

# Zoids: Battle Legends FAQ/Walkthrough

by dark\_command\_wolf

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To use the index, press Ctrl-F (for Mac users, Cmd-F) to pull up the find screen, and type in the number, letter, and \* label listed after the section you would like to go to. Use the code (DEX\*) to return to the index.

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useful if you don't want to pay attention to the story, or already know it by heart, and don't want to have to sit through it again.

//////////Section 4: Battle Tips and Strategies (04A\*)\\

Tip #1: Avoiding enemy fire and hitting the enemies at the same time is difficult. So after I had played a while, I tried using my left hand on the Control Stick and C-Stick at the same time, while Locking on and firing with my right. Use the C-Stick to dodge attacks, while using the control stick to keep your Zoid pointed at or in the path of the enemy. I came up with this technique because I learned early on that the weapons such as beam cannons, gating guns, etc. that try to stay pointed at the enemy never hit when you're Zoid isn't pointed at the enemy.

Tip #2: "Homing Beam" type weapons are less accurate than "Homing Missiles" or other "homing" type weapons, due to the speed at which the beams move, which limits their reaction time to change direction to a locked on enemy, so a strategy similar to that used for non-homing weapons.

Tip #3: It is always best to stay out of the direct line of fire of a boss type Zoid, as most of them have incredibly strong Beam Cannons or Charged Particle Beams. Never attack them from up close, as contact with the boss will cause 10 damage to your Zoid, and will cause it to be temporarily stunned. This is also a danger because most have an incredibly devastating close-range stomping type attack. Always attack with long-range weapons, such as missiles, beam cannons, sniper rifles, etc. All boss type Zoids are listed here:

- Mad Thunder
- Death Stinger
- Death Saurer
- Ultrasaurus
- Bloody Death Saurer
- Pteramander
- Seismosaurus
- Mega Death Saurer

Tip #4: EX Attacks

Something that is mentioned in the manual of the game, but not fully described are the EX Attacks. There are many of these, and all Zoids have them. Basically, the EX Attacks can be used when your Zoid is at critical damage. This point is usually when your Zoid has about a quarter to a third of its health remaining. Then, a flashing red meter will appear over the Hit Points meter. This will be labeled EX. The EX Attacks are, as mentioned in the manual, activated by holding down the A and X buttons simultaneously. However, they fail to mention the fact that the Zoid must be at a complete stop to be able to activate such an attack. So, a recommendation is to get away from your enemy enough so you can stop and wait a second while holding down the buttons. In the case of Full Burst, your Zoid should be pointed at the enemy, as this EX attack fires all weapons at once. Most EX attacks are physical, however. An example is the Strike Laser Claw of Liger Zero. You should get away from your enemy to hold the buttons, but, when your Zoid begins to glow (in this case, Liger Zero's claws will glow) continue to hold down the buttons until your enemy is in range. EX Attacks do not allow you to use any type of targeting systems, either, although there are a few exceptions (Full Burst again). Additionally, you will be unable to use your option (Booster, E-Shield, Smokescreen, Land Mines, or Optic Camouflage). There are some EX Attacks that are exclusive to one type of Zoid, but there are many that are available to several types of Zoids. That's about it on EX Attacks.



damage, and is very useful against bosses.

## 5a. Different Battle Modes (05A\*)

I have received a lot of email in regards to the different Battle Modes. I wrote this guide in the assumption that everyone who would be playing were fans of the shows. I guess I have assumed wrong, but that is quite good, because that means there are maybe some new Zoids fans out there! In this section, I will explain the different Battle Modes backgrounds, as well as the characters that appear in each. Section 5e, Pilots, covers how to unlock the pilots. It is (05G\*) that will get you there.

### Series Index:

- I. Chaotic Century/Guardian Force (CCGF\*)
- II. New Century Zero (NCZ\*)
- III. Mission/Legacy (M/L\*)

### I. Chaotic Century/Guardian Force (CCGF\*)

Zoids Chaotic Century is a two season series, consisting of the Chaotic Century and Guardian Force series. It is the story of Van Flyheight, whom lives in a time of chaos on Zi (A war between the Guylos Empire and the Helic Republic). Van is actually trying to help Fiona regain her ancient memories by looking for Zoid Eve, but, as it would turn out, the Guylos Empire is also after the Zoid Eve, so they end up getting involved in the war as well. The characters listed here are the ones that appear in Zoids: Battle Legends as Chaotic Century/Guardian Force pilots. As the Guardian Force series takes place two years after the Chaotic Century series, there are older versions of the characters who were children in the first series. Van&Fiona and Raven have two different versions. The Raven ones are not marked by a number, but it should be pretty easy for anyone to tell the older Raven from the younger. Anyway, selecting any of the pilots in the list below will get you into the Chaotic Century Battle Mode. The pilot you select should be in slot 1 in order to get the Battle Mode you want. Only some of them are available at the start. Finishing Battle Mode with any of them will unlock the remainder of the pilots.

Van&Fiona2  
Irvine  
Thoma (Thomas)  
Moonbey (Moonbay)  
Raven (Older)  
Hillz (Hiltz)  
Rease (Reese)  
Schwarz (Schubaltz)  
Rosso  
Viola  
Rob Herman  
Proitzen (Prozen)  
Van&Fional  
Raven (Younger)

### II. New Century Zero (NCZ\*)

The New Century Zero series is about a guy by the name of Bit Cloud, who was a junk dealer. He was watching a battle from the sidelines with his truck under

an Optic Camouflage, figuring when the battle ended he'd be able to scavenge some good parts. He parked in a bad place, however, as he was run into by the Blitz Team's Shield Liger piloted by Leon Toros, and the battle was ended due to an interference on the battlefield, and just in time, too, as the Blitz Team was about to lose to the "Fierce Tigers' Team". It turned out that Leon was too injured to enter the postponed match, and it would seem they would have to enter with only two Zoids in a 3-on-3 match. Bit was being held captive by the Blitz Team until they could figure out what to do with him, seeing as how he about cost them the battle. But, Bit was freed from the ropes that bound him by the "useless and temperamental" Liger Zero, and he was chosen by it to be its' pilot. He helped the Blitz Team win the battle the next day, and Leon went away to learn how to improve his skills, seeing as how Bit was a sufficient replacement on the team for himself. All of the characters listed below are from the New Century Zero storyline, and will get you into the Battle Mode for New Century Zero. There are only some of them available at the start, but if you finish Battle Mode with any of them, the rest of them will be unlocked.

Bit Cloud  
Leena Toros  
Ballad (Brad) Hunter  
Jimmy (Jamie) Hemeros  
Harry Champ  
Vega Obscura  
Jack Cisco  
Leon Toros  
Naomi Fluegel  
Mary Champ  
Chris Tasker  
Kelly Tasker  
Kirkland  
Lineback  
Stoller  
Pierce  
Hooma (Fuma)

### III. Mission/Legacy (M/L\*)

The characters in this list come from a variety of places. I have divided the list into groups to show where they come from. The Versus story I don't know about, nor about the Saga story. I'm not going to tell the story for Mission Mode characters, because obviously, if you're using them, you've already seen their storylines. The Legacy story is also something I'm not going to tell, but I'd recommend the game to anyone who is a fan of Zoids, or maybe someone who just wants an RPG that's just sorta different for once. All pilots on this list must be unlocked to be used, so they are not available initially, unless you have finished the Mission Mode for either side first, then, some of them will be available. For full details, go to section 5e: Pilots (05G\*).

These characters all originated in Versus/Battle Legends:

Republic:

Republic Op (?)  
Republic Warrior A (?)  
Republic Warrior B (?)  
Shoma Cheval (BL)  
Zan Fel (VS)

Tita Breeze (VS)  
Albane Nimbus (VS)

Empire:

Empire Op (?)  
Empire Warrior A (?)  
Empire Warrior B (?)  
Kouki Demon (BL)  
Max Rubin (VS)  
Reiner Granat (VS)  
Claudia Diamant (VS)

Terra Geist:

Lezard Char (VS)  
Leviathe Kanone (VS)  
Reika Hexe (BL)  
Viper (VS)

(VS) Indicates first appearance was Japan Only title "Versus".

(BL) Indicates first appearance was in "Battle Legends", or "Versus II" in Japan.

(?) Indicates that I have no clue which one they first appeared in. They aren't major characters, so I don't know...

These characters first appeared in Zoids: Legacy:

Zeru Jupit (Hero)  
Juno Hera (Ally)  
Gard Krueger (Antagonist)

Zoids Saga\*:

Athle Arcadia (Hero)  
Regina Cuori (Ally)  
Brad (Blood) Keel (Antagonist)  
Flam Vogel (Antagonist)

\*The characters of Zoids Saga first appeared in Zoids: Legacy in the US.

5b. Partners (05B\*)

Partners. One of the point of this game that could've been pretty good. In Mission Mode, they are typically killed right away. In Battle Mode, they go as far as attacking you, and may even hit the enemy if you're lucky. There are some commands that they can be given, which they may or may not obey, but it helps to understand the vague descriptions in the manual. Actually, the lack of descriptions. Here's a list of what the partners are "supposed" to do with each command.

Support: Your partner will focus on the enemy you're currently fighting.

Bombardment: Your partner will use long-range weapon attacks.

Combat: Your partner will fight using close-range attacks.

Guard: Your will defend their own Zoid to avoid KO.



### 5c. Battle Points System (05C\*)

When a battle is over, you will see a screen with a bunch of Point listings, and they are a little confusing. So, I am going to explain them.

Time x	-Uses the time a battle took to create a multiplier for the BPs.
Life x	-Your remaining health is added to the BP you receive for the battle.
Bonus	-Based on what attacks you used and how many times you used them.
Partner's Life	-Your partner's life at the end of battle. In solo battles, it is your maximum life for the Zoid you are using.
Enemy Crash	-The total amount of damage points inflicted by you upon the enemy. In a battle where you have a partner, if the final blow is dealt by your partner, you will receive no enemy crash bonus for that Zoid.
EX	-It looks like it says E x, as in E times, but you are given points for each successful EX attack. The points are equal to how many points of damage are done with EX attacks.

The total BP you get is all of these numbers added together, and the Rank you get is based on how many of the possible BPs you got from the battle.

### 5d. Battle List

#### I. Chaotic Century Battle Mode (05D\*)

-Battle 01: Ala Barone Team-

Rosso - Red Horn

Viola - Molga

-Battle 02: Liger Team-

Van&Fional - Shield Liger

Moonbay - Gustav

-Battle 03: Tiger Team-

Raven- Zaber Fang RV

Schubaltz- Zaber Fang SS

-Battle 04: Guardian Force Team-

Van&Fiona2 - Blade Liger

Irvine - Command Wolf Irvine

-Battle 05: Helic Team-

Irvine: Gojulas Irvine

Rob Herman: Gojulas

-Battle 06: Schubaltz Brothers Team

Schubaltz - Iron Kong SS

Thomas - DiBison

-Battle 07: Guardian Force Team-

Van&Fiona2 - Blade Liger AB

Irvine - Lightning Saix

-Battle 08: Keiser Team-  
Hiltz - Iron Kong  
Raven - Geno Saurer

-Battle 09: Ancients Team-  
Raven - Geno Breaker  
Reese - Psycho Geno Saurer

-Battle 10: Moonbay Team- \*Boss-Type Zoid\*  
Moonbay - Ultrasaurus

-Battle 11: Hiltz Team- \*Boss-Type Zoid\*  
Hiltz - Death Stinger

-Battle 12: Prozen Team- \*Boss-Type Zoid\*  
Prozen - Death Saurer

## II. New Century Zero Battle Mode (05E\*)

-Battle 01: Tigers Team-  
Kirkland - Zaber Fang TS  
Lineback - Zaber Fang TS

-Battle 02: Blitz Team-  
Leon Toros - Shield Liger  
Brad Hunter - Command Wolf

-Battle 03: Blitz Team-  
Bit Cloud - Liger Zero  
Leena Toros - DiBison Leena

-Battle 04: Champ Team-  
Jack Cisco - Lightning Saix  
Harry Champ - Cannon Tortoise

-Battle 05: Backdraft Team-  
Stoller - Elephander SS  
Pierce - Rev Raptor

-Battle 06: Blitz Team-  
Leena Toros - Gun Sniper Leena  
Bit Cloud - Liger Zero Jager

-Battle 07: Tasker Sisters Team-  
Kelly Tasker - Lightning Saix TS  
Chris Tasker - Lightning Saix TS

-Battle 08: Champ Team-  
Harry Champ - Dark Horn Harry  
Mary Champ - Iron Kong Mary

-Battle 09: Blitz Team-  
Jamie Hemeros - Gojulas  
Bit Cloud - Liger Zero Schneider

-Battle 10: Fluegel Team-  
Leon Toros - Blade Liger Leon  
Naomi Fluegel - Gun Sniper Naomi

-Battle 11: Blitz Team-  
Bit Cloud - Liger Zero Panzer  
Brad Hunter - Shadow Fox

-Battle 12: Vega Team-  
Fuma - Geno Saurer  
Vega - Berserk Fury

### III. Mission/Legacy (05F\*)

-Battle 01: Blue Unicorn Team-  
Shoma - Liger Aero  
Tita - Double Arm Lizard

-Battle 02: Rottiger Team-  
Kouki - Proto Zaber  
Reiner - Zaber Fang RT

-Battle 03: Terra Geist Team- \*Boss-Type Zoid\*  
Lezard - Pteramander

-Battle 04: Blue Unicorn Team-  
Zan - Fuzor Dragon  
Albane - Gojulas Giga

- Battle 05: Rottiger Team-  
Max - Chimera Dragon  
Claudia - Lord Gale

-Battle 06: Terra Geist Team- \*Boss-Type Zoid\*  
Leviathe - Death Stinger

-Battle 07: Arcadia Team-  
Athle - Trinity Liger  
Regina - Konig Wolf

-Battle 08: Phantom Team-  
Blood - Geno Hydra  
Flam - Geno Breaker

-Battle 09: Saga Team-  
Zeru - Blitz Tiger  
Juno - Griffin

-Battle 10: Terra Geist Team- \*Boss-Type Zoid\*  
Reika - Seismosaurus

-Battle 11: Viper Team- \*Boss-Type Zoid\*  
Viper - Mad Thunder

-Battle 12: Guard Team- \*Boss-Type Zoid\*  
Gard - Bloody Death Saurer

### 5e. Pilots (05G\*)

Available from the beginning:  
Bit Cloud

Leena Toros  
Ballad (Brad) Hunter  
Van&Fiona2  
Irvine  
Thoma (Thomas)  
Moonbey (Moonbay)  
Jimmy (Jamie) Hemeros

Available after Mission Mode: Republic

Republic Op  
Republic Warrior A  
Republic Warrior B  
Shoma Cheval

Available after Mission Mode: Empire

Empire Op  
Empire Warrior A  
Empire Warrior B  
Kouki Demon

After finishing both Imperial and Republican Mission Modes:

Reika Hexe

After Chaotic Century Battle Mode:

Raven (Older)  
Hillz (Hiltz)  
Rease (Reese)  
Schwarz (Schubaltz)  
Rosso  
Viola  
Rob Herman  
Proitzen (Prozen)  
Van&Fional  
Raven (Younger)

After Zero Battle Mode:

Harry Champ  
Vega Obscura  
Jack Cisco  
Leon Toros  
Naomi Fluegel  
Mary Champ  
Chris Tasker  
Kelly Tasker  
Kirkland  
Lineback  
Stoller  
Pierce  
Hooma (Fuma)

After Mission/Legacy Battle Mode:

Athle Arcadia  
Regina  
Brad (Blood)  
Flam  
Zan Fel  
Tita Breeze  
Albane Nimbus  
Max Rubin  
Reiner Granat

Claudia Diamant  
Gard Krueger  
Lezard Char  
Leviathe Kanone  
Viper  
Juno Hera  
Zeru Jupit

#### 5f. Zoids (05H\*)

There are several different types of Zoids available. Many of the better ones must first be unlocked. The conditions by which they are unlocked are listed above the Zoids.

These Zoids are initially available in the Battle Mode shop:

Sea Striker  
Space Sea Striker  
Cannon Tortoise  
Cannon Tortoise BC (Beam Cannon)  
Cannon Tortoise Old  
Molga  
Cannonry Molga (Bombardment Type)  
Atak Cat  
Atak Cat Noir (Armed Reconnaissance)  
Command Wolf  
Command Wolf New (Improved Command Wolf)  
Command Wolf AC (Attack Custom)  
Command Wolf AU (Armed w/ Attack Unit)  
Command Wolf EM (Command Wolf of the Guylos Empire)  
Rev Raptor  
Rev Raptor PB (Pile Bunker)  
Rev Raptor WPB (Double Pile Bunker)  
Gun Sniper  
Gun Sniper WW (Wild Weasel Unit)  
Snipe Master  
Snipe Master Red (Trial Version)  
Snipe Master FB (Armed w/ Flexible Booster)  
Snipe Master AS (Armed w/ Active Shield Unit)  
Snipe Master MU (Equipped w/ All-Direction Missile Unit)  
Snipe Master BU (Blue Unicorn Version)  
Zaber Fang  
Zaber Fang Old (Old Version)  
Zaber Fang AT (Equipped w/ Assault Unit)  
Great Zaber (Reinforced Zaber Fang)  
Zaber Fang TD (Tiger Driver's Version)  
Shield Liger  
Desert Liger (for Desert Battles)  
Shield Liger LM A (Leo Masters' A Version)  
Shield Liger LM B (Leo Masters' B Version)  
Red Horn  
Red Horn Old (Old Version)  
Red Horn BG (Armed w/ Beam Gatling)  
Green Horn (Republican Version)  
Dark Horn  
Dark Horn WB (Dual Vulcan Cannons)  
DiBison  
DiBison Old (Old Version)

Shadow Fox  
Shadow Fox S (Shadow Teams' Zoid)  
Lightning Saix  
Lightning Saix BS (Reinforced Trial Version)  
Blade Liger  
Blade Liger KS (Improved Blade Liger)  
Blade Liger AB (Armed w/ Attack Booster)  
Blade Liger MJ (Mirage Blade Liger)  
Elephander  
Elephander AG (Assault Gatling)  
Iron Kong  
Iron Kong Old (Old Version)  
Iron Kong MK II (Improved Iron Kong)  
Iron Kong PK (Prozen's Knights' Version)  
Gojulas  
Gojulas MK II (Improved Gojulas)  
Gojulas Mariner (Underwater Battle Version)  
Gojulas the Ogre (Experimental Gojulas)  
Gojulas Giga  
Geno Saurer  
Geno Saurer R (Raven's Zoid)  
Geno Saurer RT (Rottiger Version)  
Psycho Geno Saurer (Reese's Zoid)  
Geno Breaker  
Geno Breaker Jet (Reinforced Trial Version)  
Geno Breaker R (Raven's Zoid)  
Liger Zero  
Liger Zero EM (Imperial Version)  
Liger Zero S (Trial Version)  
Berserk Fuhrer (Berserk Fury)  
Strum Fuhrer (Storm Fury)  
Strum Tyrann (Storm Tyranno) (Legacy: BerserkFury Z)  
Dark Spiner  
Killer Spiner (Dark Spiner in Unizon with Killer Dome)  
Double Arm Lizard (Leo Blaze in Unizon w/ Unenlagia)

Zoids Available in shop after Republican Mission Mode:

Liger Aero (Improved Shield Liger)

Available in Shop after Imperial Mission Mode:

Proto Zaber (Trial Version of Zaber Fang)

When both Mission Modes have been completed, these will be available in the shop:

Diablo Tiger Alpha\*

Diablo Tiger Beta\*

Cyclops I\*

Cyclops II\*

\*These are the "Dataless Zoids" from the Mission Mode's story.

You'll unlock these Zoids for finishing the Chaotic Century Battle Mode:

Command Wolf IS (Irvine's Special Version)  
Zaber Fang SS (Schubaltz Special Version) (Schubaltz = Schwarz)  
Zaber Fang RV (Raven's Special Version)  
Iron Kong SS (Schubaltz Special Version)  
Gojulas Irvine (Irvine's Special Version)  
Gustav

Upon finishing the Battle Mode for New Century Zero, these will be unlocked:

Gun Sniper Naomi (Naomi's Gun Sniper)  
Gun Sniper Leena (Leena's Gun Sniper)  
Zaber Fang TS (Tiger Spirit - Tiger's Team Zoid)  
Dark Horn Harry (Harry's Special Version)  
DiBison Leena (Leena's Special Version)  
Lightning Saix TS (Tasker Sisters' Special Version)  
Blade Liger Leon (Leon's Red Blade Liger)  
Elephander SS (Stoller's Version)  
Iron Kong Marry (Mary's Version)  
Zero Schneider (Liger Zero's Bladed CAU)  
Zero Panzer (Liger Zero's Heavy Artillery CAU)  
Zero Jager (Liger Zero's Speed CAU)

Finishing Legacy/Mission Battle Mode will give you access to these Zoids:

Buster Tortoise  
Molga Rokurou  
Raven Raptor  
Zaber Fang RT (Rottiger Special Version)  
Iron Kong Yeti (for Arctic Terrain)  
Liger Zero X (Imperial Liger Zero CAU)  
Konig Wolf  
Geno Hydra  
Trinity Liger  
Blitz Tiger  
Griffin (Unizon of Buster Eagle and Leo Blaze)  
Chimera Dragon (Unizon of Flyscissors, Shell Karn, Diploguns, and Demon's Head)  
Lord Gale (Unizon of Flyscissors and Demon's Head)  
Fuzor Dragon (Unizon of Leo Blaze, Unenlagia, Mosasledge, and Nightwise) (This Zoid is also called Matrix Dragon)

There are two Zoids unlocked in the Battle Mode shop with codes:

Zero Phoenix  
Energy Liger

The "Codes" section (05J\*) will give the necessary codes, and how to enter them.

There is a Zoid that can only be unlocked by having save data for the game "Zoids Versus" on the same memory card as the Battle Legends data. "Versus" was only available in Japan. Having this data would also have you begin Battle Mode with 100000 BP.

Shield Liger DCS-J

- Shield Liger DCS-J data courtesy of Ultra B.
- Beginning Battle Mode with 100000 BP data courtesy of Swiftshark.

#### 5g. Outstanding Zoids (05I\*)

"You are the best Zoid!" -Bit

There are Zoids in each category that have the best stats out of all of the others within that category, such as how Buster Tortoise has overall better stats than, say, a regular Cannon Tortoise. This list was composed by Wandrian Wvlf, and I am mostly leaving it in its original form, including his commentary, which explains the differences from the rest of the Zoids of the same type.

Space Sea Striker

Buster Tortoise

Molga Rokurou

Atak Cat Noir

Command Wolf IS

Raven Raptor (Rev Raptor WPB has a slight edge in some stats but Raven Raptor is superior for the most part)

Gun Sniper Naomi

Snipe Master MU (BU has slightly better health, but the defense...)

Zaber Fang SS

Shield Liger LM A, Shield Liger LM B (One has a notable speed advantage, the other in durability)

Liger Aero (Technically not a Shield Liger because it's body is different, but if you consider it one, it is the best available)

Proto Zaber

Green Horn (Better overall than Red Horn BG)

Dark Horn WB

Dark Horn Harry

DiBison Leena

Shadow Fox S

Lightning Saix TS (I was hoping BS had stronger rifles, but it doesn't...)

Blade Liger Leon

Elephander AG

Elephander SS

Iron Kong SS

Iron Kong Marry

Gojulas Irvine

Gojulas Giga

Gojulas the Ogre

Geno Saurer RT

Geno Breaker Jet (Speed is significantly higher)

Geno Breaker R (Most Durability)

Liger Zero S

Diablo Tiger Beta

Cyclops II

#### 5h. Codes (05J\*)

These codes allow you to use some different Zoids that are not available otherwise, either in Battle mode or in Versus mode. They are entered in the voices section by playing through each voice fully, then playing the next one on the list. The voices section is under the CONFIG menu accessed from the title screen menu.



004 - 044 - 019 - 066 - 034 Unlock Energy Liger in Battle Mode Shop.  
021 - 001 - 018 - 006 - 023 Unlock Liger Zero Phoenix in Battle Mode Shop.  
000 - 007 - 077 - 041 - 054 Unlock Mega Death Saurer in Versus Mode.

- Codes courtesy of jouunin.

//////////Section 6: Mission Mode Republic (06A\*)\\

In the Republic Mission Mode, you play as the Blue Unicorn special ops team. There are many familiar Zoids, but none of the characters are familiar, because here is no show about these characters. You may recognize some of them if you've played Zoids: Legacy. Before each battle, you are always given new parts, and sometimes a new Zoid. If you meet a Blue Unicorn Member after a battle, they will be selectable as a pilot in the next battle. the missions listed as "B" missions are accessed by choosing not to cooperate with the Rottiger Team. What is unlocked outside of Mission Mode is not affected by whether you completed either the A or B Missions. All of the listings for the number of enemies in a stage may vary, depending on what order you defeat them in.

Republican Mission Mode Battle Index:

- Mission 1 : Who Is It? (RM01\*)
- Mission 2 : Defense (RM02\*)
- Mission 3 : Guard (RM03\*)
- Mission 4A : Backup (RM04A\*)
- Mission 4B : A Questionable One (RM04B\*)
- Mission 5 : High-Speed Lightball (RM05\*)
- Mission 6 : Meeting Again (RM06\*)
- Mission 7 : Earth is Burning (RM07\*)
- Mission 8 : Giant Shadow (RM08\*)
- Mission 9 : Death Battle Again (RM09\*)
- Mission 10 : A Faint Message (RM10\*)
- Mission 11 : Suspicion of the Crimson (RM11\*)
- Mission 12A: Real Enemy (RM12A\*)
- Mission 12B: Real Enemy (RM12B\*)
- Mission 13A: Lightball Dragon (RM13A\*)
- Mission 13B: Lightball Dragon (RM13B\*)
- Mission 14A: Enemy of Darkness (RM14A\*)
- Mission 14B: Enemy of Darkness (RM14B\*)
- Mission 15A: Puppeteer (RM15A\*)
- Mission 15B: Puppeteer (RM15B\*)
- Mission 16A: Dragon with Elec Horns (RM16A\*)
- Mission 16B: Dragon with Elec Horns (RM16B\*)

-Mission 1: Who Is It?- (RM01\*)

Search the Imperial base where the Blue Unicorn Team disappeared. The base is destroyed, but enemy Zoids have been spotted there.

New Parts:	New Zoids:	New Pilot:
E Shield (CW)	Command Wolf	Shoma
Booster (CT)	Cannon Tortoise	
Protect Armor		

Battlefield: Empire Development Base

-Command Wolf-

Pilot: Shoma  
Weapon: Beam Cannon  
Option: E Shield  
Sub Parts: Protect Armor

Enemies:  
Atak Cat Noir x 1

Try to keep your distance from Kouki just enough to keep him locked on to, and fire at him with your beam cannon. If he comes too close, use your E Shield to attack him, it should stun him long enough to get away and back to good firing distance and begin your beam cannon barrage again. Repeat the strategy until Kouki is defeated. If you run out of ammunition for your beam cannon, keep you distance until your E-Shield recharges (meter will turn blue), and use the shield as an attack. Repeat until he is defeated.

-Mission 2: Defense- (RM02\*)

Stop by at your base to receive supplies. Due to telecommunications malfunction, you cannot contact the Republic. And, a surprise enemy attack!

New Parts:  
Weapon Binder  
Flexible Booster  
E-Shield (CT)  
Assistance Booster (CW)  
Enemy Search Radar  
Alpha Plug Z

Battlefield: Republic Training Squadron Base

-Command Wolf-

Weapon: Beam Cannon  
Weapon Binder  
Option: E-Shield  
Sub Parts: Protect Armor  
Enemy Search Radar  
Alpha Plug Z

Enemies:  
Zaber Fang x 1  
Sea Striker x 4

Almost all opponents are Sea Strikers, but the Zaber Fang will give you a lot of trouble if you don't take it out quickly. Take it out first, using the Weapon Binder from a distance. Use close-range combat to defeat the Sea Strikers, but use the Weapons Binder or Beam Cannon if they stray too far away.

-Mission 3: Guard- (RM03\*)

Escort Hover Cargo with Cyclops to an airbase.

New Parts  
8-Missile Pod A  
Reinforced Protect Armor  
Blade Antenna

## Battlefield: Transport - Airbase Gate

-Command Wolf-

Weapons: Beam Cannon  
Weapon Binder  
Option: E- Shield  
Sub Parts: Reinforced Protect Armor  
Enemy Search Radar  
Blade Antenna

Enemy:

Sea Striker 6+  
Molga 6+

Go for the Molgas first, as they seem to fire off more missiles that have more damaging of an effect. The enemies will repeatedly reappear after you have defeated one set, which is two Molgas and two Sea Strikers. Remember that if things get tough, use your E-Shield. Also, try to get each enemy separately. This will minimize damage to your Zoid.

-Mission 4A: Backup- (RM04A\*)

A top-secret task force continues on in the search for their leader Albane. After successfully going into the Empire, a battle between Imperial Zoids is witnessed.

New Parts	New Zoids	New Pilots
Strike Tonfa E-Shield (SM) ZGR-Type A	Snipe Master BU	Tita

-Snipe Master-

Pilot: Tita  
Weapons: AZ 144mm Long-Range Sniper Rifle  
Strike Tonfa  
8-Missile Pod A  
Options: E-Shield  
Sub Parts: ZGR-Type A  
Reinforced Protect Armor  
Enemy Search Radar

Enemy:

Molga x 7

Allies:

Zaber Fang x 1

Stay on the opposite side of the gorge than the enemies are on. Snipe at the Molgas from a distance, while being careful not to take too much damage from the enemy missiles. Use the Sniper Rifle or the 8-Missile Pod to fire at the enemy. One important thing to note is that the action in this stage is really slow because of the amount of Zoids on the battlefield.

-Mission 4B: A Questionable One- (RM04B\*)

A top-secret task force continues on in the search for their leader Albane. After successfully going into the Empire, a battle between Imperial Zoids is witnessed.

New Parts            New Zoids            New Pilots  
Strike Tonfa    Snipe Master BU    Tita  
E-Shield (SM)  
ZGR-Type A

-Snipe Master-

Pilot:            Tita  
Weapons:    AZ 144mm Long-Range Sniper Rifle  
             Strike Tonfa  
             8-Missile Pod A  
Options:    E-Shield  
Sub Parts: ZGR-Type A  
             Reinforced Protect Armor  
             Enemy Search Radar

Enemy:

Molga x 7  
Zaber Fang x 1

Same as Mission 4A, except you should destroy the Zaber Fang too.

-Mission 5: High-Speed Lightball- (RM05\*)

New Parts            New Zoids  
Active Shield    Shadow Fox  
Booster (SF)  
Booster (SM)  
Smoke  
Beta Plug Z

Battlefield: Dragon Valley B

-Shadow Fox-

Pilot:            Shoma  
Weapon:    AZ 30mm Armor Piercing Laser  
             AZ 70mm BEN Cannon  
Option:    Booster  
Sub Parts: Reinforced Protect Armor  
             Alpha Plug Z  
             Beta Plug Z

Don't even bother fighting the other Zoids. Just run in the general direction the arrow at the top of the screen is pointed. Use your Booster to get to your maximum speed, and if the enemies appear too close on your radar screen, fire a few shots from your BEN Cannon to get them to back off.

-Mission 6: Meeting Again- (RM06\*)

We have reached an open space, and Zan has arrived in Desert Liger. Let's strike back!

New Parts:  
Wild Weasel  
E-Shield (SF)  
SB Generator

Battlefield: Dragon Valley A

-Command Wolf-

Pilot: Shoma

Weapons: Beam Cannon

Weapon Binder

Option: E-Shield

Sub Parts: Reinforced Protect Armor

SB Generator

Enemy Search Radar

Enemy:

Sea Striker x 4

Lightning Saix x 2

Take out the Sea Strikers first, or else they will get in the way, but, avoid the Lightning Saix, because they will tear your Zoid apart. Zan is a really dumb partner, because he will fire on your Zoid, as well as even use close-range attacks when there aren't even any enemies around. Use close-range attacks on the Sea Strikers, and use the Weapon Binder on the Lightning Saix.

-Mission 7: Earth is Burning- (RM07\*)

The transporter for the new Zoid is under attack from the Imperial Forces. Leave immediately for backup!

New Parts:                    New Zoids:        New Pilots:

Beam Gatling Unit C    Desert Liger    Zan

Long-Range Rifle A

E-Shield (SL)

ZGR-Type A

Battlefield: Wasteland

-Desert Liger-

Pilot:        Zan

Weapons:    LR Rifle A

EXP Missile Pod

AZ 3Cannon A

Option:     E-Shield

Sub Parts: Reinforced Protect Armor

SB Generator

Beta Plug Z

Enemy:

Dark Horn x 1

Red Horn x 1

Molga x 2

Try to get to a strategic point behind the Hover Cargo so your missiles won't hit it. Fire the EXP Missile Pod several times, and the Red Horn should run off to one side, and the Molga should be defeated before you end your barrage. Another Molga will appear, and you should take that one out quickly as well, using your EXP Missile Pod, and the Dark Horn should be getting fired upon as well. Use close-range attacks and the LR Rifle at close range. Occasionally check for the Red Horn on the other side of the Hover Cargo, because it will sometimes return. If it does, use the same strategic point behind the Hover Cargo that was used before, and fire on both at once. Repeat this until the Dark Horn is defeated, and then use the LR Rifle and close-range attacks to

defeat the Red Horn, too.

-Mission 8: Giant Shadow- (RM08\*)

We repelled the attack on the transport, then immediately got ambushed by the Terra Geist group! Destroy the enemy Zoids until we get reinforcements.

New Parts:

B-Cannon S  
Booster (SL)  
Super Z Armor

Battlefield: Desert Area

-Desert Liger-

Pilot: Zan  
Weapons: LR Rifle A  
B-Cannon S  
AZ 3Cannon A  
Options: E-Shield  
Sub Parts: Super Z Armor  
SB Generator  
Beta Plug Z

Enemy:

Bloody Death Saurer x 1  
Elephander x 2

The objective is to only destroy the Elephanders, and await backup before taking on the Bloody Death Saurer (in the next battle). No close-range attacks should be used on the Elephanders. Just use the Beam Cannon S and LR Rifle to fire at them from a distance. The Beam Cannon S is the most effective weapon to use against them.

-Mission 9: Death Battle Again- (RM09\*)

Reinforcements have arrived! Regroup and destroy Bloody Death Saurer!

New Parts: AZ 250mm LR Cannon  
Beam Launcher  
Gamma Plug Z  
High Output SB Generator  
New Zoid: Liger Aero

Battlefield: Desert Area

-Liger Aero-

Pilot: Zan  
Weapons: LR Rifle A  
B-Cannon S  
AZ 3Cannon A  
Options: E-Shield  
Sub Parts: Super Z Armor  
High Output SB Generator  
Enemy Search Radar

Allies:

DiBison x 1

Cannon Tortoise BC x 1

Avoid the Bloody Death Saurer's Charged Particle Cannon attack by any means possible. Let your reinforcements distract it, and attack it from the side. Use mainly the B-Cannon S.

-Mission 10: A Faint Message- (RM10\*)

Received information from an enemy searching radar base: although the signal is weak, backup has been requested in Republic coding. Reconnaissance Zoids are sent.

New Parts:	New Zoids:
Long Range Pulse Laser Rifle	DiBison
Mosa Missile	
E-Shield (DB)	
Booster (DB)	
Wide-Range Search Radar	

Battlefield: Imperial Radar Base

-Liger Aero-

Pilot:	Zan
Weapons:	LR Rifle A
	EXP Missile Pod
	AZ 3Cannon A
Option:	Booster
Sub Parts:	Super Z Armor
	High Output SB Generator
	Wide Range Search Radar

Enemies:

Iron Kong x 2  
Unmanned Cannon x 4

Use the EXP Missile Pod to take out the South and West Cannons (you don't have to destroy all of them to win). Then, stay in the Southwest corner area of the base and attack the Iron Kongs with the LR Rifle, as it is the most effective weapon against them. Use the EXP Missile Pod and 3-Barrel Cannon as back up weapons.

-Mission 11: Suspicion of the Crimson- (RM11\*)

Terra Geist is hiding in the Metropolitan area: they have the document that describes their plot to frame Blue Unicorn for BF robbery.

New Parts:	New Zoids:
All-Direction Missile Set	Gojulas
ARZ 20mm Beam Gun	
70mm 2-Barrel Heavy Machine Gun	
Booster (GJ)	
E-Shield (GJ)	
Multi-Blade Antenna	

Battlefield: Metropolitan Area

-Liger Aero-

Pilot:	Zan
--------	-----

Weapons: LR Rifle A  
B-Cannon S  
AZ 3Cannon A  
Options: Booster  
Sub Parts: Super Z Armor  
High Output SB Generator  
Wide-Range Search Radar

Enemies:  
Rev Raptor x 2  
Rev Raptor WPB x 1  
Geno Breaker x 1

Get one Zoid at a time, separate from the others, and take it out with the B-Cannon S. Close-range combat is not recommended against the Geno Breaker, because of it's grappling claw attack.

-Mission 12A: Real Enemy- (RM12A\*)

A United front with Rottiger. Shoot down the Zoids from Terra Geist defense networks.

New Parts:	New Zoids:
AZ 5-Missile Pod	Konig Wolf
AZ 30mm Armor Piercing Laser	
Booster (KW)	
E-Shield (KW)	
High Grade Plug Z	

Battlefield: Gorge

-Konig Wolf-  
Pilot: Zan  
Weapons: Dual Sniper Rifle (DSR)  
Weapon Binder  
Option: Booster  
Sub Parts: Super Z Armor  
Wide Range Search Radar  
High Output SB Generator

Enemy:  
Unmanned Cannon x 6  
Sea Striker x 4  
Death Stinger x 1

Allies:  
Proto Zaber x 1

Take out the nearest Cannons, and the Death Stinger should be around that area, so go for it first. Kouki will attack the Sea Strikers, but even if he doesn't, the Sea Strikers always get in your line of fire anyways. Use the Dual Sniper Rifle on the Death Stinger, as close-range attacks are useless against it. Use the Weapon Binder until you run out of ammo, then use the Weapon Binder on the Sea Strikers.

-Mission 12B: Real Enemy- (RM12B\*)

Leaving for Terra Geist outpost. Destroy the enemy defensive lines.



New Parts:

AZ 5-Missile Pod  
AZ 30mm Armor-Piercing Laser  
Shell Cannon  
Rocket Booster Accelerated Crusher Tail  
Booster (KW)  
E-Shield (KW)  
High-Grade Plug Z

New Zoids:

Konig Wolf  
Blade Liger

Battlefield: Gorge

-Blade Liger-

Pilot: Zan  
Weapon: Laser Blade A  
AZ 2-Shot Cannon  
Weapon Binder  
Option: Rocket Booster Accelerated Crusher Tail  
Sub Parts: Super Z Armor  
Wide-Range Search Radar  
High Output SB Generator

Enemies:

Death Stinger x 1  
Sea Striker x 6  
Cannon x 6

Take out the nearby cannons, then allow the enemy to come to you. Take out the Sea Strikers with Blades, and go all out with the Weapon Binder on the Death Stinger.

-Mission 13A: Lightball Dragon- (RM13A\*)

While going to the enemy outpost, we were ambushed by Lezard's new Zoid.

New Parts:

Dual Sniper Rifle  
Long-Range Pulse Laser Rifle  
8-Missile Pod C  
8-Missile Pod C  
Hyper E-Shield Generator  
Multi Radar  
Coating Armor Z

New Zoids:

Gojulas Giga

Battlefield: Wasteland

-Konig Wolf-

Pilot: Zan  
Weapons: Dual Sniper Rifle  
Weapon Binder  
Option: E-Shield  
Sub Parts: Coating Armor Z  
Wide Range Search Radar  
High Output SB Generator

Enemies:

Seismosaurus x 1  
Molga x 6

Allies:

Geno Saurer x 1

Take out any Molgas in the way with your Weapon Binder. Then go straight for the Seismosaurus. Use the Weapon Binder on it until it is defeated. Use the DSR as a back up weapon if you run out of shots. Max should have by now taken out most of the Molgas, and there may be a few more to defeat. Use the DSR or close-range combat to take out the remainder of the enemy.

-Mission 13B: Lightball Dragon- (RM13B\*)

\*Same description and battlefield as 13A\*

New Parts:	New Zoids:
Dual Sniper Rifle	Gojulas Giga
Long-Range Pulse Laser Rifle	Gojulas the Ogre
8-Missile Pod C	
8-Missile Pod C	
Land Mine	
Hyper E-Shield Generator	
Multi Radar	
Coating Armor Z	

-Gojulas Giga-

Pilot:	Zan
Weapons:	8-Missile Pod C x 2
	Rocket Booster Accelerated Crusher Tail
Option:	Hyper E-Shield Generator
Sub Parts:	High Output SB Generator
	Coating Armor Z
	Wide-Range Search Radar

Enemies:

Molga x 6  
Sea Strikers x 2  
Seismosaurus x 1

Use close-range attacks to take out the Molgas and Sea Strikers first, then attack the Seismosaurus with the 8-Missile Pod C. You will more likely than not have to use some close-range attacks on the Seismosaurus, so be careful not to get too close when you do, because you will get stunned. Use the Crusher Tail for the close-range attacks.

Another Strategy: Created by Ultine Dragon

Using the 8-Missile Pod C, fire on the Seismosaurus until you have run out of Missiles. Attack the smaller Zoids with close-range attacks. After running out of missiles, wait until your Zoids has critical damage, and then use the EX Attack, 32 Port Nuclear Cannon. Keep using it on the Seismosaurus, it will take about 2 to 4 hits with the EX to finish it off.

-Mission 14A: Enemy of Darkness- (RM14A\*)

We're in the base for Terra Geist! Destroy all the Zoids on this base.

New Parts:	New Zoids:
Dual Sniper Rifle S	Double Arms Lizard
Booster (DAL)	

E-Shield (DAL)  
3-D Radar  
ZGR-Type S

Battlefield: Terra Geist Base Central

-Konig Wolf-

Pilot: Zan  
Weapons: Dual Sniper Rifle S  
AZ 5-Missile Pod  
Options: E-Shield  
Sub-Parts: Coating Armor Z  
3-D Radar  
High Output SB Generator

Enemies:

Chimera Dragon x 3?  
Atak Cat x 8?

Allies:

Iron Kong

Use close-range attacks on the Atak Cats, because most of the time, they will put on their Optic Camouflage when they are targeted for long-range attacks. Use the DSR S from a higher ground, such as on top of the large black crates when the enemy Zoids use the OC. Try not to take too much damage when taking out the Chimera Dragons, because the Atak Cats are just as great a threat as the Chimera Dragons because of the fact that they gang up on you. I'll admit this stage gives me problems too, and that's because of the cheap shots and the camouflaging of the Atak Cats. The sniping spot I mentioned before is accessed by jumping on top of the L-shaped stack of crates in any corner of the main room, then facing the larger black crates. There is a spot that doesn't have a crate, and you should jump up there, then jump up onto the higher crates by using your boosters while jumping up.

black crates

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----- L-crates  
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-Mission 14B: Enemy of Darkness- (RM14B\*)

We're inside the secret base for Terra Geist! Destroy all Zoids on this base.

New Parts:	New Zoids:
Dual Sniper Rifle S	Double Arms Lizard
Night Missile	Liger Zero Schneider
Booster (DAL)	
E-Shield (DAL)	
High Output Ion Turbo Booster	
3-D Radar	
ZGR-Type S	

Battlefield: Terra Geist Base Central

-Liger Zero Schneider-

Pilot: Zan  
Weapons: Laser Blade B  
AZ 208mm Double Barrel Shock Cannon  
Option: High Output Ion Turbo Booster  
Sub Parts: Coating Armor Z  
3-D Radar  
High Output SB Generator

Enemies:

Atak Cat x 6  
Chimera Dragon x 1

Just go all out with the Schneider's Blades. None of the Zoids will stand a chance. Much easier compared to Mission 14A.

-Mission 15A: Puppeteer- (RM15A\*)

Stop the escape and destroy the Terra Geist Forces! It's a chase attack on the enemy teams after they've lost their base.

New Parts:	Zoids:
Booster (MDR)	Fuzor Dragon (Matrix Dragon)
E-Shield (MDR)	
High Grade Omega Plug	
Hybrid Armor Z	

Battlefield: Terra Geist Base Isle

-Konig Wolf-

Pilot: Zan  
Weapons: Dual Sniper Rifle  
AZ 5-Missile Pod  
Option: Booster  
Sub Parts: High Grade Omega Plug  
3-D Radar  
High Output SB Generator

Enemies:

Chimera Dragon x 4  
Lord Gale x 2  
Unmanned Cannon x 4

Allies:

Liger Zero X x 1

This stage is pretty straightforward, literally. It's just a long corridor full of Unmanned Cannons, Chimera Dragons, and Lord Gales. Just fire at them from a distance using the 5-Missile Pod or the DSR. When you reach the end of the corridor, turn around and go back through, because the enemies reappear.

-Mission 15B: Puppeteer- (RM15B\*)

Stop the escape and destroy all the Terra Geist forces! It's a chase attack on the enemy teams after they've lost their base.

New Parts:	New Zoids:
AZ 3Cannon A	Fuzor Dragon

70mm Double Barrel Heavy Machine Gun    Liger Zero Jager  
AZ 30mm Double Barrel Cannon  
Booster (MDR)  
E-Shield (MDR)  
E-Shield (JA)  
High Grade Omega Plug  
Hybrid Armor Z

Battlefield: Terra Geist Base Isle

-Konig Wolf-

Pilot: Zan

Weapons:    Dual Sniper Rifle  
              AZ 5-Missile Pod

Option:     Booster

Sub Parts: Hybrid Armor Z  
              3-D Radar  
              High Output SB Generator

Enemies:

Lord Gale x 1

Chimera Dragon x 7

Use the 5-Missile Pod to destroy the Cannons if they will have any effect on your battles with the Chimera Dragons. All Zoids should be fought against using longer-range weapons, because they all have piercing weapons that are very effective, if you get too close.

-Mission 16A: Dragon with Elec Horns- (RM16A\*)

A final battle! Large Mad Thunder is standing tall in front of us; the Zoid was taken away from the Republic.

New Parts:                   New Zoid:

LR Cannon Eagle           Griffin

Big B Cannon

Booster (GRI)

E-Shield (GRI)

Hybrid SB Generator

Battlefield: Terra Geist Base Upper Area

-Konig Wolf-

Pilot:       Zan

Weapons:    Dual Sniper Rifle  
              AZ 5-Missile Pod

Options:     Booster

Sub Parts: High Grade Omega Plug  
              Hybrid Armor Z  
              Hybrid SB Generator

Enemy:

Mad Thunder x 1

Use the dodge and fire strategy mentioned in the Controls section of this guide. Use the Missile Pod, and the DSR after you run out of missiles.

-Mission 16B: Dragon with Elec Horns- (RM16B\*)

A final battle! Large Mad Thunder is standing in front of us; the Zoid was taken away from the Republic.

New Parts:

LR Cannon Eagle  
Big B Cannon  
AZ 30mm Double Barrel Cannon  
Booster (GRI)  
E-Shield (GRI)  
Booster (PA)  
E-Shield (PA)  
Hybrid SB Generator

New Zoids:

Griffin  
Liger Zero Panzer

Battlefield: Terra Geist Base Upper Area

-Konig Wolf-

Pilot: Tita  
Weapons: Dual Sniper Rifle  
Weapon Binder  
Option: E-Shield  
Sub Parts: Hybrid Armor Z  
ZGR-Type S  
Hybrid SB Generator

Enemies:

Mad Thunder x 1  
Lord Gale x 1

Use the Weapon Binder to fire on Lord Gale first, using the dodge and fire strategy. Then go all out on the Mad Thunder with the Weapon Binder, and use the DSR when you run out of the Weapon Binder ammo.

////////////////////////Section 7: Mission Mode Empire (07A\*)\\

In the Imperial Mission Mode, you play as the pilots of the Rottiger special operations force for the Empire. As said about the Republic storyline, the characters are also in Legacy, but not on any of the shows. If you meet a Rottiger team member, they will be available in the next battle. "B" missions are accessed by choosing not to cooperate with the Blue Unicorn Team. What is unlocked outside of Mission Mode is not affected by whether you completed the A or B version of a Mission. Enemy numbers may vary depending on the order you defeat them in.

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Mission 11 : Defending and Attacking a Line (IM11\*)  
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Mission 15B: Thunder Knight (IM15B\*)  
Mission 16A: Dragon into Enemy's Hands (IM16A\*)  
Mission 16B: Dragon into Enemy's Hands (IM16B\*)

-Mission 1: Who Are You?- (IM01\*)

Lost sight of the team during a mission due to a solo act. Going to an outpost nearby.

New Parts:

AZ 30mm Double Barrel Beam Cannon  
Booster (ML)  
E-Shield (ML)  
Booster (CAT)  
E-Shield (CAT)  
Protect Armor

Battlefield: Empire Development Base

-Atak Cat Noir-

Pilot: Kouki  
Weapons: AZ 20mm Double Barrel Beam Cannon  
Small Double Barrel Laser Gun  
Option: E-Shield  
Sub Parts: Protect Armor

Enemy:

Command Wolf x 1

Keep your distance from the Command Wolf and use your Beam Cannon at a distance. If it comes in too close, use your E-Shield as a weapon, which should stun it long enough to get back to a point to resume your Beam Cannon barrage.

-Mission 2: Stolen Secret- (IM02\*)

Annihilate the enemy before booting the new Zoid and recapture the Zoid.

New Parts:                      New Zoid:  
AZ 50mm Double Beam Cannon    Sea Striker (Sinker)  
Booster (SIN)  
E-Shield (SIN)  
Enemy Search Radar  
Alpha Plug Z

Battlefield: Empire Base

-Atak Cat Noir-

Pilot: Kouki  
Weapons: AZ 20mm Double Barrel Beam Cannon

Small Double Barrel Laser Gun

Option: E-Shield  
Sub Parts: Protect Armor  
Enemy Search Radar  
Alpha Plug Z

Enemies:

Molga x 6  
Cannon Tortoise x 3

Allies:

Zaber Fang RT

For this battle, however much you may want to fight, you don't have the firepower to take the enemies on with the Zoids you have. I hardly ever say this, but you're going to have to let your ally Reiner do most of the fighting. Stay on the West side of the base, because there are less enemies there, and you can fight some of the individual ones. But if more than one shows up, put up your shield and leave the area. Definitely DO NOT use the Molga or Sea Striker in this battle, as they have less defense and HP than the Atak Cat.

-Mission 3: Hit It on the Head- (IM03\*)

Received information on the concentration of Republic Forces; Kouki and Reiner receive a command to go after the enemy forces.

New Parts:	New Zoid:	New Pilot:
High Concentration Sulfuric Acid Gun Booster (ZF) E-Shield (ZF) Blade Antenna	Zaber Fang RT	Reiner

Battlefield: Gorge

-Zaber Fang RT-

Pilot: Kouki  
Weapons: AZ 30mm Double Barrel Beam Cannon  
AZ 3 Cannon A  
Option: E-Shield  
Sub Parts: Protect Armor  
Alpha Plug Z  
Enemy Search Radar

Enemies:

Command Wolf x 2+  
Shadow Fox x 1

The main objective of this Mission is to take out the Shadow Fox. The Command Wolves will keep on appearing until the Shadow Fox is defeated, but when they appear, take them out as your first priority or they will make defeating the Shadow Fox a real chore. Use close-range combat for this battle. The Command Wolves are also really easy to take out, so they don't pose much of a problem, they're just annoying in their interruption of the battle with the Shadow Fox.

-Mission 4A: Battle Plotted- (IM04A\*)

Attacked by the Republic Forces on the way to an Imperial base to get



supplies.

It was Terra Geist!

New Parts:

Weapon Binder

AZ 250mm Double Barrel Long-Range Cannon

ZGR-Type A

Reinforced Protect Armor

Battlefield: Gorge

-Zaber Fang RT-

Pilot: Kouki

Weapons: AZ 250mm Double Barrel Long-Range Cannon

AZ Triple Barrel Cannon A

Weapon Binder

Option: Booster

Sub Parts: Reinforced Protect Armor

Alpha Plug Z

Enemy Search Radar

Enemies:

Molga x 4

Sea Striker x 1

Allies:

Snipe Master x 1

Use the Weapon Binder against all of the enemies. If there are any real close, just attack them with close-range combat. The battle will be over before you know it.

-Mission 4B: Battle Plotted- (IM04B\*)

Attacked by the Republic Forces on the way to an Imperial base to get supplies.

It was Terra Geist!

New Weapons:

Weapon Binder

AZ 250mm Double Barrel Long-Range Cannon

Diplo Cannon

Smoke

ZGR-Type A

Reinforced Protect Armor

Battlefield: Gorge

-Zaber Fang RT-

Pilot: Kouki

Weapons: AZ 250mm Double Barrel Long-Range Cannon

AZ Triple Barrel Cannon A

Weapon Binder

Option: E-Shield

Sub Parts: Reinforced Protect Armor

Alpha Plug Z

Enemy Search Radar

Enemies:

Molga x 3  
Sea Striker x 1

Begin by jumping backwards as far as you can get while still being able to fire upon the enemy, because they will all open fire on you if you move forward from the position you start at in the beginning. Fire at them with the Weapon Binder and they all should be taken out pretty quickly. Be very wary of the Sea Striker with the Beam Gatling, it has a lot of firepower.

-Mission 5: Escape- (IM05\*)

Stopped at an Imperial base for supplies but got ambushed by Terra Geist. Got through their siege: successfully escaped from the base.

New Parts:  
Assault Unit  
Beta Plug Z

Battlefield: Empire Development Base

-Zaber Fang RT-  
Pilot: Kouki  
Weapons: (None)  
Option: Booster  
Sub Parts: Reinforced Protect Armor  
Beta Plug Z  
ZGR-Type A

Enemies:  
Sea Striker x 4  
Proto Zaber x 1

The first thing you may notice about this strategy is that I said not to equip any weapons. This is because the objective doesn't require you to defeat any Zoids to win. Just run from any enemies. The idea of this mission is to get over the walls of the base to escape. All of the gates are closed, so you can't get out through any of them, except the main gate. There are two parts to this mission: getting out of the area of the base you are in, then getting out of the main base. From where you begin, head to the right and all the way to the western wall. Go north along the wall. You should see a bunch of crates along the north wall that go up in a stair pattern, with a space between each step. Jump up each level of the crates, then over the wall. Use the booster when jumping the wall to assure clearance. Then, head east along the north outer wall, then south along the east outer wall, until you get a visual on the Proto Zaber. Do not fight it, just use your boosters to run past it, and jump over it if you have to, and go out of the main gate.

-Mission 6: Hitman in the Setting Sun- (IM06\*)

Former Imperial warriors, now Neo Zenebas supporters and Republic warriors, have occupied the town. Annihilate the enemy!

New Parts:	New Zoids:
Pile Banker	Proto Zaber
SNP Proto Sniper Rifle	Rev Raptor
8-Missile Pod A	
E-Shield (RR)	
Booster (RR)	

SB Generator

Battlefield: Metropolitan Area

-Proto Zaber-

Pilot: Kouki  
Weapons: SNP Proto Sniper Rifle  
AEZ 20mm Beam Gun  
AZ Triple Barrel Cannon A  
Weapon Binder  
Option: Booster  
Sub Parts: Reinforced Protect Armor  
SB Generator  
Enemy Search Radar

Enemies:

Gun Sniper x 1  
Shield Liger x 2

It doesn't really matter what order you take out the Zoids in. You can use long- or close- range attacks, it really doesn't matter, because they won't try to fight back because they are too focused on trying to follow their set paths through the town.

-Mission 7: Recapture- (IM07\*)

Republic's Hover Cargo is spotted in the Empire territory. Shoot down the relief Zoids and capture the transporter!

New Parts:

8-Missile Pod C  
Long-Range Rifle A  
Gatling Unit  
AZ 30mm Double Barrel Beam Cannon  
E-Shield (PZA)

Battlefield: Desert Area

-Proto Zaber-

Pilot: Kouki  
Weapons: Long-Range Rifle A  
AEZ 20mm Beam Gun  
AZ Triple Barrel Cannon A  
Weapon Binder  
Option: Booster  
Sub Parts: Reinforced Protect Armor  
SB Generator  
Beta Plug Z

Enemies:

Konig Wolf x 2

Allies:

Lightning Saix x 1

Begin the battle by using the booster to get as far to the right as possible (from the way you are facing at the beginning of the battle) without leaving the battlefield. Have the LR Rifle ready, and point your Zoid in the

direction of the oncoming Konig Wolf. The other one should be temporarily distracted by Max. Use the LR Rifle to fire at the Konig Wolf when it gets in range. However, should it get too close, use the boosters to head for the Hover Cargo. It can be used as a sort of shield. Use the C-Stick to dodge the enemy Zoids, and continue firing at the same time by using the Control Stick to keep your Zoid aimed at the enemy. If you decide to run to the Hover Cargo, the one Konig Wolf will follow you, and you should use the C-Stick/Control Stick dodge and fire method. The other Konig will not appear for long enough for you to take out the one that followed. If the other one hasn't yet appeared by the time you have defeated the first one, I advise searching for it. When you have located it, do not enter it's firing range, and instead use the LR rifle as before. The second one doesn't seem to put up much of a fight, as it may have used up all of it's ammunition on the Lightning Saix. This should be able to get you through this battle.

#### Another Strategy:

Use the Weapon Binder from a safe distance to attack the Konig Wolves, because they are really good on defense, and are quite hard to escape from if you've already gotten into their range. Allow for Max to distract one of them away from you, while you go all out using the LR Rifle on the one closest to you. Max will not hold out long on the other one he is distracting, because Lightning Saix has poor defense. Use the same strategy to wipe out the remaining one.

#### -Mission 8: Scheme- (IM08\*)

An attack on the transporter succeeded, but we were then ambushed by Terra Geist. The enemy Zoid was Bloody Death Saurer!

New Parts:	New Zoids:
Long-Range Pulse Laser Rifle	Lightning Saix
E-Shield (LS)	
Super Z Armor	

Battlefield: Desert Area

#### -Proto Zaber-

Pilot:	Max
Weapons:	Long-Range Rifle A
	AEZ 20mm Beam Gun
	AZ Triple Barrel Cannon A
	Weapon Binder
Option:	Booster
Sub Parts:	Super Z Armor
	SB Generator
	ZGR-Type A

#### Enemies:

Liger Zero Empire x 3  
Bloody Death Saurer x 1

#### Allies:

Geno Breaker x 1

The objective of this mission is to eliminate Bloody Death Saurer's hit points to about 4000. Let Claudia take care of the Liger Zero Empires, and if they get near you, run away from them, and barrage the Bloody Death Saurer with the Pulse Laser Rifle and the Weapon Binder.

-Mission 9: Counterattack- (IM09\*)

Republic relief teams have arrived! Together with Blue Unicorn, shoot down Bloody Death Saurer!

New Parts:	New Zoids:
AZ Triple Barrel Cannon A	Geno Breaker
High Concentration Sulfuric Acid Gun	
AZ 120mm Gatling Cannon	
E-Shield (GB)	
Gamma Plug Z	
High Output SB Generator	

Battlefield: Desert Area

-Proto Zaber-

Pilot: Max

Weapons: Long-Range Rifle A  
AEZ 20mm Beam Gun  
AZ Triple Barrel Cannon A  
Weapon Binder

Option: Booster

Sub Parts: Super Z Armor  
High Output SB Generator  
ZGR-Type A

Enemies:

Bloody Death Saurer x 1  
Liger Zero Empire x 3+

Just focus on the Bloody Death Saurer. The Liger Zero Empires have no effect on whether or not you win the battle. Just go all out on it with the LR Pulse Laser. Let Shoma deal with the LZE.

-Mission 10: Get the Radars- (IM10\*)

Received information that our radar base is being occupied due to inside treason. Destroy the entire radar system and stop their plot!

New Parts:	New Zoids:
E-Shield (LZ)	Liger Zero Empire
All-Direction Missile Set	
Wide-Range Search Radar	

Battlefield: Radar Base

-Proto Zaber-

Pilot: Max

Weapons: Long-Range Rifle A  
AEZ 20mm Beam Gun  
AZ Triple Barrel Cannon A  
Weapon Binder

Option: Booster

Sub Parts: Super Z Armor  
High Output SB Generator  
ZGR-Type A

Enemies:

Radar Tower x 4  
Sea Striker x 5

All you have to do is destroy all of the Radar Towers outside each of the four corners of the base. Use the Weapon Binder's missiles to destroy them. If any Sea Strikers get in your way, take them out using close-range attacks.

-Mission 11: Defending and Attacking a Line- (IM11\*)

Terra Geist's outpost has been identified. We will proceed with the attack, but expect to encounter a strong defensive front.

New Parts:	New Zoids:
Long-Range Rifle A	Iron Kong
80mm Ground to Ground Cannon	Dark Horn
AZ Triple Barrel Laser Cannon	
Booster (RH)	
E-Shield (RH)	
High Maneuver Booster Pack	
E-Shield (IK)	
Multi-Blade Antenna	

Battlefield: Crater Area

-Proto Zaber-

Pilot: Max  
Weapons: Long-Range Rifle A  
          AEZ 20mm Beam Gun  
          AZ Triple Barrel Cannon A  
          Weapon Binder  
Option: E-Shield  
Sub Parts: Super Z Armor  
          High Output SB Generator  
          Wide-Range Search Radar

Enemies:

Rev Raptor x 2  
Dark Spiner x 1  
Unmanned Cannon x 7

Go for the Dark Spiner first, as it is your toughest opponent in this mission. Just head forward until you see it, then stay just far away from it so you can see it, and fire on it with the LR Rifle until it is defeated. Then go and look for the Rev Raptors, and defeat them with the same tactics used to defeat the Dark Spiner.

-Mission 12A: Lightball Dragon- (IM12A\*)

Got through the Terra Geist defense network, but Lezard is blocking our way, using the large, new Zoid, Seismosaurus.

New Parts:

Weapon Pack B  
Beam Launcher  
Selfpro 10-Rocket B  
Beam Gatling Unit A  
AZ 30mm Armor-Piercing Laser

High Grade Plug Z

Battlefield: Wasteland

-Proto Zaber-

Pilot: Max  
Weapons: Long-Range Rifle A  
AEZ 20mm Beam Gun  
AZ Triple Barrel Cannon A  
Weapon Binder  
Option: Booster  
Sub Parts: Super Z Armor  
High Output SB Generator  
High Grade Plug Z

Enemies:

Molga x 3  
Seismosaurus x 1

Allies:

Gun Sniper x 1

Go to the right with Tita to take out the two Molgas there. After defeating them, destroy the one coming in from the right. Then head for the Seismosaurus. It should be attacked with the Long-Range Rifle. If any Molgas come in, destroy them immediately, because they will give you a really hard time if you don't. Repeat until Seismosaurus is defeated.

-Mission 12B: Lightball Dragon- (IM12B\*)

Got through the Terra Geist defense network, but Lezard is blocking our way, using the large new Zoid, Seismosaurus.

New Parts:	New Zoids:
Weapon Pack B	Dark Spiner
Beam Launcher	
Selfpro 10-Rocket Launcher B	
Beam Gatling Unit A	
AZ 30mm Armor Piercing Laser	
Land Mine	
E-Shield (DS)	
High Grade Plug Z	

Battlefield: Wasteland

-Dark Spiner-

Pilot: Max  
Weapons: AZ 144mm Machine Gun  
Double Barrel Cannon  
Jamming Blade  
Weapon Binder  
Option: E-Shield  
Sub Parts: Super Z Armor  
High Output SB Generator  
Wide-Range Search Radar

Enemies:

Seismosaurus x 1  
Sea Striker x 2

Molga x 2

Destroy all of the Molgas and Sea Strikers by letting them come to you, then attack them with the Weapon Binder or with close-range attacks. Then begin attacking the Seismosaurus with the Weapon Binder from a distance. You must defeat all Zoids on the battlefield to win.

-Mission 13A: Hidden Doors- (IM13A\*)

Terra Geist's base is hidden in camouflage. Get the patrolling Zoids, and find the entrance to the base.

New Parts:	New Zoids:
Beam Launcher	Elephander
Weapon Pack C	
Double Barrel Pulse Laser Gun	
Booster (EL)	
E-Shield (EL)	
Multi Radar	
Coating Armor Z	

Battlefield: Wasteland

-Proto Zaber-

Pilot:	Max
Weapons:	Long-Range Rifle A AEZ 20mm Beam Gun AZ Triple Barrel Cannon A Weapon Binder
Option:	Booster
Sub Parts:	Coating Armor Z High Output SB Generator Wide-Range Search Radar

Enemies:

Atak Cat x 2  
Pteramander x 1

Allies:

Blade Liger x 1

The objective here is to find the hidden entrance to the Terra Geist base. Follow the arrow to get a guideline as to where the entrance is. But, before you follow the arrow's direction, head to the Eastern side of the map. There will be a point when an enemy shows up on the radar. Go to the area the enemy was in, and walk at an angle next to the wall. There should be a shortcut through the wall. Go through, and head towards the Western side of the map, until you see a Pteramander. Then, walk towards the wall facing the Pteramander. At some point on the wall, you'll go right into it, and this is the entrance!

-Mission 13B: Hidden Doors- (IM13B\*)

Terra Geist's secret base is in camouflage. Get the patrolling Zoids and find the entrance to the base.

New Parts:	New Zoids:
Beam Launcher	Elephander





the more will appear. I'd advise using the strategy written for 14B for both instances of the 14th Imperial Mission. They're technically the same Mission, you just don't have a partner in 14B.

-Mission 14B: Steel Passages- (IM14B\*)

Successfully got inside the Terra Geist base. It's like a maze inside. Destroy all Zoids that are in the passage.

New Parts:

Beam Gatling Unit B  
Assault Gatling Unit  
Double Pile Banker  
Shell Cannon  
Booster (DS)  
3-D Radar

Battlefield: Terra Geist Base

-Berserk Fury-

Pilot: Max  
Weapons: AZ 185mm Beam Cannon  
High Concentration Sulfuric Acid Gun  
Weapon Binder  
Option: High Maneuverability Thruster  
Sub Parts: Coating Armor Z  
3-D Radar  
High Output SB Generator

Enemies:

Chimera Dragon x 3

Head up to the first point you can turn left at, then head through that passage, then go right when there is a passage to the right. Head up the right passage, and you will see the first Chimera Dragon on the radar. Go to fight that one with close-range attacks, or the Weapon Binder. Then head through the passage that is parallel to the one you got to the first Chimera with. Head towards the Eastern part of the map, and then turn down the first passage to the left. Head North until you come up to a hall to the right. Go through, and then to the left again. The second Chimera should be there. Defeat it using the Weapon Binder. Then head to the northernmost point you can reach, and turn left. You will reach the end of the hall, then it will have a right turn. Go right, then turn left at the next intersection, and keep going straight ahead, until you see another Chimera. Go a bit of distance further down the passage, and another one will appear in place of the one you just defeated. Now all of them will be restored. You should have enough time to go back through and destroy the rest of them, although time will be a bit tight.

-Mission 15A: Thunder Knight- (IM15A\*)

Arrived at the central area of the base, only to find that new Zoids were waiting for us; they are completely different from the old ones.

New Parts:

Dual Sniper Rifle  
Long-Range Pulse Laser Rifle  
Beam Gatling Unit D  
Booster (CDR)

New Zoids:

Chimera Dragon

E-Shield (CDR)  
High Grade Omega Plug  
ZGR-Type S

Battlefield: Terra Geist Base Central

-Proto Zaber-

Pilot: Max  
Weapons: Long-Range Rifle A  
          AEZ 20mm Beam Gun  
          AZ Triple Barrel Cannon A  
          Weapon Binder  
Option: Booster  
Sub Parts: Coating Armor Z  
          High Output SB Generator  
          Wide-Range Search Radar

Enemies:

Chimera Dragon x 1  
Lord Gale x 1

Allies:

Gojulas x 1

Just stay a distance from whichever Zoid you choose to fight first, and fire on it with the Long-Range Rifle.

-Mission 15B: Thunder Knight- (IM15B\*)

Arrived at the central area of the base, only to find that new Zoids were waiting for us; they are completely different from the old ones.

New Parts:	New Zoids:
Dual Sniper Rifle	Chimera Dragon
Long-Range Pulse Laser Rifle	
Beam Gatling Unit D	
Booster (CDR)	
E-Shield (CDR)	
High Grade Omega Plug	
ZGR-Type S	

Battlefield: Terra Geist Base Central

-Berserk Fury-

Pilot: Max  
Weapons: AZ 185mm Beam Cannon  
          High Concentration Sulfuric Acid Gun  
          Weapon Binder  
Option: High Maneuverability Thruster  
Sub Parts: Coating Armor Z  
          3-D Radar  
          High Output SB Generator

Enemies:

Chimera Dragon x 2  
Lord Gale x 1

Just go all out with your Weapon Binder on each of the Zoids. The others really won't interfere with you when you're battling one. But, in case they do, be

ready to use you booster to run.

-Mission 16A: Dragon into Enemy's Hands- (IM16A\*)

A final battle! Ultrasaurus is standing tall in front of us; the Zoid was taken away from the Republic.

New Parts:                   New Zoids:  
Assistance Booster       Lord Gale  
E-Shield (LGA)  
Hybrid SB Generator  
Hybrid Armor Z

Battlefield: Terra Geist Base Upper Area

-Dark Horn-

Pilot:           Max  
Weapons:       Beam Launcher x 2  
               80mm Ground to Ground Cannon  
               High Concentration Sulfuric Acid Gun  
               8-Missile Pod C  
Option:        E-Shield  
Sub Parts:    Hybrid Armor Z  
               Hybrid SB Generator  
               High Output SB Generator

Enemies:  
Ultrasaurus x 1

Allies:  
Blade Liger x 1  
Liger Aero x 1

Go all out on the Ultrasaurus with your Beam Launcher. Just be sure to avoid its beam attacks!

-Mission 16B: Dragon into Enemy's Hands- (IM16B\*)

A final battle! Ultrasaurus is standing tall in front of us; the Zoid was taken away from the Republic.

New Parts:                   New Zoids:  
Assistance Booster       Lord Gale  
E-Shield (LGA)           Liger Zero X  
Booster (X)  
Hybrid SB Generator  
Hybrid Armor Z

Battlefield: Terra Geist Upper Area

-Proto Zaber-

Pilot:           Max  
Weapons:        Long-Range Rifle A  
                  AEZ 20mm Beam Gun  
                  AZ Triple-Barrel Cannon A  
                  Weapon Binder  
Option:        E-Shield  
Sub Parts:    Hybrid Armor Z



Mega Death Saurer

The code is listed in the Codes section (05J\*).

Battlefields:

1. Wasteland
2. Metropolitan Area
3. Empire Development Base
4. Crater Area
5. Dragon Valley A
6. Desert Area
7. Empire Forces North Base
8. Terra Geist Base Upper Area
9. Desert Hills
10. Republic Airbases
11. Republic Advance Base
12. Empire Supply Base
13. Dragon Valley B
14. Republic Training Combat Area
15. Terra Geist Base Isle
16. Terra Geist Base Central

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There is no longer an address at which I can be contacted for questions about the guide or the game. The address at which I could previously be contacted has been overrun by spam, and therefore I have chosen to discontinue email support for the guide. Any questions can typically be answered on message boards on the permitted sites. I can sometimes be found at the GameFAQs/Gamespot board for Zoids.

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