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< Introduction [GBU01] >
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The FAQ is intended to provide basic information on the PSP game, Gundam Battle Universe, to new players. It includes translations of the various menus as well as a few gameplay tips (version 0.20). Later versions will include detailed

information on all of the mobile suits in the game (stats, how to unlock, etc.) as well as information on all of the missions in the game--including details on how to achieve an "S-Rank" for every mission. The FAQ is basically only here to provide information as a point of reference--not hold your hand as you play the game.

I'm just one guy and I'll try to finish this up as best I can, so please be patient with me.

Current FAQ Status [GBU01A]

Version 0.65: After nearly a year, I'm finally getting around to re-writing all of the FAQ that was lost when my hard drive crashed last winter. I hope to have this FAQ completely finished before the end of the year... hopefully (much) sooner.

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-----< Notes [GBU02] >-----
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1. Because Gundam Battle Universe is a Japanese game, the basic select/cancel controls are opposite to those of western games. Remember, press "O" to select and "X" to cancel.

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-----< Menu Translation [GBU03] >-----
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```

The main menu may look daunting to those of us illiterate in the Japanese language, but it's rather straightforward. I was able to pick it up fairly quickly simply through trial-and-error, but for those who would like a simple Chart for reference, here's a simple translation of the main menu:

```

Campaign-----New Game
                |-----Load Game

Versus-----One Player Versus
                |-----Communication Versus & Co-Op

Gallery-----Mobile Suits
                |-----Characters
                |-----Vehicles & Weapons
                |-----Universal Century History
                |-----Wallpapers
                |-----Battle Records
                |-----Music Archives

Password

Options-----BGM Volume
                |-----Voice Volume
                |-----Sound Effects Volume
                |-----Control Type A/Type B/Type C/Manual Setting

```

The control map at the bottom of the options screen is as follows:

Move Forward.....Fire Primary Weapon.....Charged Ranged Attack
 Move Backward.....Melee Attack.....Charged Melee Attack
 Move Left.....Secondary Weapon.....Charged Boost
 Move Right.....Boost.....Change Primary Weapon
 Target Lock Up.....Guard.....Transform/Fly
 Target Lock Down.....Target Lock.....Special Attack
 Target Lock Left.....Menu.....Hyper Mode
 Target Lock Right.....Issue AI Commands.....

```

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-----< Tuning Translation [GBU04] >-----
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```

Tuning your mobile suit and its weapons isn't quite so easy to navigate as the menu. Credit for this translation goes to brokenkei of GameFAQs.

MS Tuning Menu:

- ...Health Points
- ...Solid Defense
- ...Beam Defense
- ...Mobility
- ...Thruster Output
- ...Thruster Speed
- ...Radar Range
- ...Balance
- ...Turning Speed

Weapon Tuning Menu

- ...Attack Power
- ...Accuracy
- ...Volley Size/Rate of Fire
- ...Reload Time
- ...Lock-on Speed (?)
- ...Ammunition

```

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-----< Tuning Tips [GBU04A] >-----
      \-----/
  
```

When tuning your mobile suit, it's usually best to focus on the weapons--immediately upgrade the accuracy and reloading time. This will let you use that weapon more frequently, as well as make it more accurate when you do use it. Accuracy is particularly important with upgrading beam weapons.

Don't worry too much about the radar range. Most of the maps are small enough that you'll be able to fly from one end to the other in seconds. Don't tune this up unless you have the extra points to spend.

There are three levels of tuning, basic, intermediate and advanced, colored blue, orange and purple in the same order. When you first get your mobile suit, the basic tuning will already be maxed--but you can still decrease these values all the way to the bottom if you're desperate for extra points! If you're hurting for tuning points, try removing all of the basic tuning points from weapons you don't use.

The key to fighting in Gundam Battle Universe is avoiding enemy fire, so it's usually best to prioritize tuning up the thrusters over the mobile suit's defense and health. Once you get your Mobile Suit's Health tuned up to 3200 or higher, and once both of the defense values are greater than 25 or so, you should consider focusing mostly on your weapons and thrusting abilities.

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-----< How To Play [GBU05] >-----
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Since the game's options menu provides a nice visual, I would ask that you look to the in-game display with the translation provided above for the easiest way to see how all of the in-game controls are mapped out.

Basic Controls [GBU05A]

Movement.....	D-Pad
Fire Primary Weapon.....	Circle (O)
Fire Secondary Weapon.....	Square
Use Melee Weapon.....	Triangle
Boost.....	X (X)
Select Target.....	Right Trigger
Guard.....	Left Trigger
Change Target.....	Thumbstick

Advanced Controls [GBU05B]

Boost Forward/Backward/Left/Right.....	D-Pad Double-Tap Up/Down/Left/Right
Change Primary Weapon.....	Left Trigger + Square
Order AI Partner to use a Melee Attack.....	Select + Up
Order AI Partner to Attack.....	Select + Right
Order AI Partner to use Special Attack.....	Select + Down
Order AI Partner to Defend.....	Select + Left
Charged Ranged Attack.....	Left Trigger + Circle
Charged Melee Attack.....	Left Trigger + Triangle
Charged Boost.....	Left Trigger + X
Change Perspective (1st or 3rd Person).....	Start Menu + Middle Option

General Tips [GUB05C]

Lead The Target: If you hold down on the primary weapon button (default: square) before firing, the targeting reticle will "lead" the target. This means that instead of shooting at where the enemy IS, you'll be firing at where the enemy is going, making your shot far more likely to hit. This feature is present for all of the weapons in the game other than machine guns, which automatically lead the target.

Deselect Target: If you hold down on the Right Trigger, you can deselect any targets, giving you complete freedom of view. This is particularly useful when escaping a zone. To re-activate the auto-targeting, simply tap the Right Trigger.

Never stop moving: If you're mobile suit is standing still, you're an easy target. Always move around the stage quickly to avoid enemy fire.

Use Terrain to your advantage: Several enemy mobile suits (the Qubeley, for instance) have devastatingly powerful special attacks that can rip through the armor of nearly any mobile suit and destroy it in a singly hit. Often, these are very hard to avoid, but if you hide behind the terrain (like a building, or cliff) you won't be hit by the special attack.

Avoid Enemy Fire: A lot of the time you can see incoming enemy fire early enough to avoid getting it. If you're having trouble dodging the bullets, try backing away from the enemy that's doing the shooting. The further away from the enemy you are, the easier it is to dodge its shots.

Spend Your Tuning Points wisely: If you tend to only use certain weapons, don't bother upgrading the weapons you never use.

Never Use Two of the Same Mobile Suits: if both you and your AI partner have different mobile suits, each mobile suit will earn tuning points for the battle. AI-controlled mobile suits will accumulate 50% of the tuning points you earn after battle. This is a great way to build up TP for mobile suits without actually using them in battle.

-----< Mobile Suit List [GBU06] >-----

There are a LOT of playable mobile suits to choose from in Gundam Battle Universe. Currently, there's only the (incomplete) list here. It will eventually include all of the mobile suits in the game, their starting statistics, maximum tuning points, etc. I have also taken the liberty of assigning each mobile suit a subjective grade--A, B, C, D or F--to indicate my rating for each one. These grades have nothing to do with the stats or rankings of the mobile suits, but rather indicate my opinion on their overall effectiveness in battle.

Please keep in mind that this list is NOT YET COMPLETE.

-----< EFSF [GBU06A] >-----

RX-78-2 Gundam
RX-78-1 Prototype Gundam
RX-78-2 Gundam [MC]
RX-78-3 G-3 Gundam
RX-78-4 Gundam Unit 4
RX-78-5 Gundam Unit 5
RX-78-6 Gundam Mudrock
RX-79[G] Gundam [G]
RX-79[G] Gundam [G] with GM Head.
RX-79[G]EX-8 Gundam EZ-8
RX-78NT-1 Gundam Alex
FA-78-1 Full Armor Gundam
RX-77-2 Guncannon
RX-77D Guncannon [MP]
RX-77D Guncannon [MP] White Dingo Colors
RX-75 Guntank

RX-79BD-1 Blue Destiny Unit 1
RX-79BD-3 Blue Destiny Unit 3
RGM-79 GM
RGM-79 White Dingo Colors
RGM-79[G] GM [G]
RGM-79[E] GM [E]
RGM-79D GM [CD]
RGM-79G GM Command
RGM-79GS GM Command [S]
RGM-79SP GM Sniper II
RGC-8D GM Cannon
GRC-8D GM Cannon White Dingo Colors
RB-79 Ball
RB-79K Ball K-Type

RX-78-2 Gundam

---Tuning Point Limit: 14408
---Primary Weapons: Beam Rifle, Hyper Bazooka, Super Napalm
---Secondary Weapon: Head Vulcans
---Melee Weapon: Beam Saber
---Subjective Rating: B
---Comments: A very well-rounded mobile suit. Good SP Attack.

RX-78-1 Prototype Gundam

---Tuning Point Limit: 14630
---Primary Weapons: Beam Rifle, Hyper Bazooka
---Secondary Weapon: Head Vulcans
---Melee Weapon: Hyper Hammer
---Subjective Rating: B-
---Comments: Gundam Hammer instead of a beam saber is kind of cool, but it's not worth the stat decrease compared to the RX-78-2.

RX-78-2 Gundam [MC]

---Tuning Point Limit: 24154
---Primary Weapons: Beam Rifle, Double Hyper Bazookas
---Secondary Weapon: Head Vulcans
---Melee Weapon: Double Beam Sabers
---Subjective Rating: B+
---Comments: Probably the best variant of the RX-78-2. High tuning limit, very strong melee and solid attacks.

RX-78-3 G-3 Gundam

---Tuning Point Limit: 26790
---Primary Weapons: Beam Rifle, Hyper Bazooka
---Secondary Weapons: Head Vulcan
---Melee Weapon: Beam Javelin
---Subjective Rating: A
---Comments: Probably the best 0079-era mobile suit. Very well rounded with a high tuning limit, the Special Attack is very accurate and very strong.

RX-78-4 Gundam Unit 4

---Tuning Point Limit: 14361
---Primary Weapons: Hyper Beam Rifle, Hyper Bazooka, Mega-Beam Launcher
---Secondary Weapons: Head Vulcans
---Melee Weapon: Beam Saber
---Subjective Rating: B-
---Comments: It's really no better than the RX-78-2, unless you like using the Mega-Beam Launcher.

RX-78-5 Gundam Unit 5

---Tuning Point Limit: 16578
---Primary Weapons: Hyper Beam Rifle, Hyper Bazooka, Giant Gatling Gun
---Secondary Weapons: Head Vulcans
---Melee Weapon: Beam Saber
---Subjective Rating: B
---Comments: Nearly identical to Gundam Unit 4. The giant gatling gun is very strong and can be very accurate if you tune it, which can be a lot of fun to play with. The big problem is that you cannot move and fire the gatling gun simultaneously.

RX-78-6 Gundam Mudrock

---Tuning Point Limit: 23079
---Primary Weapons: Beam Rifle, 300mm Cannons
---Secondary Weapons: Head Vulcans
---Melee Weapon: Beam Saber
---Subjective Rating: C+
---Comments: Poor defense and mobility. It's a Gundam, but that's about all it has going for it.

RX-79[G] Gundam [G]

---Tuning Point Limit: 10247
---Primary Weapons: 100mm Machine Gun, Missiles, 180mm Cannon
---Secondary Weapons: Flare Bomb
---Melee Weapon: Beam Saber
---Subjective Rating: C-
---Comments: With all of its powerful solid weapons, this could be a great mobile suit to use--particularly in the later stages of the game, when you have to fight enemies with I-Fields. Unfortunately, those enemies usually only appear in space-stages, and the Gundam [G] can only be used

RX-79[G] Gundam [G] with GM Head.

---Tuning Point Limit: 10125
---Primary Weapons: 100mm Machine Gun, Missiles, Hyper Bazooka
---Secondary Weapons: Chest Machine Gun
---Melee Weapon: Beam Saber
---Subjective Rating: C
---Comments: Different weapons, but same flaw as the regular ground combat gundam. Slightly weaker stats, too.

RX-79[G]EX-8 Gundam EZ-8

---Tuning Point Limit: 11753
---Primary Weapons: Beam Rifle, Hyper Bazooka, 180mm Cannon
---Secondary Weapons: Vulcan
---Melee Weapon: Beam Saber
---Subjective Rating: B-
---Comments: The strongest of the ground-combat only suits, but still just as limited.

RX-78NT-1 Gundam Alex

---Tuning Point Limit: 28319
---Primary Weapons: Beam Rifle, Arm Gatling
---Secondary Weapons: Head Vulcans
---Melee Weapon: Beam Saber
---Subjective Rating: A
---Comments: One of the strongest Gundams in the 0079 era. Good stats and a good SP Attack. Definitely worth using as a primary mobile suit.

FA-78-1 Full Armor Gundam

---Tuning Point Limit: 23123
---Primary Weapons: Beam Gun, Missile Pod

---Secondary Weapons: 240mm Cannon
---Melee Weapon: Grapple
---Subjective Rating: C
---Comments: Lots of firepower, but requires tuning up the weapon accuracy to be worthwhile. Lack of balance limits possible uses.

RX-77-2 Guncannon

---Tuning Point Limit: 11127
---Primary Weapons: Beam Rifle, 240mm Cannons, Missiles
---Secondary Weapons: Firenuts
---Melee Weapon: Grapple
---Subjective Rating: C-
---Comments: Lots of firepower and easily tuned up for armor, but has a distinct lack of mobility and speed.

RX-77D Guncannon [MP]

---Tuning Point Limit: 12541
---Primary Weapons: Bullpup Machine Gun, 240mm Cannons
---Secondary Weapons: Head Vulcans
---Melee Weapon: Grapple
---Subjective Rating: D+
---Comments: Roughly the same as the original Guncannon, with weaker stats.

RX-77D Guncannon [MP] White Dingo Colors

---Tuning Point Limit: 13945
---Primary Weapons: Dual Bullpup Machine Guns
---Secondary Weapons: 240mm Cannons
---Melee Weapon: Grapple
---Subjective Rating: C
---Comments: The best Guncannon variant. It has fewer weapons, but better stats, and more room to upgrade.

RX-75 Guntank

---Tuning Point Limit: 11883
---Primary Weapons: 120mm Cannons
---Secondary Weapons: BOMB Missiles
---Melee Weapon: Full Body Attack
---Subjective Rating: F
---Comments: Lots of firepower, but big and slow. Shooting a Guntank is something akin to hitting the broadside of a barn.

RX-79BD-1 Blue Destiny Unit 1

---Tuning Point Limit: 9990
---Primary Weapons: 100mm Machine Gun, Beam Rifle, Chest Missiles
---Secondary Weapons: Hand Grenade
---Melee Weapon: Beam Saber
---Subjective Rating: B-
---Comments: It's basically a suped-up GM [G]. The EXAM system makes it fast.

RX-79BD-3 Blue Destiny Unit 3

---Tuning Point Limit: 19205
---Primary Weapons: Beam Rifle, Chest Missiles
---Secondary Weapons: Chest Vulcan
---Melee Weapon: Beam Saber
---Subjective Rating: B
---Comments: It's basically a suped up Gundam [G]. EXAM system makes it fast.

RGM-79 GM

---Tuning Point Limit: 5249
---Primary Weapons: Beam Spray Gun, Hyper Bazooka

---Secondary Weapons: Head Vulcans
---Melee Weapon: Beam Saber
---Subjective Rating: D-
---Comments: Quite clearly one of the weakest mobile suits in the game. Only the early Zaku models are inferior.

RGM-79 White Dingo Colors

---Tuning Point Limit: 6882
---Primary Weapons: Beam Spray Gun, 100mm Machine Gun, Hyper Bazooka
---Secondary Weapons: Head Vulcans
---Melee Weapon: Beam Saber
---Subjective Rating: D
---Comments: Much better stats than the standar GM, but still pretty weak.

RGM-79[G] GM [G]

---Tuning Point Limit: 5917
---Primary Weapons: 100mm Machine Gun, Missiles, Hyper Bazooka
---Secondary Weapons: Net Gun
---Melee Weapon: Beam Saber
---Subjective Rating: D-
---Comments: Net Gun is useful for stalling enemies--they can still shoot, but they can't move. Too weak to use yourself, but it's worth sending the AI partner out in one if you don't have a lot of options.

RGM-79[E] GM [E]

---Tuning Point Limit: 6203
---Primary Weapons: Bullpup Machine Gun, Hyper Bazooka
---Secondary Weapons: Head Vulcans
---Melee Weapon: Beam Saber
---Subjective Rating: D
---Comments: Think of it as a slightly-above-average GM.

RGM-79D GM [CD]

---Tuning Point Limit: 6076
---Primary Weapons: Machine Gun, Grenade Launcher
---Secondary Weapons: Head Vulcans
---Melee Weapon: Beam Saber
---Subjective Rating: C-
---Comments: Another GM variant. Slightly better stats, more room to upgrade.

RGM-79G GM Command

---Tuning Point Limit: 8554
---Primary Weapons: Machine Gun, Grenade Launcher, Smoke Bomb
---Secondary Weapons: Head Vulcans
---Melee Weapon: Beam Saber
---Subjective Rating: C
---Comments: Again, a marginal improvement. Smoke Bomb can be useful.

RGM-79GS GM Command [S]

---Tuning Point Limit: 11287
---Primary Weapons: Beam Gun, Bullpup Machine Gun
---Secondary Weapons: Head Vulcans
---Melee Weapon: Beam Saber
---Subjective Rating: C+
---Comments: Another marginal improvement. More room to upgrade than previous iterations of the GM.

RGM-79SP GM Sniper II

---Tuning Point Limit: 18330
---Primary Weapons: Long Range Beam Rifle

---Secondary Weapons: Head Vulcans
---Melee Weapon: Beam Saber
---Subjective Rating: A
---Comments: The best GM variant, and one of the best 0079-era mobile suits.
it doesn't have many weapons, but it's well rounded and versatile. It can
be deadly if you know how to use it.

RGC-8D GM Cannon

---Tuning Point Limit: 12755
---Primary Weapons: Bullpup Machine Gun
---Secondary Weapons: 240mm Cannon
---Melee Weapon: Grapple
---Subjective Rating: D
---Comments: Decent, can be entertaining to use for a while, but nothing
too great.

GRC-8D GM Cannon White Dingo Colors

---Tuning Point Limit: 11650
---Primary Weapons: Beam Spray Gun, Hyper Bazooka, 240mm Cannon
---Secondary Weapons: Head Vulcans
---Melee Weapon: Grapple
---Subjective Rating: D
---Comments: Slightly better stats than the regular GM Cannon.

RB-79 Ball

---Tuning Point Limit: 8327
---Primary Weapons: 120mm Cannon
---Secondary Weapons: Call Ball
---Melee Weapon: Manipulator Arms
---Subjective Rating: F-
---Comments: Only use if you really, really want a challenge.

RB-79K Ball K-Type

---Tuning Point Limit: 6093
---Primary Weapons: 180mm Cannon
---Secondary Weapons: Wire Anchor
---Melee Weapon: Manipulator Arms
---Subjective Rating: F
---Comments: Only use if you only kind of really want a challenge.

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MS-06F Zaku II
MS-06S Zaku II [S] Char Custom
MS-06FZ Zaku II FZ
MS-06R-1 Zaku II High-Mobility Type R1
MS-06R-2 Zaku II High-Mobility Type R2
MS-06R-2 Zaku II High-Mobility Type R2 [RG]
MS-06R-2 Zaku II High-Mobility Type R2 [GH]
MS-11 Act Zaku
MS-06K Zaku Cannon
MS-05B Zaku I
MS-07B Gouf
MS-07B-3 Gouf Custom
MS-09 Dom

MSM-03 Gogg
MSM-07 Z'Gok
MSM-07E Z'Gok E-Type
MSM-04 Acguy
MSM-10 Zock
MSM-08 Zogok
EMS-05 ACG
MS-09R Rick-Dom
YMS-15 Gyan
MS-14A Gelgoog
MS-14S Gelgoog [S] Char Custom
MS-14JG Gelgoog Jaeger
MSN-02 Zeong
MSN-02 Perfect Zeong
MS-08TX[EXAM] Efreet Custom
MAX-03 Adzam
MAN-03 Braw-Bro
Aspalus mk.I
Aspalus mk.II
Aspalus mk.III

-----< EFSF (0083) [GBU06C] >-----
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RX-78GP01 Gundam Zephyranthes
RX-78GP01 Gundam Full Vernian Zephyranthes
RGM-79C CM Type-C
RGC-83 GM Cannon II
RGM-79C GM Type-C Alternate
RGM-79 Powered GM
RGM-79N GM Custom
RGM-79Q GM Quel
MS-06F-2 Zaku II Type-F2
MS-14F Gelgoog Marine
RB-79C Ball C-Type
RX-78GP03 Gundam Dendrobium Orchis

RX-78GP01 Gundam Zephyranthes
---Tuning Point Limit: 16861
---Primary Weapons: Beam Rifle, Heavy Beam Rifle, Bullpup Machine Gun
---Secondary Weapons: Head Vulcans
---Melee Weapon: Beam Saber
---Subjective Rating: B+
---Comments: Well-balanced and versatile, deffinitely a mainstay unit.

RX-78GP01-FB Gundam Full Vernian Zephyranthes
---Tuning Point Limit: 18612
---Primary Weapons: Beam Rifle, Heavy Beam Rifle, Bullpup Machine Gun
---Secondary Weapons: Head Vulcans
---Melee Weapon: Beam Saber
---Subjective Rating: A-
---Comments: Even better than the RX-78GP01.

RGM-79C GM Type-C
---Tuning Point Limit: 9114
---Primary Weapons: Bullpup Machine Gun, Hyper Bazooka
---Secondary Weapons: Head Vulcans

---Melee Weapon: Beam Saber
---Subjective Rating: D
---Comments: Another suped-up GM, but still a GM.

RGC-83 GM Cannon II

---Tuning Point Limit: 14619
---Primary Weapons: GM Rifle
---Secondary Weapons: Beam Cannons
---Melee Weapon: Beam Saber
---Subjective Rating: D+
---Comments: Lots of firepower and room to upgrade compensate for the poor starting stats.

RGM-79C GM Type-C Alternate

---Tuning Point Limit: 8397
---Primary Weapons: Bullpup Machine Gun, Hyper Bazooka
---Secondary Weapon: Head Vulcan
---Melee Weapon: Beam Saber
---Subjective Rating: D-
---Comments: This alternate version has weaker stats.

RGM-79 Powered GM

---Tuning Point Limit: 12190
---Primary Weapons: Bullpup Machine Gun, Hyper Bazooka
---Secondary Weapon: Head Vulcans
---Melee Weapon: Beam Saber
---Subjective Rating: C+
---Comments: Its speed and mobility make up for its lack of firepower.

RGM-79N GM Custom

---Tuning Point Limit: 9506
---Primary Weapons: GM Rifle, Beam Rifle, Hyper Bazooka
---Secondary Weapon: Head Vulcans
---Melee Weapon: Beam Saber
---Subjective Rating: B-
---Comments: Well-balanced with lots of room to upgrade. One of the better GM variants.

RGM-79Q GM Quel

---Tuning Point Limit: 15235
---Primary Weapons: Beam Rifle, GM Rifle, Hyper Bazooka
---Secondary Weapon: Head Vulcans
---Melee Weapon: Beam Saber
---Subjective Rating: B
---Comments: The best of the GM variants. Good stats and a high tuning limit.

MS-06F-2 Zaku II Type-F2

---Tuning Point Limit: 6006
---Primary Weapons: MMP-78 Machine Gun, Grenade Launcher, Zaku Bazooka
---Secondary Weapon: Hand Grenade
---Melee Weapon: Heat Hawk
---Subjective Rating: D-
---Comments: One of the weakest 0083-era mobile suits.

MS-14F Gelgoog Marine

---Tuning Point Limit: 16005
---Primary Weapons: MMP-80 Machine Gun, Grenade Launcher
---Secondary Weapon: Rapid Cannon
---Melee Weapon: Beam Saber
---Subjective Rating: C

---Comments: A decent mobile suit, but lack of beam weaponry makes it less useful later in the game.

RB-79C Ball C-Type

---Tuning Point Limit: 13357

---Primary Weapons: 120mm Cannon

---Secondary Weapon: Call Ball

---Melee Weapon: Manipulator Arms

---Subjective Rating: F-

---Comments: Only use if you really, really want a challenge.

RX-78GP03 Gundam Dendrobium Orchis

---Tuning Point Limit: 26357

---Primary Weapons: Mega-Beam cannon, Big-C Missiles, Micro-Missiles

---Secondary Weapon: Bomb-Wire

---Melee Weapon: Giant Beam Saber

---Subjective Rating: B

---Comments: It's very, very strong, but also very big. It can be hard to see what the enemy is doing when piloting.

-----< Delaz Fleet [GBU06D] >-----
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MS-06F-2 Zaku II Type-F2

Ms-06F-2 Zaku II Type F2 Alternate

MS-06F-2 Zaku II Type-FT Alternate 2

MS-09F/TROP Dom Tropen

MS-09F/TROP Dom Tropen Alternate

MS-09R-2 Rick-Dom II

YMS-16M Xamel

MS-14F Gelgoog Marine

MS-14FS Gelgoog Marine Cima Garahau Custom

AGX-04 Gerbera-Tetra

MS-21C Dra-C

AMX-002 Neue Ziel

-----< AEUG [GBU06E] >-----
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RX-178 Gundam Mk.II

FXA-050 RX-178 Super Gundam

MSN-00100 Hyaku-Shiki

MSZ-006 Zeta Gundam

MSZ-0063 Zeta Gundam [GD]

RMS-099 Rick Dias

RMS-099 Rick Dias (Red)

MSK-008 Dijeh

RGM-79R GM-II

MSA-003 Nemo

MSA-005 Methuss

RX-178 Gundam Mk.II

---Tuning Point Limit: 18986

---Primary Weapons: Beam Rifle, Hyper Bazooka, Shield Missiles
---Secondary Weapon: Vulcan Pod
---Melee Weapon: Beam Saber
---Subjective Rating: A
---Comments: A strong mobile suit with one of the best non-funnel Special Attacks in the game.

FXA-050 RX-178 Super Gundam

---Tuning Point Limit: 19942
---Primary Weapons: Long Rifle, Hyper Bazooka, Missile Pod
---Secondary Weapon: Vulcan Pod
---Melee Weapon: Beam Saber
---Subjective Rating: B
---Comments: Very strong and well-armed, but also very big and hard to move.

MSN-00100 Hyaku-Shiki

---Tuning Point Limit: 29545
---Primary Weapons: Beam Rifle, Clay Bazooka
---Secondary Weapon: Head Vulcan
---Melee Weapon: Beam Saber
---Subjective Rating: A
---Comments: Very fast and very strong--and shiny to boot.

MSZ-006 Zeta Gundam

---Tuning Point Limit: 25961
---Primary Weapons: Beam Rifle, Hi-Mega Launcher, Arm Grenades
---Secondary Weapon: Head Vulcans
---Melee Weapon: Beam Saber
---Subjective Rating: A+
---Comments: Strong, fast, transforms, a high tuning limit, and one of the best SP Attacks in the game--what's not to love?

MSZ-0063 Zeta Gundam [GD]

---Tuning Point Limit: 27486
---Primary Weapons: Beam Rifle, Hi-Mega Launcher, Arm Grenades
---Secondary Weapon: Head Vulcans
---Melee Weapon: Beam Saber
---Subjective Rating: A
---Comments: Similar to the original Zeta, only faster, it's area-of-effect SP Attack is very powerful, but inaccurate.

RMS-099 Rick Dias

---Tuning Point Limit: 14672
---Primary Weapons: Beam Pistol, Clay Bazooka, Vulcan Phalanx
---Secondary Weapon: Dummy Balloons
---Melee Weapon: Beam Saber
---Subjective Rating: B
---Comments: Well-balanced mobile suit, but not the bast. The dummy balloons come in handy.

RMS-099 Rick Dias (Red)

---Tuning Point Limit: 16710
---Primary Weapons: Beam Pistol, Clay Bazooka, Vulcan Phalanx
---Secondary Weapon: Dummy Balloons
---Melee Weapon: Beam Saber
---Subjective Rating: B+
---Comments: Very similar to the black Rick Dias, has better stats.

MSK-008 Dijeh

---Tuning Point Limit: 26023

---Primary Weapons: Beam Rifle, Clay Bazooka
---Secondary Weapon: Head Vulcans
---Melee Weapon: Beam Naginata
---Subjective Rating: B
---Comments: Good default HP and speed.

RGM-79R GM-II

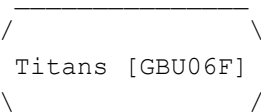
---Tuning Point Limit: 15221
---Primary Weapons: Beam Rifle, Hyper Bazooka
---Secondary Weapon: Torimochi
---Melee Weapon: Beam Saber
---Subjective Rating: D
---Comments: A GM. Stunningly... inferior.

MSA-003 Nemo

---Tuning Point Limit: 20311
---Primary Weapons: Beam Rifle, Clay Bazooka
---Secondary Weapon: head Vulcans
---Melee Weapon: Beam Saber
---Subjective Rating: D+
---Comments: Don't let its saucy looks fool you--it's basically a GM, too.

MSA-005 Methuss

---Tuning Point Limit: 29189
---Primary Weapons: Dual Beam Pistols
---Secondary Weapon: Arm Missiles
---Melee Weapon: Beam Saber
---Subjective Rating: B
---Comments: Fast and transformable, the dual beam pistols have a lot of firepower and a high rate of fire. And excellent mobile suit, if you take the time to upgrade it.

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RX-178 Gundam Mk.II Titans Colors

RGM079R GM-II

RMS-106 Hizack

RMS-106 Hizack EFSF Colors

RMS-106CS Hizack Custom

MS-06K Zaku Cannon EFSF Colors

RMS-117 Galbaldy

RMS-108 Marasai

PMX-000 Messala

NRX-044 Assimar

NRX-044 Assimar [GD]

ORX-005 Gaplant

RX-110 Gabthley

RX-139 Hambrabi

RMS-154 Barzam

RX-160 Byalant

NRZ-055 Bound-Doc

NRZ-055 Bound-Doc (Red)

PMX-002 Bolinoak Samahn

PMX-003 The-O

RX-178 Gundam Mk.II Titans Colors

---Tuning Point Limit: 18212
---Primary Weapons: Beam Rifle, Hyper Bazooka, Shield Missiles
---Secondary Weapon: Vulcan Pod
---Melee Weapon: Beam Saber
---Subjective Rating: A
---Comments: Essentially the same as the AEUG version.

RGM079R GM-II

---Tuning Point Limit: 14612
---Primary Weapons: Beam Rifle, Hyper Bazooka
---Secondary Weapon: Torimochi
---Melee Weapon: Beam Saber
---Subjective Rating: D
---Comments: Easily the most generic mobile suit outside of the One Year War.

RMS-106 Hizack

---Tuning Point Limit: 18134
---Primary Weapons: Zaku Machine Gun, Beam Rifle
---Secondary Weapon: Missile Pod
---Melee Weapon: Heat Hawk
---Subjective Rating: C
---Comments: Decent enough performance, but the lack of beam weapons this late in the game is a major handicap.

RMS-106 Hizack EFSF Colors

---Tuning Point Limit: 16723
---Primary Weapons: Zaku Machine Gun, Beam Rifle
---Secondary Weapon: Missile Pod
---Melee Weapon: Beam Saber
---Subjective Rating: C
---Comments: Nearly identical to the regular Hizack, but I don't think the beam saber quite makes up for the lost tuning points.

RMS-106CS Hizack Custom

---Tuning Point Limit: 16507
---Primary Weapons: Beam Launcher
---Secondary Weapon: Missiles
---Melee Weapon: Beam Saber
---Subjective Rating: B
---Comments: The beam launcher can be a devastating sniper-cannon, once properly upgraded.

MS-06K Zaku Cannon EFSF Colors

---Tuning Point Limit: 8805
---Primary Weapons: Zaku Machine Gun, 180mm Cannon, Missile Pod
---Secondary Weapon: Smoke Bombs
---Melee Weapon: Grapple
---Subjective Rating: F
---Comments: Seriously low performance and lack of a decent melee option make the Zaku Cannon a mobile suit to avoid.

RMS-117 Galbaldy

---Tuning Point Limit: 20022
---Primary Weapons: Beam Rifle, Missiles
---Secondary Weapon: Flash
---Melee Weapon: Beam Saber
---Subjective Rating: C
---Comments: A fair average unit.

RMS-108 Marasai

---Tuning Point Limit: 23235

---Primary Weapons: Beam Rifle, Feyadeen
---Secondary Weapon: Dummy Balloons
---Melee Weapon: Beam Saber
---Subjective Rating: D
---Comments: Feels slow and sluggish, even when upgraded.

PMX-000 Messala

---Tuning Point Limit: 28687
---Primary Weapons: Mega-Particle Cannon, Missile Pod
---Secondary Weapon: Grenades
---Melee Weapon: Beam Saber
---Subjective Rating: B
---Comments: Nice and fast, but runs out of ammunition too quickly.

NRX-044 Assimar

---Tuning Point Limit: 38223
---Primary Weapons: Beam Rifle
---Secondary Weapon: Hand Grenade
---Melee Weapon: Grapple
---Subjective Rating: F
---Comments: Big, clumsy, and too few weapons.

NRX-044 Assimar [GD]

---Tuning Point Limit: 33502
---Primary Weapons: Beam Rifle
---Secondary Weapon: Grenades
---Melee Weapon: Grapple
---Subjective Rating: D
---Comments: The grenades are a bit stronger, and the paint-scheme is much nicer, but overall this is the same old assimar.

ORX-005 Gaplant

---Tuning Point Limit: 36642
---Primary Weapons: Beam Rifle
---Secondary Weapon: Torimochi
---Melee Weapon: Beam Saber
---Subjective Rating: B
---Comments: Very fast, and packs a heavy punch.

RX-110 Gabthley

---Tuning Point Limit: 18495
---Primary Weapons: Feyadeen, Mega-Particle Cannon, Dual Mega-Particle Cannons
---Secondary Weapon: Vulcans
---Melee Weapon: Beam Saber
---Subjective Rating: B
---Comments: Two different mega-particle cannons? What's not to love?

RX-139 Hambrabi

---Tuning Point Limit: 16961
---Primary Weapons: Feyadeen, Beam Cannon, Beam Gun
---Secondary Weapon: Serpent
---Melee Weapon: Claw
---Subjective Rating: A
---Comments: Small, fast, transformable... and it's got a nice assortment of beam weapons. Deffinitely one of the best Titans mobile suits.

RMS-154 Barzam

---Tuning Point Limit:
---Primary Weapons:
---Secondary Weapon:

---Melee Weapon:
---Subjective Rating:
---Comments:

RX-160 Byalant

---Tuning Point Limit: 37009
---Primary Weapons: Mega-Cannon
---Secondary Weapon: Torimochi
---Melee Weapon: Beam Saber
---Subjective Rating: D
---Comments: Adequately fast, but the Byalant is too big a target.

NRZ-055 Bound-Doc

---Tuning Point Limit: 42950
---Primary Weapons: Beam Rifle
---Secondary Weapon: Diffusion Beam
---Melee Weapon: Beam Saber
---Subjective Rating: C
---Comments: As with most Titans suits, it's simply too easy to hit.

NRZ-055 Bound-Doc (Red)

---Tuning Point Limit: 43296
---Primary Weapons: Beam Rifle
---Secondary Weapon: Diffusion Beam
---Melee Weapon: Claw
---Subjective Rating: C
---Comments: Same as the regular Bound-Doc.

PMX-002 Bolinoak Samahn

---Tuning Point Limit: 27619
---Primary Weapons: Grenades, Beam Gun
---Secondary Weapon: Beam Tomahawk
---Melee Weapon: Beam Tomahawk
---Subjective Rating: C
---Comments: Takes a bit of time to get used to, but once you know how to fly it, the Samahn is a passable mobile suit.

PMX-003 The-O

---Tuning Point Limit: 49266
---Primary Weapons: Beam Rifle
---Secondary Weapon: Quick Reload
---Melee Weapon: Beam Sword
---Subjective Rating: A
---Comments: The biggest and baddest Titans mobile suit, it's quite fast and very tough.

-----<  Axis [GBU06G] >-----

AMX-003 Gaza C

AMX-003 Gaza C Haman Custom
AMX-004 Qubeley Haman Custom

AMX-003 Gaza C

---Tuning Point Limit: 26694
---Primary Weapons: K-Buster

---Secondary Weapon: Beam Gun
---Melee Weapon: Beam Saber
---Subjective Rating: D
---Comments: Very-much a low-tier suit, best to drop it as soon as possible.

AMX-003 Gaza C Haman Custom

---Tuning Point Limit: 33642
---Primary Weapons: K-Buster
---Secondary Weapon: Beam Gun
---Melee Weapon: Beam Saber
---Subjective Rating: D
---Comments: Same as the normal Gaza-C. While you can upgrade it more, you're not going to want to.

AMX-004 Qubeley Haman Custom

---Tuning Point Limit: 44976
---Primary Weapons: Hand-Launcher
---Secondary Weapon: Funnels
---Melee Weapon: Beam Saber
---Subjective Rating: B
---Comments: The best of the Axis mobile suits, you'll be spending as much time in this white knight as you can.

-----< AEUG (0088) [GBU06H] >-----
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MSZ-010 ZZ Gundam

FA-0105 Full-Armor ZZ Gundam
MSZ-006 Zeta Gundam with Zaku Head
RGM-86R GM-III
RGM-86R GM-III Alternate
Catol

MSZ-010 ZZ Gundam

---Tuning Point Limit: 28986
---Primary Weapons: Beam Rifle, Dual Mega-Particle Rifle, Hi-Mega Cannon
---Secondary Weapon: Double Vulcans
---Melee Weapon: Hyper Beam Saber
---Subjective Rating: A
---Comments: Ridiculously awesome... that's the ZZ all right.

FA-0105 Full-Armor ZZ Gundam

---Tuning Point Limit: 31059
---Primary Weapons: Dual Mega Particle Rifle/Missiles, Missiles, Hi-Mega Cannon
---Secondary Weapon: Spray Missiles
---Melee Weapon: Hyper Beam Saber
---Subjective Rating: A
---Comments: Even more badass than the ZZ.

MSZ-006 Zeta Gundam with Zaku Head

---Tuning Point Limit: 23612
---Primary Weapons: Beam Rifle, Hi-Mega Launcher, Grenades
---Secondary Weapon: Missiles
---Melee Weapon: Beam Saber
---Subjective Rating: A
---Comments: Startlingly similar to the Zeta....

RGM-86R GM-III

---Tuning Point Limit: 15928
---Primary Weapons: Beam Rifle, Missile Pod
---Secondary Weapon: Head Vulcans
---Melee Weapon: Beam Saber
---Subjective Rating: D
---Comments: Because you can never have too many GM variants.

RGM-86R GM-III Alternate

---Tuning Point Limit: 15625
---Primary Weapons: Beam Rifle, Missile Pod
---Secondary Weapon: Missiles
---Melee Weapon: Beam Saber
---Subjective Rating: D
---Comments: Looks like I spoke too soon.

Catol

---Tuning Point Limit: 22203
---Primary Weapons: Fire
---Secondary Weapon: Napalm Cannon
---Melee Weapon: Grapple
---Subjective Rating: F
---Comments: Is it worse than a ball? I don't know, but it's great if you want a real man's challenge.

-----< Neo Zeon [GBU06I] >-----
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AMX-006 Gaza D
AMX-009 Dreissen
AMX-102 Zssa
AMX-101 Galus-J
AMX-104 R-Jarja
AMX-107 Bawoo (Green)
AMX-008 Ga-Zowmn
MS-09G Dowadge
MS-09K Dowadge [R]
MS-06D Desert Zaku
MS-06D Desert Zaku Alternate
AMX-011 Zaku III
AMX-011S Zaku III Custom
MS-05 Zaku I [TB]
MS-14A Gelgoog [R]
MSM-04N Agguy [TB]
AMX-014 Doven Wolf
AMX-103 Hamma-Hamma
AMX-109 Capule
MS-14J ReGelg
AMA-01X Jamru Fin
Geze
Geze Alternate
AMX-004-2 Qubeley mk.II

AMX-006 Gaza D
---Tuning Point Limit: 25236

---Primary Weapons: K-Buster, Missiles, Beam Gun
---Secondary Weapon: Gaza Storm
---Melee Weapon: Beam Saber
---Subjective Rating: D
---Comments: Neo Zeon has a ton of mobile suits, and as you're likely to find out, most of them stink.

AMX-009 Dreissen

---Tuning Point Limit: 25399
---Primary Weapons: Beam Cannon, Beam Rifle
---Secondary Weapon: Tri-Blade
---Melee Weapon: Beam Lancer
---Subjective Rating: D
---Comments: A stinker all right.

AMX-102 Zssa

---Tuning Point Limit: 20072
---Primary Weapons: Missiles, Missile Pod
---Secondary Weapon: Missile Pod
---Melee Weapon: Beam Saber
---Subjective Rating: C
---Comments: Surprisingly, the Zssa's ability to spam missiles is quite effective.

AMX-101 Galus-J

---Tuning Point Limit: 22964
---Primary Weapons: Missile Pod, Energy Gun, F-Launcher
---Secondary Weapon: Chest Missile
---Melee Weapon: Arm Punch
---Subjective Rating: D-
---Comments: Slow, clumsy, and horrendously inaccurate.

AMX-104 R-Jarja

---Tuning Point Limit: 31779
---Primary Weapons: Beam Rifle
---Secondary Weapon: Missile Pod
---Melee Weapon: Beam Saber
---Subjective Rating: C-
---Comments: Very... average.

AMX-107 Bawoo (Green)

---Tuning Point Limit: 27674
---Primary Weapons: Beam Rifle, Mega-Particle Cannon, Arm Grenades
---Secondary Weapon: Missiles
---Melee Weapon: Beam Saber
---Subjective Rating: C+
---Comments: A decent mobile suit, but it's too slow compared to the enemies it will be up against.

AMX-008 Ga-Zowmn

---Tuning Point Limit: 31627
---Primary Weapons: K-Buster, Beam Gun
---Secondary Weapon: Missiles
---Melee Weapon: Beam Saber
---Subjective Rating: A-
---Comments: Easily the best Neo Zeon grunt suit. The missile barrages are incredibly effective, and the Ga-Zowmn's ability to transform makes it extremely mobile. If you're going to focus on tuning up any single Neo Zeon mobile suit, this should be it—at least until you get the Qubeley.

MS-09G Dowadge

---Tuning Point Limit: 15551
---Primary Weapons: Giant Bazooka
---Secondary Weapon: Tomahawk
---Melee Weapon: Heat Saber
---Subjective Rating: F
---Comments: Only capable in melee.

MS-09K Dowadge [R]

---Tuning Point Limit: 15777
---Primary Weapons: Beam Cannon, Sturm Faust
---Secondary Weapon: Vulcans
---Melee Weapon: Saber/Tomahawk
---Subjective Rating: D+
---Comments: A marked improvement, but still nothing special.

MS-06D Desert Zaku

---Tuning Point Limit: 9102
---Primary Weapons: Zaku Machine Gun, Rocket Cannon, Missiles
---Secondary Weapon: Net Rocket
---Melee Weapon: Heat Tomahawk
---Subjective Rating: F
---Comments: Seriously weak.

MS-06D Desert Zaku Alternate

---Tuning Point Limit: 13211
---Primary Weapons: Zaku Machine Gun, Rocket Cannon, Beam Rifle
---Secondary Weapon: Sand Bombs
---Melee Weapon: Heat Tomahawk
---Subjective Rating: D-
---Comments: The Beam Rifle makes this variant a bit better... but only a bit.

AMX-011 Zaku III

---Tuning Point Limit:
---Primary Weapons:
---Secondary Weapon:
---Melee Weapon:
---Subjective Rating:
---Comments:

AMX-011S Zaku III Custom

---Tuning Point Limit: 28983
---Primary Weapons: Beam Rifle, Beam Cannon, Hide Bombs
---Secondary Weapon: Head Vulcans
---Melee Weapon: Beam Saber
---Subjective Rating: D
---Comments: None.

MS-05 Zaku I [TB]

---Tuning Point Limit: 5052
---Primary Weapons: Zaku Machine Gun
---Secondary Weapon: Hand Grenades
---Melee Weapon: Grapple
---Subjective Rating: F
---Comments: None.

MS-14A Gelgoog [R]

---Tuning Point Limit: 16237
---Primary Weapons: Beam Rifle, Mine Scatter
---Secondary Weapon: Sand Machine

---Melee Weapon: Beam Naginata
---Subjective Rating: D-
---Comments: None.

MSM-04N Agguy [TB]

---Tuning Point Limit: 16979
---Primary Weapons: Vulcan Cannon
---Secondary Weapon: Flash
---Melee Weapon: Heat Rod
---Subjective Rating: F-
---Comments: Unimaginably ugly, and weak to boot.

AMX-014 Doven Wolf

---Tuning Point Limit: 17860
---Primary Weapons: Beam Rifle, Beam/Grenade, Missiles
---Secondary Weapon: Incom
---Melee Weapon: Beam Saber
---Subjective Rating: C-
---Comments: None.

AMX-103 Hamma-Hamma

---Tuning Point Limit: 26405
---Primary Weapons: Beam Cannon, Mega-Particle Cannon, Mines
---Secondary Weapon: Beam Hands
---Melee Weapon: Beam Saber
---Subjective Rating: C
---Comments: None.

AMX-109 Capule

---Tuning Point Limit: 16944
---Primary Weapons: Beam Launcher, Missiles
---Secondary Weapon: Sonic Blast
---Melee Weapon: Iron Nail
---Subjective Rating: A+
---Comments: Okay, so it sucks. Who cares? This is the mother****ing Kapool!

MS-14J ReGelg

---Tuning Point Limit: 16895
---Primary Weapons: Beam Rifle, Grenades, Missiles
---Secondary Weapon: Grenade/Mine
---Melee Weapon: Beam Saber
---Subjective Rating: D
---Comments: Absolutely ridiculous.

AMA-01X Jamru Fin

---Tuning Point Limit: 26098
---Primary Weapons: Hi-Mega Cannon, Mega-B Cannon
---Secondary Weapon: Missiles
---Melee Weapon: Grapple
---Subjective Rating: D
---Comments: None.

Geze

---Tuning Point Limit: 14294
---Primary Weapons: Junk Shot, Junk Lancer
---Secondary Weapon: Stun Stick
---Melee Weapon: Stick
---Subjective Rating: F
---Comments: Essentially one big, expensive joke.

Geze Alternate

---Tuning Point Limit: 15991
---Primary Weapons: Junk Shot, Junk Shot
---Secondary Weapon: Stick Throw
---Melee Weapon: Stick
---Subjective Rating: F
---Comments: This one is red.

AMX-004-2 Qubeley mk.II

---Tuning Point Limit: 36428
---Primary Weapons: Hand Launcher
---Secondary Weapon: Funnels
---Melee Weapon: Beam Saber
---Subjective Rating: B+
---Comments: The best of Neo Zeon's suits... expect to still have a tough time facing off against Judau.

-----< Londo Bell [GBU06J] >-----

RX-93 Nu Gundam

FA-93HWS Nu Gundam [HWS]

RX-93 Nu Gundam (Dual Fin-Funnels)

RGM-89 Jegan

RGM-89S Stark Jegan

RGZ-91 Refined Gundam Zeta

RX-93 Nu Gundam

---Tuning Point Limit: 33463
---Primary Weapons: Beam Rifle, New Hyper-Bazooka, Missile/Beam
---Secondary Weapon: Fin Funnels
---Melee Weapon: Beam Saber
---Subjective Rating: A
---Comments: Welcome to the very top tier.

FA-93HWS Nu Gundam [HWS]

---Tuning Point Limit: 33914
---Primary Weapons: Beam Rifle, Missiles, Missiles
---Secondary Weapon: Fin Funnels
---Melee Weapon: Beam Saber
---Subjective Rating: A
---Comments: Slower than the Nu, but better suited for ranged confrontations.

RX-93 Nu Gundam (Dual Fin-Funnels)

---Tuning Point Limit: 42558
---Primary Weapons: Beam Rifle, New Hyper-Bazooka, Missile/Beam
---Secondary Weapon: Fin Funnels
---Melee Weapon: Beam Saber
---Subjective Rating: A
---Comments: Just as dominating as the Nu, the only real difference here is the double-complement of Fin Funnels.

RGM-89 Jegan

---Tuning Point Limit: 13608
---Primary Weapons: Beam Rifle, Missiles, Hand Grenades
---Secondary Weapon: Dummy Balloons
---Melee Weapon: Beam Saber

---Subjective Rating: C
---Comments: A decent grunt suit, but still a grunt suit.

RGM-89S Stark Jegan

---Tuning Point Limit: 17392
---Primary Weapons: Hyper Bazooka, Missiles, Hand Grenades
---Secondary Weapon: Mega-Cannon
---Melee Weapon: Beam Saber
---Subjective Rating: B
---Comments: The boosted stats and new weapons make the Stark Jegan much better suited to take on hosts of stronger enemies.

RGZ-91 Refined Gundam Zeta

---Tuning Point Limit: 22407
---Primary Weapons: Beam Rifle, Grenades, Hand Grenades
---Secondary Weapon: Head Vulcan
---Melee Weapon: Beam Saber
---Subjective Rating: B
---Comments: Very much a middle-step between the Jegan and the Nu.

-----< Char's Neo Zeon [GBU06K] >-----
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MSN-04 Sazabi

NZ-333 Alpha-Azieru

MSN-03 Jagd Doga

AMS-119 Geara Doga

AMS-119 Geara Doga Rezin Schnyder Custom

-----< Extra Mobile Suits [GBU06L] >-----
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MSZ-006 Z Plus A1

MSZ-006 Z Plus C1

MSZ-007 Z Plus C1/2

MSA-0011 S-Gundam

RMS-141 Xeku Eins

FA-010AFAZZ FAZZ

ORX-013 Gundam Mk.V

MSA-0011[EXT] Ex-S Gundam

RX-105 Xi Gundam

RX-104FF Penelope Gundam

F-91 Gundam F91

XM-07 Vigna Ghina

XMA-01 Rafflesia

RX-78-2 Gundam [Last Shooting]

RX-78-2 Gundam Casval Custom

MSZ-006 Z Plus A1

---Tuning Point Limit: 32920
---Primary Weapons: Beam Rifle, Beam Cannon
---Secondary Weapon: Head Vulcan
---Melee Weapon: Beam Saber
---Subjective Rating: A-
---Comments: Fast and versaitle, the Zeta Plus series is exceptional.

MSZ-006 Z Plus C1

---Tuning Point Limit: 30272
---Primary Weapons: B-Smart Gun, Beam Cannon
---Secondary Weapon: Head Vulcans
---Melee Weapon: Grabble
---Subjective Rating: B+
---Comments: A very fast mobile suit that makes an excellent sniper, if not for the lack of a decent melee attack, it would be nearly perfect.

MSZ-007 Z Plus C1/2

---Tuning Point Limit: 24606
---Primary Weapons: B-Smart Gun, Hi-Mega Cannon, Beam Cannon
---Secondary Weapon: Head Vulcans
---Melee Weapon: Grapple
---Subjective Rating: A-
---Comments: Same as the regular C1, with a bit more firepower.

MSA-0011 S-Gundam

---Tuning Point Limit: 28199
---Primary Weapons: B-Smart Gun, Beam Cannon, Beam Cannon
---Secondary Weapon: Incom
---Melee Weapon: Beam Saber
---Subjective Rating: B+
---Comments: Big, but tough.

RMS-141 Xeku Eins

---Tuning Point Limit: 18329
---Primary Weapons: Giant Gatling, Clay Bazooka, Sturm Faust
---Secondary Weapon: Smoke Bombs
---Melee Weapon: Beam Saber
---Subjective Rating: A-
---Comments: More firepower than you could ever need, in one handy package.

FA-010AFAZZ FAZZ

---Tuning Point Limit: 27895
---Primary Weapons: Beam Rifle, Beam Cannon, Missiles
---Secondary Weapon: Hi-Mega Cannon
---Melee Weapon: Grapple
---Subjective Rating: A-
---Comments: It's a monster, no matter how you look at it.

ORX-013 Gundam Mk.V

---Tuning Point Limit: 28798
---Primary Weapons: Beam Rifle, Beam Cannon, Missile Pod
---Secondary Weapon: Incom
---Melee Weapon: Beam Saber
---Subjective Rating: A
---Comments: Well-balanced with a good variety of weapons, its barrage-type SP Attack can come in very handy.

MSA-0011[EXT] Ex-S Gundam

---Tuning Point Limit: 30433
---Primary Weapons: B-Smart Gun, Beam Cannon, Beam Cannon 2
---Secondary Weapon: Incom
---Melee Weapon: Beam Saber
---Subjective Rating: A-
---Comments: It's big and strong, but also a tad clumsy. It has more firepower than you'll ever need.

RX-105 Xi Gundam

---Tuning Point Limit: 39735
---Primary Weapons: Beam Rifle, Missiles, Beam Cannon
---Secondary Weapon: Funnel-Missiles
---Melee Weapon: Beam Saber
---Subjective Rating: A+
---Comments: Fast, strong, and nearly invincible. Use this if you have an allergy imperfection.

RX-104FF Penelope Gundam

---Tuning Point Limit: 40881
---Primary Weapons: Beam Rifle, Mega-Particle Cannon, Sand Barrel
---Secondary Weapon: Funnel-Missiles
---Melee Weapon: Beam Saber
---Subjective Rating: A+
---Comments: More firepower than the Xi Gundam, off-set by its larger size and slightly decreased speed and mobility.

F-91 Gundam F91

---Tuning Point Limit: 44617
---Primary Weapons: Beam Rifle, Beam Launcher, VSBR
---Secondary Weapon: Mega-M Cannon
---Melee Weapon: Beam Saber
---Subjective Rating: A+
---Comments: Arguably the best mobile suit in the game. It's absurdly fast, and can often be ~too~ fast. It's small and has teeth, but takes some getting used to.

XM-07 Vigna Ghina

---Tuning Point Limit: 38910
---Primary Weapons: Beam Rifle
---Secondary Weapon: Beam Launcher
---Melee Weapon: Beam Saber
---Subjective Rating: A-
---Comments: A well-rounded mobile suit with a poor selection of weapons.

XMA-01 Raflessia

---Tuning Point Limit: 49396
---Primary Weapons: Mega-Particle Cannon, Beam Cannon, Beam Cannon Spread
---Secondary Weapon: Bugs
---Melee Weapon: Tentacle-Rod
---Subjective Rating: A
---Comments: It's big and hard to move around, but you'll be hard-pressed to find anything with more firepower. Perfect for open space-stages.

RX-78-2 Gundam [Last Shooting]

---Tuning Point Limit: 29658
---Primary Weapons: Beam Rifle
---Secondary Weapon: Voice
---Melee Weapon: Beam Saber
---Subjective Rating: A+
---Comments: The headless one-armed wonder. You can't put Gundam Battle Universe away without trying this baby out first.

RX-78-2 Gundam Casval Custom

---Tuning Point Limit: 34327
---Primary Weapons: Beam Rifle, Hyper Bazooka
---Secondary Weapon: Head Vulcan
---Melee Weapon: Beam Saber
---Subjective Rating: A

---Comments: Very similar to Amuro's Gundam, only in sexy Char colors.

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-----< Mission Guide [GBU07] >-----
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The mission guide isn't intended solely as a walkthrough--if you know how to play the game, and can play it well, you don't really need a lot of help. If you do need a lot of help, this is not the place to look for it. This guide merely outlines all of the missions in the game, and lists the objectives that need to be completed to beat each one of them. Also included are tips for both beating the mission, and beating the mission will attaining an S-Rank.

Your rank in a mission is determined by a number of factors--how long you took to beat the mission, how many mission objectives you fulfilled, how many enemies you destroyed, and how much HP you had remaining after clearing each stage (if applicable) of a mission. If you are unable to score enough points for an S-Rank by following this Mission Guide, odds are you are taking too long to beat the mission, taking too much damage, or failing to destroy a sufficient quantity of enemies. You may want to try maxing out your mobile suit's upgrades before trying again.

If you come across any data that is incorrect, or know of any data for a particular mission that is absent from this guide, please email me at the adress listed at the end of the FAQ.

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-----< Tutorial Missions [GBU07A] >-----
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Training Mission #1 - Basic Controls

Objectives:

- Walk to North Target Area
- Walk to South Target Area

Tips: None.

Training Mission #2 - Aerial Controls

Objectives:

- Jump to the Northern Plateau.
- Jump to the Eastern Plateau.
- Jump to the Southern Plateau.
- Jump to the Western Plateau.

Tips: None.

Training Mission #3 - Guard

Objectives:

- Move to the Target area while Guarding against enemy attacks.
- Do not take any damage.

Tips: None.

Training Mission #4 - Main Weapon

Objectives:

- Use your primary weapon to destroy all four targets in the area.

Tips: Don't worry about guarding or avoiding fire--none of the enemies will attack you.

Training Mission #5 - Grapple

Objectives:

-Use your Melee Attack to destroy all three targets in the area.

Tips: None.

Training Mission #6 - Sub Weapon

Objectives:

-Use your Secondary Weapon to destroy all three targets in the area.

Tips: This training mission can be rather difficult. While holding down the secondary weapon button (default: square) use the D-Pad to direct your Zaku I's grenade. Take out the enemies quickly, one at a time, before they destroy you.

Training Mission #7 - Forecast Shooting

Objectives:

-Destroy all four targets in the area.

Tips: Remember to hold down on the primary weapon button (default: circle) to lead the target.

Training Mission #8 - Bombardment

Objectives:

-Destroy all three target in the area.

Tips: Don't worry about guarding or avoiding fire--none of the enemies will attack you.

Training Mission #9 - Snipe

Objectives:

-Destroy all four targets in the area.

Tips: This time, the enemies will be fighting back. Try to keep your distance while you shoot at them. Use Charged attacks (default: left trigger + circle) to destroy the enemies with a single shot.

Training Mission #10 - Psycommu

Objectives:

-Destroy both targets in the area.

Tips: Pressing the secondary weapon button (default: square) will release your funnels. You may shoot the funnels any time after they're deployed by pressing the secondary weapon button until your ammunition runs out. Wait for the funnels to reach the target before firing them for maximum accuracy.

Training Mission #11 - Charge #1: Move

Objectives:

-Move to the four target areas.

Tips: Use your Charged boost (default: left trigger + X) to travel across the terrain quickly.

Training Mission #12 - Charge #2: Shoot

Objectives:

-Destroy all four targets in the area.

Tips: These enemies will not attack you, but they'll keep moving. Keep your distance and used your Charged ranged attack (default: left trigger + square) to quickly defeat them.

Training Mission #13 - Charge #3: Grapple

Objectives:

-Destroy all four targets in the area.

Tips: This time, use your Charged melee attack (default: left trigger + triangle) to quickly defeat the enemies.

Training Mission #14 - Charge #4: Special Attack

Objectives:

-Destroy both enemies in the target area.

Tips: These two hostiles will be attack you this time, and you don't have a lot of armor. Luckily, they're far enough apart you can take them on one at a time. Quickly choose your target and use your special attack (default: Triangle + Circle) to destroy it before the other enemy can attack you. Then, repeat.

Training Mission #15 - Move on the Flight Type

Objectives:

-Get on the Flyer.

-Move to all four target areas.

Tips: Moving in the air can be a bit more tricky than on the ground. You always have forward thrust, so now the D-Pad Up and D-Pad Down control your angle, rather than your heading. Pressing the boost button (default: X) will increase your speed.

Training Mission #16 - Attack on the Flight Type

Objectives:

-Get on the Flier.

-Destroy both targets in the area.

Tips: Use your thruster to boost out of the way of enemy fire. You can use your secondary weapon button (default: square) to use the Flyer's missiles, and you can use your mobile suit's primary weapon normally.

Training Mission #17 - Move on the Cannon Type

Objectives:

-Get on the Square.

-Move to all four target areas.

Tips: Moving on the Square is roughly the same as normal mobile suit movement, only you no longer have to boost to jump over high terrain. Pressing boost (default: X) will increase your rate of climb, however.

Training Mission #18 - Attack on the Cannon Type

Objectives:

-Get on the Burst Liner.

-Destroy all three enemies in the area.

Tips: Be careful when firing the big cannon--once you activate it, you cannot move for a few moments. Be careful to fire it when your target is not moving, or else you may miss your target and be left vulnerable to enemy attack.

Training Mission #19 - Appendix #1: The I-Field

Objectives:

-Destroy the Byg-Zam

Tips: The Byg-Zam has an I-Field that will soak up the damage of energy attacks, so switch to an alternate primary weapon (default: left trigger + square) to select the Gundam's Hyper Bazooka. Use the Hyper Bazooka to destroy the target.

Training Mission #20 - Appendix #2: Skill

Objectives:

-Destroy the enemy.

Tips: You're only fighting one enemy, but don't let that make you drop your guard--it can be a tough fight if you don't pay attention. Remember to guard (default: left trigger) and use Charged ranged shots (default: left trigger + square) to win the fight quickly.

Training Mission #21 - Extra #1: Transform

Objectives:

-Destroy both targets in the area.

Tips: Transform (default: square + X) into flight-mode to avoid enemy fire.

Remember to lead the enemies to make your shots more accurate.

Training Mission #22 - Extra #2: Carrying

Objectives:

-Move all four containers to the target area.

Tips: Pick up a container simply by targeting and approaching it. When you reach the target area (the yellow circle on the map) simply press the secondary fire button (default: square) to drop the container.

Training Mission #23 - Extra #3: In Universe

Objectives:

-Destroy all four targets in the area.

Tips: Moving in space is essentially the same as moving with a flyer--the Up and Down directions on your D-Pad control your heading instead of your direction. Remember to boost around to avoid enemy fire, and to use Charged attacks to defeat foes quickly.

Training Mission #24 - Extra #4: Indication

Objectives:

-Destroy both targets in the area.

-Do not take any damage.

Tips: Focus on dodging fire by boosting out of the way and using your shield to guard to avoid taking any damage. Luckily, the enemies are spread out so you should be able to take them both on one-at-a-time.

Training Mission #25 - Maneuve on the Ground

Objectives:

-Survive the enemy attack and retreat from the battlefield.

Tips: You can deselect your target by holding down on the targetting button (default: right trigger). Fly toward the target area in the southwest corner of the map to escape the area and complete the mission.

Training Mission #26 - Maneuve in the Sea

Objectives:

-Survive the enemy attack and retreat from the battlefield.

Tips: You can deselect your target by holding down on the targetting button (default: right trigger). Fly toward the target area in the southwest corner of the map to escape the area and complete the mission.

Training Mission #27 - Maneuve on the Moon

Objectives:

-Survive the enemy attack and retreat from the battlefield.

Tips: You can deselect your target by holding down on the targetting button (default: right trigger). Fly toward the target area in the southwest corner of the map to escape the area and complete the mission.

Training Mission #28 - Maneuve in Space

Objectives:

-Survive the enemy attack and retreat from the battlefield.

Tips: You can deselect your target by holding down on the targetting button (default: right trigger). Fly toward the target area in the southwest corner of the map to escape the area and complete the mission.

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Objectives:

-Destroy all five targets in the area.

Tips: None.

S-Rank Tips:

-Try to dodge all of the enemy fire. If you keep your HP over 90%, you'll get an HP bonus. Also, try to defeat the enemy mobile suits as quickly as possible for the time bonus.

Mission #02 - Belfast in the Rain

Objectives:

-Destroy all seven enemy targets in the area.

Tips: None.

S-Rank Tips:

-You can quickly defeat all of the enemies by using Charged ranged attacks. If you let the enemy units get into the water, they are much more difficult to target.

Mission #03 - Lightning in the Wilderness

Objectives:

-Destroy all four targets in the area.

-Destroy the enemy Gaw Carrier.

-Destroy the enemy Gouf.

Tips: If you take too long fighting the regular enemies, the Gaw will not appear and you won't be able to get an S-Rank.

S-Rank Tips:

-The Gaw will drop the Gouf very quickly, so try to destroy the Gaw as fast as you can. If you try to focus on the Gouf first, the Gaw will probably be able to escape from the area.

-Keep your distance from the Gouf to avoid getting hit. Don't even try to use a melee attack.

Mission #04 - Ramba Ral's Attack

Objectives:

-Defend the White Base

-Destroy all of the enemies in the area.

-Defeat Ramba Ral.

-Destroy the Gallop.

Tips: There are many enemies in the battlefield as soon as you start. Keep moving around to avoid fire. You'll automatically target enemy mobile suits, so watch out for attacks from the Magella Attack Tanks in the area.

S-Rank Tips:

-Take out the regular enemies as fast as you can to build up your SP gauge. Don't bother using Charged attacks--wait for Ramba Ral and unleash a special attack. He's a fast little bugger, so try to time your attack for when he's not moving.

-As long as you're moving, the Gallop won't provide much of a threat. The Gallop can, however, wittle away at the White Base's HP, so try to take it out as quickly as you can. If the White Base loses too much HP, you won't earn an S-Rank.

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #05 - Black Tri-Star

Objectives:

-Destroy all of the enemies in the area.

-Defend the White Base.

-Defeat the Black Tri-Stars.

-(Optional) Move all five containers to the White Base.

-(Optional) Protect the Medea Transport.

Tips: Try to save up your SP Gauge so you can unleash a Special Attack on one

of the Tri-Stars as soon as they enter the area.

S-Rank Tips:

-You'll need to complete both of the optional objectives in order to earn the S-Rank. The containers in this mission have HP, so enemies can destroy them, and if you're not careful, so can you. Don't move any of the containers until there aren't any enemies in the area.

-Watch out for air-attacks--they won't do much damage, but they can hurt the Medea.

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #06 - Fate on the Atlantic Ocean

Objectives:

-Destroy all of the enemies in the area.

-Destroy the Mad Angler,

-(Optional) Destroy the Grabro,

Tips: Skirt the edge of the map while firing at the Mad Angler to destroy it without taking too much damage from the defending mobile suits.

S-Rank Tips:

-Ignore the Mad Angler when you start out--focus on the defending mobile suits instead. Once the Mad Angler stops dropping enemy mobile suits down on you, feel free to destroy it. The Grawbro should appear. Destroy it.

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #07 - Tragedy in Jaburo (Path A)

Objectives:

-Zone 1: Destroy both Junon Submarines.

-Zone 1: Destroy the Mad Angler.

-Zone 1: (Optional) Defeat Char Aznable.

-Zone 2: Destroy all of the enemies in the area.

-Zone 3: Defeat Char Aznable.

Tips: Jaburo can be difficult to navigate in, but it affords lots of cover--for both you and the enemies.

S-Rank Tips:

-In order to get Char Aznable to appear, you'll have to hold off on killing the submarines until they drop four enemies. Once you've defeated four enemies, destroy the submarine. After you kill the Mad Angler, Char Aznable should appear. Defeating Char Aznable opens up the B Route, but if you want to S-Rank the A Route you'll have to defeat him, too.

-Build up your SP gauge in the second stage (Jaburo) so you can unleash a Special Attack on Char Aznable as soon as you enter the third stage of the mission.

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #07 - Tragedy in Jaburo (Path B)

Objectives:

-Zone 1: Destroy both Junon Submarines.

-Zone 1: Destroy the Mad Angler.

-Zone 1: Defeat Char Aznable.

-Zone 2: Destroy the Gaw Carriers,

-Zone 2: Destroy all of the enemies in the area.

-Zone 3: Defeat Char Aznable inside Jaburo.

-Zone 3: Defeat the Efrete Custom.

Tips: You may want to take this mission on solo (no AI Partner) to keep your comrade from destroying the submarines before you kill off enough hostiles.

S-Rank Tips:

-To get the B Route to open, you'll have to defeat Char Aznable. To make him

appear, you'll have to hold off on killing the submarines until they drop four enemies, each. Destroy the enemies and kill the subs. After you kill the Mad Angler, Char Aznable should appear. Defeat him to open up the B Route.

-Be Careful in the third stage. Try to use the terrain to avoid attacks while focusing on one enemy at a time. I recommend taking out Char Aznable's Z'Gok before the Efreet Custom.

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #08 - Last Resort

Objectives:

-Destroy all of the enemies in the area.

-(Optional) Defeat Norris' Gouf Custom.

-(Optional) Destroy the Zanzibar.

-Defeat the Aspalus II.

Tips: Save your SP for a Special Attack when the Aspalus II arrives. Watch out for it's powerful close-range secondary attacks and Special Attack.

S-Rank Tips:

-Make sure to defeat Norris before moving on to the next area.

-If you allow the Zanzibar to escape, the Aspalus II will not appear.

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #09 - Breakthrough (Path A)

Objectives:

-Zone 1: Destroy all of the enemies in the area.

-Zone 1: Destroy the Musai cruiser.

-Zone 1: (Optional) Defeat Shin Matsunaga.

-Zone 2: Destroy all of the enemies in the area.

-Zone 2: Destroy the Musai Cruiser.

-Zone 2: Defend the White Base.

Tips: Destroy the defending mobile suits before attacking the Musai.

S-Rank Tips:

-Defeating Shin Matsunaga unlocks the B Route, but it is also necessary to defeat him in order to earn an S-Rank.

-Watch the HP on the White Base--don't let it fall too low.

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #09 - Breakthrough (Path B)

Objectives:

-Zone 1: Destroy all of the enemies in the area.

-Zone 1: Destroy the Musai cruiser.

-Zone 1: Defeat Shin Matsunaga.

-Zone 2: Destroy all of the enemies in the area.

-Zone 2: Destroy the Bigro.

-Zone 2: Destroy the Zakrello.

-Zone 2: Defend the Salamis cruiser.

Tips: Destroy the defending mobile suits before attacking the Musai. After you destroy the Bigro, don't let your guard down--several Zaku IIs will attack.

S-Rank Tips:

-The Bigro can take out the Salamis with only two attacks. You'll want to either destroy the Bigro before it can do that, or draw its attention away.

-You'll need to destroy the Bigro quickly for the Zakrello to appear.

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #10 - How Many Miles to the Battlefield?

Objectives:

-Destroy all of the enemies in the area.

-Defend the base.

Tips: The key to this battle is speed. If you can't take the enemy out quickly, keep switching targets to keep them from attacking the base.

S-Rank Tips:

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #11 - Invasion of Solomon (Path A)

Objectives:

-Zone 1: Enter the target area.

-Zone 1: (Optional) Destroy all of the enemies in the area.

-Zone 1: (Optional) Defeat Johnny Ridden

-Zone 2: Find and Destroy the enemy base.

-Zone 2: Destroy all of the enemies in the area.

-Zone 2: (Optional) Defeat Anavel Gato.

-Zone 3: Destroy the Byg Zam.

-Zone 3: (Optional) Destroy all of the enemies in the area.

Tips: You'll have to shoot down the big door in Zone 1 before you can enter the target area. This mission involves taking out Dozle Zabi in his Byg Zam. The Byg Zam has an I-Field, so select your mobile suit and tune it wisely.

S-Rank Tips:

-You'll have to destroy all of the enemies for Anavel Gato to appear. Kill him to open up the B Route, or obtain an S-Rank. If you don't see the B-Route, keep exploring the area and opening every door you see. Eventually, you'll find his Rick Dom. Destroy it.

-When you enter Zone 3, don't focus only on the Byg Zam. Several Zakus and Doms will be entering the area at odd times--you'll need to destroy several of them in order to rack up enough points for an S-Rank.

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #11 - Invasion of Solomon (Path B)

-Zone 1: Enter the target area.

-Zone 1: Destroy all of the enemies in the area.

-Zone 1: Defeat Johnny Ridden.

-Zone 2: Find and destroy the enemy base.

-Zone 2: Destroy all of the enemies in the area.

-Zone 2: Defeat Anavel Gato.

-Zone 3: Destroy all three of the Musai cruisers.

-Zone 3: Destroy all of the enemies in the area.

Tips: Take out the defending mobile suits before targeting the Musai cruisers.

S-Rank Tips:

-You'll have to destroy all of the enemies for Anavel Gato to appear. Kill him to open up the B Route, or obtain an S-Rank. If you don't see the B-Route, keep exploring the area and opening every door you see. Eventually, you'll find his Rick Dom. Destroy it.

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #12 - War in the Pocket

Objectives:

-Zone 1: Destroy all of the enemies in the area.

-Zone 1: Defeat Mikhail Kaminsky.

-Zone 2: Defeat Bernarn Wiseman

Tips: Watch out when you fight Bernie--decoy targets are scattered everywhere.

S-Rank Tips:

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #13 - Blue Destiny

Objectives:

- Destroy all of the enemies in the area.
- Defeat Nimbus Schterzen.
- Defeat Johnny Ridden.

Tips: If you have trouble beating the Blue Destinly, back away and let Nimbus target your AI partner instead. Then, you should be free to attack.

S-Rank Tips:

- So long as you take out Nimbus and Ridden quickly, you shouldn't have any trouble getting an S-Rank.
- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #14 - Threat to New Type

Objectives:

- Destroy the Braw-Bro

Tips: Focus primarily on dodging the Braw-Bro's attacks.

S-Rank Tips:

- You'll have to be fast and efficient to earn an S-Rank here. Tune your firepower, accuracy, and thrusters to the max so you can do as much damage as you can without getting hit.
- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #15 - Solar Ray

Objectives:

- Destroy all of the enemies in the area.
- Defeat Lalah Sune.
- Defeat Char Aznable

Tips: If you have trouble taking out the Elmeth, try destroying its Bits first.

S-Rank Tips:

- Kill Lalah before focusing on Char Aznable.
- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #16 - Space Fortress: A Baoa Qu (Path A)

Objectives:

- Zone 1: (Optional) Destroy all of the enemies in the area.
- Zone 1: Destroy all five of the Musai cruisers.
- Zone 1: (Optional) Defend the Salamis cruiser.
- Zone 1: (Optional) Defend the Magellan cruiser.
- Zone 1: Destroy the Elmeth.
- Zone 2: Destroy the Zanzibar.
- Zone 2: Destroy all of the enemies in the area.
- Zone 2: Defeat the Gelgoog Cannon squadron.
- Zone 3: Defeat Char Aznable (Zeong).
- Zone 3: Defeat Char Aznable (Zeong Head).

Tips: This is a long mission, so you'll need to conserve your SP gauge.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #16 - Space Fortress: A Baoa Qu (Path B)

Objectives:

- Zone 1: Destroy all of the enemies in the area.
- Zone 1: Destroy all five of the Musai cruisers.
- Zone 1: (Optional) Defend the Salamis cruiser.
- Zone 1: (Optional) Defen the Magellan cruiser.
- Zone 1: Destroy the Elmeth.
- Zone 2: Destroy all of the enemies in the area.
- Zone 2: Defeat Anavel Gato.

-Zone 2: Destroy the enemy base.

-Zone 3: Defeat Char Aznable (Perfect Zeong).

-Zone 3: Defeat Char Aznable (Zeong Head).

Tips: This is a long mission, so you'll need to conserve your SP gauge.

S-Rank Tips:

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

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Mission #01 - Valley in the Sandstorm

-Zone 1: Destroy all enemies within the time limit.

Tips: None.

S-Rank Tips:

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #02 - Night Marching

-Zone 1: Destroy all of the enemies within the time limit.

Tips: None.

S-Rank Tips:

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #03 - The Battle in Odessa

-Zone 1: Destroy all of the enemies within the time limit.

-Zone 1: Defend the Gallop.

-Zone 1: Defeat the enemy Ace Pilot.

Tips: None.

S-Rank Tips:

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

-Speed and accuracy are the key here. I recommend going with a unit capable sniping targets from long-range.

Mission #04 - White Dingo

-Zone 1: Destroy all of the enemies within the time limit.

-Zone 1: Defeat the White Dingo team.

Tips:

S-Rank Tips: None.

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #05 - Fate on the Atlantic Ocean

-Zone 1: Destroy all of the enemies within the time limit.

-Zone 1: Defend the Mad Angler.

-Zone 1: Move all of the containers to the target area.

-Zone 1: Defeat the Blue Destiny.

Tips: None.

S-Rank Tips:

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #06 - Tragedy in Jaburo (Path A)

-Zone 1: Destroy all of the enemies within the time limit.

-Zone 1: Defend the Mad Angler.

- Zone 1: Stay in the area until the timer goes down to 3:00 for the A field to appear.
- Zone 2: Destroy all of the enemies within the time limit.
- Zone 2: Destroy the enemy base.
- Zone 2: Defeat Kai (Guncannon).
- Zone 2: Defeat Ryo (Guntank).
- Zone 2: Reach the escape point.
- Zone 3: Destroy all of the enemies within the time limit.
- Zone 3: Defeat Amuro (Gundam).

Tips: None.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #06 - Tragedy in Jaburo (Path B)

- Zone 1: Destroy all of the enemies within the time limit.
- Zone 1: Defend the Mad Angler.
- Zone 2: Destroy all of the enemies in the area within the time limit.
- Zone 2: Break into Jaburo.
- Zone 2: Defeat the Gundam Mudrock.
- Zone 2: Survive until the timer reaches 2:00 for the escape field to appear.
- Zone 3: Destroy all of the enemies within the time limit.
- Zone 3: Defeat Amuro (Gundam).
- Zone 3: Defeat the enemy Ace Pilot (Guncannon).

Tips: The more enemies you kill in Zone 2, the more enemies you will fight.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #07 -

- Zone 1:

Tips:

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

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Mission #01 - Mobile Suit on the Sand

Objectives:

- Defeat the Powered GM

Tips: None.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #02 - Gundamjack

Objectives:

- Zone 1: Destroy all of the enemies in the area.
- Zone 1: (Optional) Defeat Anavel Gato (GP02).
- Zone 1: Defend the Albion.
- Zone 2: Destroy all of the enemies in the area.
- Zone 2: Destroy the Komusai transport.
- Zone 2: Destroy the Xamel.

Tips: Don't fight with Gato in Zone 1 unless there are no other enemies around to fight.

S-Rank Tips:

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #03 - Irregulars in Albion

Objectives:

- (Optional) Move at least five containers to the Albion.
- Defend the Albion.
- (Optional) Defend the Medea Transport.
- Destroy all of the enemies in the area.

Tips: Don't bother with the containers until you've cleared the area of enemy mobile suits.

S-Rank Tips:

- Speed and efficiency will get you through easily.
- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #04 - The Lost Troopers

Objectives:

- Destroy all of the enemies in the area.
- Defend the Albion.
- Defeat the enemy Ace Pilot (Zaku II FZ).

Tips: None.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #05 - To the Sea of Stars

Objectives:

- Destroy all of the enemies in the area.
- Defend the Albion.
- Defeat Cima Garahau (Gelgoog).

Tips: Cima will focus on the Albion, so you're safe to keep your distance and kill her off quickly with ranged attacks.

S-Rank Tips:

- Because Cima is focusing on the Albion, it's easier to kill her off with a few well-timed melee attacks.
- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #06 - Burning Heart

Objectives:

- Defeat the Val Varo

Tips: None.

S-Rank Tips:

- Most of the Val Varo's attacks are easy to dodge, but watch out for its secondary attack when it gets close.

Mission #07 - Conspiracy of Silence

Objectives:

- Destroy all of the enemies in the area.
- Defend the Birmingham.
- Defend the GM Custom.
- (Optional) Defeat Cima Garahau (Gelgoog).

Tips: None.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #08 - Defense of Naval Review

Objectives:

- Destroy all of the enemies in the area.
- Defend the Salamis-refit cruiser.

Tips: None.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #09 - Nightmare of Solomon (Path A)

Objectives:

- Zone 1: Destroy all of the enemies in the area.
- Zone 2: Destroy all of the enemies in the area.
- Zone 2: Destroy the Musai cruiser.
- Zone 3: (Optional) Destroy all of the enemies in the area.
- Zone 3: Defeat Anavel Gato (GP02).
- Zone 3: Defend Kou Uraki (GP01FB).

Tips: Conserve your SP guage for the third zone.

S-Rank Tips:

- Be careful not to let the Musai escape in the second zone.
- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #09 - Nightmare of Solomon (Path B)

Objectives:

- Zone 1: Destroy all of the enemies in the area.
- Zone 2: Destroy all of the enemies in the area.
- Zone 2: Defend the Magellan-refit cruiser.
- Zone 3: (Optional) Destroy all of th enemies in the area.
- Zone 3: Defeat Anavel Gato (GP02).
- Zone 3: Defend Kou Uraki (GP01FB).

Tips: Conserve your SP guage for the third zone.

S-Rank Tips:

- Try to distract the enemies in the second zone so they don't attack the Magellan.
- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #10 - La Vie En Rose

Objectives:

- Defend the Albion
- Destroy all of the enemies in the area.
- Destroy the Musai cruiser.

Tips: None.

S-Rank Tips:

- Don't worry if enemies hid behind the Albion--your shots will actually pass through friendly units (without dealing any damage) to hit the enemy.
- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #11 - The Hot Area

Objectives:

- Destroy all of the enemies in the area.
- Destroy the Musai cruiser.

Tips: None.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #12 - Assault Waves (Path A)

Objectives:

-Zone 1: Destroy all of the enemies in the area.

-Zone 2: Defend Kou Uraki (GP03 Dendrobium).

-Zone 2: Destroy all of the enemies in the area.

-Zone 2: Defeat Anavel Gato (Neue Ziel).

Tips: None.

S-Rank Tips:

-Kill Gato as soon as he arrives.

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #12 - Assault Waves (Path B)

Objectives:

-Zone 1: Destroy all of the enemies in the area.

-Zone 2: Destroy all of the enemies in the area.

-Zone 2: Destroy the Nibelung.

Tips: None.

S-Rank Tips:

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #13 - Lily Marleen

Objectives:

-Destroy all of the enemies in the area.

-Defend the Gelgoog Marine.

-Destroy the Lily Marleen.

-Defeat Cima Garahau (Gerbera-Tetra).

-Destroy the Peergynt.

Tips: None.

S-Rank Tips:

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #14 - Men of Destiny (Path A)

Objectives:

-Zone 1: Destroy all of the enemies in the area.

-Zone 2: Destroy all of the enemies in the area.

-Zone 2: Defeat Anavel Gato (Neue Ziel).

-Zone 3: Defeat Anavel Gato (Neue Ziel).

Tips: None.

S-Rank Tips:

-Kill Gato in zone 2 as quickly as you can, and then take on the grunts to build up your SP guage so you can do an SP attack as soon as you enter the third zone.

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #14 - Men of Destiny (Path B)

Objectives:

-Zone 1: Destroy all of the enemies in the area.

-Zone 2: Defend the Salamis-refit cruiser.

-Zone 2: Destroy all of the enemies in the area.

-Zone 2: Defeat Anavel Gato (Neue Ziel).

-Zone 3: Defeat Anavel Gato (Neue Ziel).

Tips: None.

S-Rank Tips:

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #15 - Stardust Memory

Objectives:

-Destroy all of the enemies in the area.

-Defeat Anavel Gato (Neue Ziel).

Tips: None.

S-Rank Tips:

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus, though this is an astonishingly easy mission, so you probably don't need to.

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-----< 0083 Delaz Fleet [GBU07E] >-----
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...Coming Soon.

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-----< 0087 AEUG [GBU07F] >-----
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Mission #1 - Black Gundam

Objectives:

-Zone 1: Find the infiltration point.

-Zone 1: (Optional) Destroy all of the enemies in the area.

-Zone 2: Defend Kamille Bidan (Gundam mk.II).

-Zone 2: (Optional) Destroy all of the enemies in the area.

-Zone 2: Defeat Jerrid Messa (Hizack).

Tips: None.

S-Rank Tips:

-You'll need to destroy all of the enemies in order to obtain an S-Rank.

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #2 - Defense of Amman

Objectives:

-Destroy all of the enemies in the area.

-Destroy the Salamis cruiser.

Tips: None.

S-Rank Tips:

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #3 - Rushing into the Atmosphere

Objectives:

-Defend the Argama

-Destroy all of the enemies in the area.

-Defeat Paptimus Scirocco (Messala).

-Defeat Jerrid Messa (Marasai).

Tips: Be wary of the Marasais--they'll often drop dummy balloons.

S-Rank Tips:

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #4 - Storm of Jaburo

Objectives:

-Zone 1: Infiltrate Jaburo

-Zone 1: (Optional) Defeat all of the enemies in the area.

-Zone 2: (Optional) Destroy all of the enemies in the area.

-Zone 2: (Optional) Defeat Jerrid Messa (Marasai).

-Zone 2: Escape Jaburo.

Tips: None.

S-Rank Tips:

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #5 - Revival of Amuro

Objectives:

-Destroy all of the enemies in the area.

-Defend the Audhumla.

-Defeat Rosamia Bidan (Gaplant).

-Defeat Buran Blutarch (Asshimar).

Tips: None.

S-Rank Tips:

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #6 - Wake up from Long Slumber

Objectives:

-Destroy all of the enemies in the area.

-Defend the Audhumla.

-Defeat Buran Blutarch (Asshimar).

-Destroy the Garuda.

Tips: None.

S-Rank Tips:

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #7 - Hong Kong City

Objectives:

-Defeat Four Murasame (Psycho Gundam).

-(Optional) Destroy the Garuda.

-(Optional) Destroy all of the enemies in the area.

Tips: The Psycho Gundam has an I-Field, so choose your Mobile Suit with care.

S-Rank Tips:

-When you start the mission, switch your target to the Garuda--it's much closer than the Psycho Gundam.

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #8 - Sign of Zeta

Objectives:

-Destroy all of the enemies in the area.

-Defend the Zeta Gundam.

-Defeat Jerrid Messa (Gabthley).

Tips: None.

S-Rank Tips:

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #9 - A Day of the Colony Falling

Objectives:

-Destroy all of the enemies in the area.

-Destroy the Alexandria.

Tips: None.

S-Rank Tips:

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #10 - Storm of Kilimanjaro (Path A)

Objectives:

- Zone 1: Destroy all of the enemies in the area.
- Zone 1: Defend the Argama.
- Zone 1: Defeat Haman Karn (Gaza C Haman Custom).
- Zone 2: Defend the Argama.
- Zone 2: Defeat Yazan Gable (Habrabi).
- Zone 2: Defeat Dunkel cooper (Hambrabi).
- Zone 2: Defeat Ramsus Hasa (Hambrabi).
- Zone 3: Defeat Four Murasame (Psycho Gundam).
- Zone 3: Destroy all of the enemies in the area.
- Zone 3: Defeat Jerrid Messa (Byalant).

Tips: None.

S-Rank Tips:

- The Psycho Gundam can be tough, but I found Jerrid to be more annoying. Try killing Jerrid before taking on Four.
- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #10 - Storm of Kilimanjaro (Path B)

Objectives:

- Zone 1: Destroy all of the enemies in the area.
- Zone 1: Defend the Argama.
- Zone 1: Defeat Haman Karn (Gaca C Haman Custom).
- Zone 2: Destroy all of the enemies in the area.
- Zone 2: Destroy the Psycho Gundam.
- Zone 3: Defeat Four Murasame
- Zone 3: Defeat Jerrid Messa (Byalant).
- The Psycho Gundam can be tough, but I found Jerrid to be more annoying. Try killing Jerrid before taking on Four.
- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #11 - Caraba Advances

Objectives:

- Destroy all of the enemies in the area.
- Destroy the Garuda.

Tips: None.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #12 - The Day of Dakar

Objectives:

- Defend the base.
- Destroy all of the enemies in the area.
- Defeat Jerrid Messa (Byalant).

Tips: None.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #13 - Farewell to Rosamia

Objectives:

- Destroy all of the enemies in the area.
- Defeat Rosamia Bidan (Baund Doc).
- Defeat Gates Capa (Baund Doc).

Tips: None.

S-Rank Tips:

- Baund Docs can be nasty at close range, so keep your distance.

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #14 - Haman's Sneer

Objectives:

- Defend the Gwadan.
- Destroy all of the enemies in the area.
- Defeat Recco Londe (Messala).

Tips: None.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #15 - The Gate of Zedan

Objectives:

- Defend the Gwadan.
- Destroy all of the enemies in the area.
- Defeat Sarah Zabariov (Bolinoak Samahn).
- Defeat Jerrid Messa (Byalant).

Tips: None.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #16 - Rises in Revolt (Path A)

Objectives:

- Zone 1: Destroy all of the enemies in the area.
- Zone 2: Defeat Paptimus Scirocco (The-O).
- Zone 2: Defeat Haman Karn (Qubeley).
- Zone 2: Defeat Recco Londe (Palace Athene).
- Zone 2: Defeat Sarah Zabariov (Bolinoak Samahn).

Tips: If you ignore the Qubeley, Haman will flee the zone.

S-Rank Tips:

- Fighting Qubeleys can be hard. Keep your distance and use SP Attacks.
- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #16 - Rises in Revolt (Path B)

Objectives:

- Zone 1: (Optional) Destroy all of the enemies in the area.
- Zone 2: Destroy all of the enemies in the area.
- Zone 2: Defeat Yazan Gable (Habrabi).
- Zone 2: Defeat Dunkel cooper (Hambrabi).
- Zone 2: Defeat Ramsus Hasa (Hambrabi).

Tips: None.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #17 - Maelstrom

Objectives:

- Destroy all of the enemies in the area.
- Destroy both of the Musai cruisers.
- Defeat Haman Karn (Qubeley).
- Destroy the Gwadan.
- Fighting Qubeleys can be hard. Keep your distance and use SP Attacks.
- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #18 - Rivalry Under the Sky

Objectives:

- Destroy all of the enemies in the area.
- Destroy the Garuda.

Tips: None.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #19 - Rosamia's Heart

Objectives:

- Defend the Argama.
- Destroy all of the enemies in the area.
- Defeat Rosamia Bidan (Psycho Gundam mk.II).
- Defeat Gates Capa (Baund Doc).

Tips: The Psycho Gundam mk.II is tough, so keep your distance. When Rosamia does her special attack, get as far away as you can.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #20 - Scattering Lives

Objectives:

- Destroy all of the enemies in the area.
- Defeat Jerrid Messa (Baund Doc).
- Defeat Yazan Gable (Habrabi).
- Defeat Dunkel cooper (Hambrabi).
- Defeat Ramsus Hasa (Hambrabi).
- Defeat Recco Londe (Palace Athene).

Tips: None.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #21 - Space Run Through (Path A)

Objectives:

- Zone 1: Destroy all of the enemies in the area.
- Zone 2: Defeat Paptimus Scirocco (The-O).
- Zone 2: Defeat Haman Karn (Qubeley).
- Zone 2: Defend Kamille Bidan (Zeta Gundam).
- Zone 3: Defeat Paptimus Scirocco (The-O).
- Zone 3: Defeat Haman Karn (Qubeley).

Tips: If you stay away, Haman and Scirocco will fight each other.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #21 - Space Run Through (Path B)

Objectives:

- Zone 1: Destroy all of the enemies in the area.
- Zone 2: Defeat Haman Karn (Qubeley).
- Zone 2: Defend Char Aznable (Hyaku-Shiki).
- Zone 3: Defeat Paptimus Scirocco (The-O).
- Zone 3: Defeat Haman Karn (Qubeley).

Tips: If you stay away, Haman and Scirocco will fight each other.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

-----< 0087 Titans [GBU07G] >-----
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-----< 0087 Axis [GBU07H] >-----
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-----< 0088 AEUG [GBU07I] >-----
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Mission #01 - Judau's Decision

Objectives:

- Destroy all of the enemies in the area.
- Defend Judau Ashta (Zeta Gundam).
- Defeat Yazan Gable (Geze).
- Defeat Mashymre Cello (Galuss-J).

Tips: None.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #02 - Judau in Space

Objectives:

- Destroy all of the enemies in the area.
- Defeat Glemy Toto (Gaza C).
- Destroy the Endra.
- Defeat Mashymre Cello (Hamma-Hamma).

Tips: None.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #03 - Byebye, Fa

Objectives:

- Destroy all of the enemies in the area.
- Defend the Argama.
- Defeat Mashymre Cello (Hamma-Hamma).

Tips: None.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #04 - The Start of ZZ

Objectives:

- Destroy all of the enemies in the area.
- Defeat Glemy Toto (Gaza D).
- Destroy the Endra.

-Defeat Mashymre Cello (Hamma-Hamma).

-Defeat Chara Soon (R-Jarja).

Tips: None.

S-Rank Tips:

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #05 - Moon Moon (Path A)

Objectives:

-Zone 1: Destroy all of the enemies in the area.

-Zone 2: Destroy all of the enemies in the area.

-Zone 2: Defend the Pyramid.

-Zone 2: Defeat Glemy Toto (Bawoo).

-Zone 2: Defend the Catol.

-Zone 2: Defeat Chara Soon (Gaza D).

Tips: None.

S-Rank Tips:

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #05 - Moon Moon (Path B)

Objectives:

-Zone 1: Destroy all of the enemies in the area.

-Zone 2: Destroy all of the enemies in the area.

-Zone 2: Defeat Chara Soon (R-Jarja).

Tips: Be extremely careful in Zone 2. The dense fog and labyrinthine structure of the map make it very hard to find enemies, let alone dodge their fire.

S-Rank Tips:

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #06 - Encounter with Ple in Axis

Objectives:

-Destroy all of the enemies in the area.

-Destroy the Sundra.

-Defend the Argama.

-Defeat Rakan Dahkaran (Dreissen).

-Destroy the Mindra.

-Defend the ZZ Gundam.

-Destroy the Sadalahn.

-Defeat Puru (Qubeley).

Tips: Just like with Haman, you'll want to take extra care to avoid getting caught in one of the Qubeley's SP Attacks.

S-Rank Tips:

-Remember to keep an eye on the Argama's health indicator.

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #07 - Granada Port

Objectives:

-Defend the Space Launch.

-Destroy all of the enemies in the area.

-Destroy the enemy Space Launch.

-Defeat Chara Soon (Gundam mk.II).

Tips: None.

S-Rank Tips:

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #08 - Argama Descent

Objectives:

- Destroy all of the enemies in the area.
- Defeat Glemy Toto (Bawoo).
- Defend Judau Ashta (Zeta Gundam).
- Defeat Puru (Qubeley).
- Destroy the Sadalahn.

Tips: None.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #09 - Battle of the South Sea

Objectives:

- Destroy all of the enemies in the area.

Tips: None.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #10 - Rommel's Pride

Objectives:

- Destroy all of the enemies in the area.
- Defeat enemy Ace Pilot (Dowadge).

Tips: Ideally, you'll want a fast mobile suit that can pack of heavy punch for this mission, otherwise the swarm of enemies may prove too difficult.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #11 - The Blue Force (Path A)

Objectives:

- Zone 1: Destroy all of the enemies in the area.
- Zone 2: Destroy all of the enemies in the area.
- Zone 2: Defeat Glemy Toto (Dreissen).
- Zone 2: Defeat enemy Ace Pilot (Gelgoog).

Tips: None.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #11 - The Blue Force (Path B)

Objectives:

- Zone 1: Destroy all of the enemies in the area.

-----< 0088 Neo Zeon [GBU07J] >-----
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-----< 0093 Londo Bell [GBU07K] >-----
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Mission #1 - On the 5th Luna

Objectives:

- Destroy all of the enemies in the area.
- Defeat Char Aznable (Sazabi).
- Defeat Gyuunei Guss (Jagd Doga).
- Defend Amuro Ray (Re-GZ).

Tips: Don't let appearances deceive you--this is actually a zero-gravity stage.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #2 - Char's Second Attack

Objectives:

- Destroy all of the enemies in the area.
- Destroy the Rewloola.
- Defend the Ra Cailum.
- Defeat Rezin Schnyder (Geara Doga).

Tips: None.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #3 - Simulation of Battle Field

Objectives:

- Destroy all of the enemies in the area.
- Defeat Hathaway Noah (Jegan).
- Defeat Quess Paraya (Jegan).

Tips: None.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #4 - A Broken Agreement

Objectives:

- Defend the Clop.
- Destroy all of the enemies in the area.
- Defeat Rezin Schnyder (Geara Doga).
- Destroy the Rewloola.
- Defeat Quess Paraya (Jagd Doga).

Tips: Watch out for Quess' funnel-based attacks.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #5 - Phantom of Axis

Objectives:

- (Optional) Destroy all of the enemies in the area.

Tips: This mission has a very short time limit, so watch the clock and flee the area as soon as you can.

S-Rank Tips:

- This mission has a short time limit, so you'll have to be brutally fast.
- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #6 - The Purge Progresses (Path A)

Objectives:

- Zone 1: Destroy all of the enemies in the area.
- Zone 2: Defend both Clops.
- Zone 2: Destroy all of the enemies in the area.
- Zone 2: Defeat Char Aznable (Sazabi).

-Zone 3: Defend the missiles.

-Zone 3: Destroy all of the enemies in the area.

-Zone 3: Defeat Gyuunei Guss (Jagd Doga).

Tips: None.

S-Rank Tips:

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #6 - The Purge Progresses (Path B)

Objectives:

-Zone 1: Destroy all of the enemies in the area.

-Zone 2: Destroy all of the enemies in the area.

-Zone 2: Destroy the Moussaka.

-Zone 2: Defend the Ra Cailun.

-Zone 2: Defeat Quess Paraya (Jagd Doga)

-Zone 3: Destroy the Rewloloa.

-Zone 3: Destroy all of the enemies in the area.

-Zone 3: Defeat Rezin Schnyder (Geara Doga).

Tips: None.

S-Rank Tips:

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #7 - Disappearing City

Objectives:

-Move all containers to the target area.

-(Optional) Destroy all of the enemies in the area.

Tips: Take out the enemies before moving the containers.

S-Rank Tips:

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #8 - Quess Charging! (Path A)

Objectives:

-Zone 1: Destroy all of the enemies in the area.

-Zone 2: Destroy all of the enemies in the area.

-Zone 2: Defend Hathaway Noah (Jegan).

-Zone 2: Defeat Quess Paraya (Alpha Azieru)

Tips: Hit the Alpha Azieru with a special attack as soon as you enter the stage.

S-Rank Tips:

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #8 - Quess Charging! (Path B)

Objectives:

-Zone 1: Destroy all of the enemies in the area.

-Zone 2: Destroy all of the enemies in the area.

-Zone 2: Defend Amuro Ray (Nu Gundam).

-Zone 2: Defend Chan Agi (Re-GZ).

-Zone 2: Defeat Quess Paraya (Alpha Azieru).

-Zone 2: Defeat Gyuunei Guss (Jagd Doga).

Tips: None.

S-Rank Tips:

-Try focusing on the Alpha Azieru before taking on Gyuunei.

-Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #9 - The Time Limit Approaches

Objectives:

- Destroy all of the enemies in the area.
- Destroy all three Moussaka cruisers.
- Defend the Ra Cailun.

Tips: None.

S-Rank Tips:

- The Moussakas are pretty fast. Make sure you destroy all three before they escape from the area.
- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #10 - The Conclusion (Path A)

Objectives:

- Zone 1: Destroy all of the enemies in the area.
- Zone 1: Destroy all three Moussaka cruisers.
- Zone 1: Defend the Ra Cailun.
- Zone 2: Destroy all of the enemies in the area.
- Zone 2: Defend the Jegan.
- Zone 2: Defeat Gyuunei Guss (Jagd Doga).
- Zone 3: Defend Amuro Ray (Nu Gundam).
- Zone 3: Defeat Char Aznable (Sazabi).

Tips: None.

S-Rank Tips:

- The Moussakas are pretty fast. Make sure you destroy all three before they escape from the area.
- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #10 - The Conclusion (Path B)

Objectives:

- Zone 1: Destroy all of the enemies in the area.
- Zone 1: Destroy all three Moussaka cruisers.
- Zone 1: Defend the Ra Cailun.
- Zone 2: Destroy all of the enemies in the area.
- Zone 2: Destroy both of the Moussaka cruisers.
- Zone 2: Destroy the Rewlooloa.
- Zone 2: Escape the area.
- Zone 3: Defend Amuro Ray (Nu Gundam).
- Zone 3: Defeat Char Aznable (Sazabi).

Tips: None.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

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-----< 0093 Char's Neo Zeon [GBU07L] >-----
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Mission #01 - Return of Char

Objectives:

- Destroy all of the enemies in the area.
- Defend Char Aznable (Sazabi).
- Defeat Amuro Ray (Re-GZ).

Tips: None.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #02 - Londo Bell Attack

Objectives:

- Defend the Rewloola.
- Destroy the Ra Cailun
- Destroy all of the enemies in the area.
- Defeat Chan Agi (Re-GZ).

Tips: None.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #03 - Quess Goes to War

Objectives:

- Destroy all of the enemies in the area.
- Destroy all of the meteors.
- Defeat Quess Paraya (Jagd Doga).
- Defeat Gyuunei Guss (Jagd Doga).

Tips: None.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #04 - The Burge of EarthNoid

Objectives:

- Destroy all of the enemies in the area.
- Destroy the Clop.
- Defend the Rewlooda.
- Destroy the Clops (x2).

Tips: None.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #05 - Phantom of the Old Generation

Objectives:

- Move all of the containers to the target area.
- Destroy all of the enemies in the area.

Tips: None.

S-Rank Tips:

- So long as you're quick, this should be a piece of cake.
- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #06 - Menace of Axis (Path A)

Objectives:

- Zone 1: Destroy all of the enemies in the area.
- Zone 2: Defend Char Aznable (Sazabi).
- Zone 2: Destroy all of the enemies in the area.
- Zone 2: Destroy the Clops (x2).
- Zone 3: Defend Gyuunei Guss (Jagd Doga).
- Zone 3: Defend Char Aznable (Sazabi).
- Zone 3: Destroy all of the enemies in the area.
- Zone 3: Destroy all of the Atomic Missiles.

Tips: None.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #06 - Menace of Axis (Path B)

Objectives:

- Zone 1: Destroy all of the enemies in the area.
- Zone 2: Defend the Moussakas (x2).
- Zone 2: Destroy all of the enemies in the area.
- Zone 2: Destroy the Ra Cailun.
- Zone 3: Defend the Rewloola.
- Zone 3: Destroy all of the enemies in the area.
- Zone 3: Defeat Kayra Su (Re-GZ).

Tips: None.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #07 - Phantom's Last

Objectives:

- Destroy all of the enemies in the area.

Tips: You can choose to flee the area to beat the mission instead of destroying all of the enemies.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #08 - Successive Attack (Path A)

Objectives:

- Zone 1: Destroy the Clops (x2).
- Zone 1: Destroy all of the enemies in the area.
- Zone 2: Destroy the Clops (x2).
- Zone 2: Destroy all of the enemies in the area.

Tips: None.

S-Rank Tips:

- Remember to watch your HP and the mission clock for the Time Bonus and the HP Bonus.

Mission #08 - Successive Attack (Path B)

Objectives:

- Zone 1: Destroy the Clops (x2).
- Zone 1: Destroy all of the enemies in the area.
- Zone 2: Destroy all of the enemies in the area.

Tips: None.

S-Rank Tips:

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      /-----\
-----< Extra Missions [GBU07M] >-----
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...Coming Soon.

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      /-----\
-----< Secrets & Extras [GBU08] >-----
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There are is a TON of extra content available for Gundam Battle Universe. The greater part of it is unlocked simply by playing through the game and earing S-Ranks. (You can also earn SS-Ranks, but they don't do anything more than

plain old S-Ranks). There are, however, a few items that require more than simply playing through the game, so I'll focus on those. Everything NOT covered in this section can be unlocked simply by S-Ranking every mission for each faction in the game. Simple stuff, no?

Bonus Tuning Points:

200 Extra Tuning Points: Convert a Gundam Battle Royale Save.

200 Extra Tuning Points: Complete all of the tutorial missions.

300 Extra Tuning Points: Convert a Gundam Battle Chronicle save.

Unlock Era Restriction:

Once you've beaten the game with every faction (all eleven) in the game, you will be able to use any mobile suit in any era. This applies to all of your save files, but you will not be able to use mobile suits you've unlocked in one save file in another save file.

Unlock Capture Mode:

Complete all of the missions for every faction in the game (including both paths of multi-route missions) to unlock capture mode. This will give you a chance of capturing enemy mobile suits you destroy, allowing you to pilot mobile suits of an enemy faction.

Unlock Tuning Restriction:

Once you earn an S-Rank for every mission in the game (including the EX missions) you will unlock the tuning restrictions, allowing you to tune up your mobile suits to the maximum possible configuration.

Unlock Player Pilot Stat Limiter:

Simply obtain the rank of colonel or higher to enable your pilots' skills to level up to the maximum possible levels.

Unlock Story Pilot Limiter:

Simply beat that pilot's respective faction to unlock his or her stat limit.

Unlock Special Mobile Suits:

Gelgoog (Gato Custom).....Use the Rick Dom (Gato Custom) 5 times

Gelgoog (Ridden Custom).....Use the Zaku II [R2] 5 times

Gelgoog (Matsunaga Custom).....Use the Zaku II [R1] 5 times

Gelgoog Cannon.....Use the Gelgoog and Zaku Cannon 5 times each

Gelgoog [S].....Use the Gelgoog 5 times

GM Sniper II.....Use the RGM-79 [WD] 5 times

Gundam Ex-S.....Beat EX Mission: Extra-Ordinary Strength*

Gundam F91.....Beat EX Mission: Formula Project*

Gundam Hi-Nu.....Beat EX Mission: Last Shooting*

Gundam Mk.V.....Beat EX Mission: Get Out SpaceNoid*

Gundam Nu (DFF).....Beat EX Mission: Soaring Hi-Nu Gundam*

Gundam Penelope.....Beat EX Mission: Penelope*

Gundam Xi.....Beat Ex Mission: Bright Hassaway*

Hy-Gogg.....Use the Gogg 5 times

Vigna Ghina.....Beat EX Mission: Formula Project*

Juaggu.....Use the Zock 5 times

Perfect Zeong.....Use the Zeong 5 times

Raflessia.....Beat EX Mission: Lafressia Project*

Zakrello.....Use the Braw-Bro 5 times

Zaku I 3S.....Use the Zaku I 5 times

Zaku I RR.....Use the Gouf 5 times

Zaku II [R1A].....Use the Zaku I 3S 5 times

*You may need to S-Rank this mission in order to unlock the unit.

EX Missions:

Most of the EX missions require passwords to unlock. Here are all of the 12 passwords you will need. Thanks to ekino of the GameFAQs forums for this lovely mini-guide.

Key: Each set of numbers is a coordinate. The first number represents the row (horizontal location) of the character, the second number represents the column (vertical position) of the character you need to enter. A "K," before a number means Katakana (the first tab of characters in the password screen) while an "H," means Hiragana (which is the second tab of characters in the password screen). Finally, an "O," stands for Other, which would be the third tab of characters in the password screen.

Latent Mobile Suits:

(H1,H2) (H4,H1) (K3,K1) (H2,H8) (H3, H2)

M'Quve is the Connoisseur:

(H4,H2) (H1,H2) (K4,K17) (H5,H9) (H2,H1)

Genealogy of Nu:

(H4,H13) (H2,H2) (K4,K4) (H5,H1) (H3,H2)

Zaku Chronicle:

(H5,H9) (H3,H11) (K5,K9) (H5,H5) (H2,H5)

Gundam Universe:

(H1,H3) (H2,H3) (H1,H13) (H4,H2) (H4,H10)

Secret of the Lake:

(H2,H7) (H4,H4) (H1,H7) (H2,H1) (H1,H7)

Char's Deleted Affair:

(H2,H3) (H2,H2) (H5,H1) (H4,H7) (K5,K1)

Space Pirates:

(H4,H3) (H5,H2) (H5,H8) (H1,H13) (K5,K9)

Saku & Sm's Flying Circus:

(H2,H1) (H2,H11) (H4,H3) (K1,K13) (K3,K4)

Famitsu Shock:

(H1,H4) (H5,H5) (H2,H4) (K5,K9) (K5,K9)

Black Tri-Star Revived:

(H4,H9) (H5,H8) (H4,H4) (K3,K13) (K3,K3)

Dengeki Fight

(H5,H9) (H2,H8) (H1,H2) (K2,K9) (H3,H13)

Trap on Dengeki Garden

(H3,H13) (H4,H11) (H4,H9) (H5,H2) (O1,O15)

The final EX Mission, Last Shooting, is unlocked by beating all of the other EX Missions.

1. Is this game worth importing?

Dear God, Yes. Gundam Battle Universe is a TON of fun to play, has lots of features, and will last you quite a long time. Luckily, the PSP is completely region-free, so it's very easy to import a game and start playing. Importing can be expensive, but I think it's completely worth it. If you can't make up your mind, try watching some gameplay videos, or reading a user review here at GameFAQs.

2. Is this game ever going to come out in the United States or Europe?

Short answer: No. Long answer: although it's still possible that Gundam Battle Universe may see a western release, it's highly unlikely. GBU is the fourth in the Gundam Battle series of games on the PSP, and none of the others made the jump out of Japan, so it's extremely unlikely that this one will. Keep in mind that, outside of Japan, Gundam is very much a niche genre. PSP gamers, too, are in a niche, and trying to sell a particular game to a niche within a niche isn't going to be making anyone very much money.

3. Is there a translation patch for this game?

Not at the moment, nor is there likely to be one in the future. The menu is pretty easy to get through, and everything in the HUD is actually written in English. The only thing you'd really need is a translation of the tuning menus, which are included in this FAQ.

4. Is this game better than Gundam Seed: Alliance vs. ZAFT Portable?

I would offer an emphatic, "yes!" In my opinion, Gundam Battle Universe is the far superior title. Not only does it offer deeper gameplay, greater variety of mobile suits and missions, along a lot of unlockable content and customization features, Gundam Battle Universe also allows for far more hectic battles. You'll often see dozens of mobile suits in the same screen the same time, dramatic weapons effects, fleets of giant warships, etc. There's simply more going on than in Alliance vs ZAFT, which is primarily an arcade game.

5. When will the next game be released?

I have no idea. Given past experience, it could be anywhere from one year to one and one-half years, so perhaps we'll see a new game sometime in 2009. If you really love the game, it's worth noting that Macross Ace Frontier will be released in Japan in October of 2008. Ace Frontier is coming from the same development team and will be using the same engine as Gundam Battle Universe. It will cover the Macross saga from the original Macross anime to Macross Frontier, which is currently airing in Japan.

6. Why isn't this FAQ finished yet?

Lots of mobile suits. Lots of missions. Lots of stuff to do. I don't play this game 24/7, so it'll take a while for me to compile all of the data.

7. Can I help out with the FAQ?

Why, yes, you can. Actually, that would be a great help. What I mostly need are basic S-Rank walkthroughs for the various missions (nothing too

detailed, just a simple description of what needs to be done to get the rank). If you have some, Email them to me and I'll try to incorporate them into the FAQ. Simply include something along the lines of "Gundam FAQ" in the subject line and whichever name you want me to use when I credit the contribution.

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-----< Misc. Stuff [GBU10] >-----
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Update Log:

July 2008 (v0.20)

- Added MS List & first half of tutorial missions guide.
- Added Frequently Asked Question section.

July 2008 (v0.30)

- Added last half of tutorial missions guide.
- Added all of 0079 EFSF missions guide.

July 2008 (v.0.45)

- Added 0079 EFSF Mobile Suit list.
- Added 0083 EFSF Mobile Suit list.
- Added 0087 AEUG Mobile Suit list.
- Added Extra Mobile Suit list.
- Added all of 0083 EFSF missions guide.
- Added all of 0087 AEUG missions guide.
- Added all of 0093 Londo Bell missions guide.

September 2009 (v.0.60)

- Added 0087 Titans Mobile Suit list.
- Added 0087 Axis Mobile Suit list.
- Added 0088 AEUG Mobile Suit list
- Added 0088 Neo Zeon Mobile Suit list.
- Added 0093 Londo Bell Mobile Suit list.
- Added addition units to the Extra Mobile Suit list.

September 2009 (v.0.65)

- Added the first third of the 0079 Zeon missions guide.

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