Annihilator Hadoken, Puncture Arrows or
Codebreaker.

Do not forget to steal your Build Hyper, since it is one of 12 Build Hyper is in
the game.

Depending if at least 1 party member uses Hyper Mode or not in battle, Fourtails
makes specific techniques.

If you do not use Hyper Mode and it has more than half their LE left:
- Normal Attack, Puncture Arrows, Codebreaker (low probability) and Annihilator
  Hadoken.

If you do not use Hyper Mode and it has between 1/3 to half of LE left :
- Ultra Giga Thunder, Puncture Arrows and Annihilator Hadoken.

If you do not use Hyper Mode and it has at less than 1/3 of LE left:
- Ultra Giga Thunder, Puncture Arrows and Codebreaker.

If at least 1 party member uses Hyper Mode:
- Ultra Giga Thunder, Annihilator Hadoken and Deep Impact
```

MESSAGE:
- Fourtails has a high probability of deflecting repeated attack types!

Location: Central Tower - Special Sealed Area (first place)

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Five Tails
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Human/Ground
LV: 95
LE: 26500
Power: 180
Armor: 50
Shield: 65
Speed: 100
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: All
Zenny: 4000
EXP: 10000
FME: 1000
Steal: Boost Armor, Boost Shield
Drops: Energy Field, Force Tomahawks

Attacks:
*Normal Attack (2-hit C-type Attack)

*Annihilator Hadoken (S-type Attack, hits all party members, damage depends on
 user's current LE, does more damage to those with higher LE)

*Puncture Arrows (C-type Attack, hits one party member, reduces target's WE
 to 0)

*Self-Destruct (inflicts damage equal to remaning LE, commits suicide)

*SOS (calls an Ally for backup)

!{Special Note}!
Always starts with Normal Attack, Puncture Arrows or Self-Destruct.

Fivetails uses Puncture Arrows and Annihilator Hadoken when only one Fivetails
during the battle.

Note:
Damage of Self-Destruct:
Max: 26500, min: 1

MESSAGE:
- Fivetails called for backup

Location: Central Tower - Special Sealed Area (second place)

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Six Tails
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Human/Ground
LV: 96
LE: 206500

```
Power: 305
Armor: 120
Shield: 75
Speed: 110
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: All
Zenny: 50000
EXP: 100000
FME: 10000
Steal: Build LE, Build WE
Drops: Tank Parts (100%), Figure Token (100%)

Attacks: *Normal Attack (2-hit C-type Attack)

*Annihilator Hadoken (S-type Attack, hits all party members, damage depends on
 user's current LE, does more damage to those with higher LE)

*Puncture Arrows (C-type Attack, hits one party member, reduces target's WE
 to 0)

*Ultra Giga Fire (Massive Fire Attack to all party members)

*Tera Fire (Deadly Fire Attack, hits one party member)

*Life Gain MAX (Fully recovers target's LE)

*Self-Destruct (inflicts damage equal to remaning LE, commits suicide)

!{Special Note}!
Always starts with Normal Attack, Annihilator Hadoken, Puncture Arrows or
Ultra Giga Fire.

Only uses Tera Fire when Sixtails has less than 1/3 of LE left.

If Sixtails isn't defeated within 10 turns, he will use Life Gain MAX and all
his stats will highly increase.

Life Gain MAX only used after 10 turns.

This battle ends after Sixtails's 20th turn with Self-Destruct.

MESSAGES:
- Defeat Sixtails before it takes 10 turns!
- In his tenth turn "This is it! Here I come!"

Note:
Damage of Self-Destruct:
Max: 99999, min: 1

Location: Central Tower - Special Sealed Area (second place)

+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Seven Tails
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Human/Ground
LV: 97
LE: 61500
Power: 160
```

```
Armor: 90
Shield: 85
Speed: 90
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: All
Zenny: 30000
EXP: 60000
FME: 3000
Steal: Build Power, Build Speed
Drops: Vitality Missiles, Figure Token (100%)

Attacks:
*Normal Attack (2-hit C-type Attack)

*Annihilator Hadoken (S-type Attack, hits all party members, damage depends on
 user's current LE, does more damgae to those with higher LE.)

*Puncture Arrows (C-type Attack, hits one party member, reduces target's WE
 to 0)

*Stungun (S-type Thunder Attack, inflicts Bind)

*Deep Impact (C-type Attack, ignores Armor and Shield)

*Tera Thunder (Deadly Thunder Attack, hits one party member)

*Ultra Giga Thunder (Massive Thunder Attack to all party members)

!{Special Note}!
Always starts with Normal Attack, Puncture Arrows, Deep Impact, Tera Thunder
or Stungun.

Does Annihilator Hadoken once every 6 turns.

If there is only 1 Seventails in battle uses Normal Attack, Ultra Giga Thunder
replace to Tera Thunder, Deep Impact and Annihilator Hadoken.

Restores 25% of current LE every turn and grows in Power, Armor and Shield a
little every turn each time it is hit (until 8 turns).

When LE is down to 1, Seventails won't recover anymore health.

MESSAGE:
- Seventails is gradually strengthening its abilities

Location: Central Tower - Special Sealed Area (second place)

+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Eight Tails
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Type: Human/Ground
LV: 98
LE: 58500
Power: 210
Armor: 35
Shield: 50
Speed: 110
Fire Damage: 100%
```

Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: All
Zenny: 20000
EXP: 20000
FME: 3000
Steal: Boost Power, Boost Speed
Drops: LE +1000, Full specs +10

Attacks:
*Normal Attack (2-hit C-type Attack)

*Annihilator Hadoken (S-type Attack, hits all party members, damage depends on
 user's current LE, does more damgae to those with higher LE.)

*Puncture Arrows (C-type Attack, hits one party member, reduces target's WE
 to 0)

*Coercion [S-type Attack, cancels target's next turn, ignores defense (only the
 effect)]

*SOS (calls an Ally for backup)

*Ultra Giga Fire (Massive Fire Attack to all party members)

*Ultra Giga Blizzard (Massive Water Attack to all party members)

*Ultra Giga Thunder (Massive Thunder Attack to all party members)

*Tera Fire (Deadly Fire Attack, hits one party member)

*Tera Blizzard (Deadly Water Attack, hits one party member)

*Tera Thunder (Deadly Thunder Attack, hits one party member)

!{Special Note}!
Always starts with Normal Attack, Annihilator Hadoken, Puncture Arrows,
Coercion, Ultra Giga Fire, Ultra Giga Blizzard or Ultra Giga Thunder.

The two Eighttails focus on target with the lowest LE during the battle.

Eighttails uses Normal Attack and SOS when is alone.

Depending of the amount of party members alive and if there 2 Eighttails in
battle, makes specific techniques.

If there are 3 party members alive:
Normal Attack, Annihilator Hadoken, Puncture Arrows, Coercion, Ultra Giga Fire,
Ultra Giga Blizzard and Ultra Giga Thunder

If there are 2 party members alive:
Normal Attack, Annihilator Hadoken, Puncture Arrows, Coercion, Tera Fire, Tera
Blizzard and Tera Thunder

If there is 1 party member alive:
Normal Attack, Puncture Arrows, Coercion, Tera Fire, Tera Blizzard and Tera
Thunder

MESSAGE:
- Eighttails called for backup

Location: Central Tower - Special Sealed Area (second place)

```
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Nine Tails
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```
Type: Human/Ground
LV: 99
LE: 92500
Power: 400
Armor: 90
Shield: 95
Speed: 140
Fire Damage: 100%
Water Damage: 100%
Thunder Damage: 100%
Defense Status Effect: All
Zenny: 65000
EXP: 130000
FME: 130000
Steal: Build WE, Build Hyper!!!
Drops: Ancient Gun (100%), Figure Token (100%)

Attacks:
*Normal Attack (2-hit C-type Attack)

*Annihilator Hadoken (S-type Attack, hits all party members, damage depends on
 user's current LE, does more damgae to those with higher LE.)

*Puncture Arrows (C-type Attack, hits one party member, reduces target's WE
 to 0)

*Nine Fragments (9-hit, 999 points of damage per hit, attack one party member)

*Tera Fire (Deadly Fire Attack, hits one party member)

*Tera Blizzard (Deadly Water Attack, hits one party member)

*Tera Thunder (Deadly Thunder Attack, hits one party member)

*Regeneration (Revives fallen party members with 25% of their Max LE)

!{Special Note}!
Always starts with Normal Attack, Annihilator Hadoken or Nine Fragments.

Do not forget to steal your Build Hyper, since it is one of 12 Build Hyper is
in the game.

Restores 25% of current LE every turn.

When LE is down to 1, Ninetails won't recover anymore health.

Regeneration and Normal Attack uses it when 2 of your party members are KO.

Depending of the amount of party members alive, Ninetails makes specific
techniques.

If there are 3 party members alive:
Normal Attack, Annihilator Hadoken and Nine Fragments.

```
If there are 2 party members alive:
Normal Attack, Annihilator Hadoken, Puncture Arrows, Nine Fragments, Tera Fire,
Tera Blizzard and Tera Thunder


If there is 1 party member alive:
Normal Attack and Regeneration


Location: Central Tower - Special Sealed Area (third place)


o--------------------o
   WEAPON SPECIAL FX
o--------------------o
This is the effect some weapons have on your party


Vulcan: hits 3 times
Smash!: Gives enemy -50% to 100% power boost
Observe: enemy waits a turn
Hetero Storm: Blind and Virus effect
Deep Impact: ignores Armor and Shield
Cryogenics: Freezes
Spray Gun: attacks all
Riot: Make everyone berserk
Flame Ray: Fire attack to all
Jamming: Blind effect to all
Stungun: takes away 20% power and causes Bind Effect
Focus Maser: +80% to self
Split maser: attacks all
Spread Maser: attacks all
Bullseye: automatic Critical hit
Lunatic: gives self +20 power or cuase Berserk effect
Shield Peeler: reduces Shield by 25%
Coercion: reduces power by 25% or loss of turn
Staredown: causes Berserk effect or adds 20% damage
Sinevulcan: attacks all
Shield Breaker: increases power
Critical kick: automatic Critical hit
Wild Attack: -50% accuracy or 75% chance of critical hit
Heat Needle: Fire attack or reduces power by 70%
Shield Breaker Wave: reduces Armor and Shield
Electromagnetic Field: Binds all
Mattock Strike: ignores armor and -50% damage
Refresh: remove negative effects
Stungun: bind
Smokeout: blind
Cracking: berserk
Codebreaker: possible instant kill
Lightning Rod: reduce speed and gain 10 Speed
Shock Nail: Poison
Chaff Grenade: Blind all
Meta Crush: reduce character to 1 HP


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