



[IV.1] Core 1  
[IV.2] Core 2  
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[V] Overworld  
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#####  
[I] Introduction  
#####

SD Gundam G-Generation Overworld was made by Tom Create and published by Bandai Namco Games. I'd like to apologize for any grammatical errors you may find in this guide. English is not my mother language.

This Guide isn't meant to be very detailed. Such as how to do the Generation Breaks/Challenge missions easily, what Units I should recommend you to use, etc. And pardon me if there's misspelled characters when you read this guide (done the best that I can do). .

If you have any questions, suggesstions or corrections, please contact me via GameFAQs message board of this game. Or PM me.

#####  
[II] Legal Stuff  
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#####  
[III] World Tour  
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Before we start and in case you didn't know, doing an "Over Impact" will turn any allies into enemies. If there's an ally who's assigned to a Warship, defeating the Warship will make the Unit surrender, and you can pick it up to become yours. This is a good method to get a fairly powerful Unit earlier.

++++  
[III.1.A] Stage A-1 | Kidou Senshi Gundam  
++++

=====  
1st Break Trigger  
=====

-----  
Requirement  
-----

Gundam [Amuro] defeat Zaku II [Gene] (the one in front of him).

-----  
Ally Reinforcement  
-----

Gundam Age-1 Normal [Flit Asuno].

Note: Appear from north.

-----  
Enemy Reinforcements  
-----

Gafran x 3.

Note: Appear from south.

=====  
2nd Break Trigger  
=====

-----  
Requirement  
-----

Gundam Age-1 Normal [Flit Asuno] defeat a Gafran.

-----  
Ally Reinforcements  
-----

Archangel [Murrue Ramius].  
Sword Strike Gundam [Kira Yamato].

Note: Appear from north.

-----  
Enemy Reinforcements  
-----

Aegis Gundam [Athrun Zala].  
Ginn [Miguel Haiman].  
Ginn x2.

Note: Appear from south.

=====  
1st Challenge Mission  
=====

-----  
Requirement  
-----

Gundam [Amuro] defeat Zaku II [Gene] using Beam Saber.

-----  
Secret Reinforcements  
-----

AEU Enact (Demo Color) [Patrick Collaseur].  
AEU Helion x2.

Note: Appear from north.

=====  
2nd Challenge Mission  
=====

-----  
Requirement  
-----

Gundam Age-1 Normal [Flit Asuno] defeat a Gafran using Beam Saber.

-----  
Secret Reinforcements  
-----

Galluss J [Mashymere Cello].  
Gaza C x2.

Note: Appear from south.

=====  
Over Impact  
=====

-----  
Requirement  
-----

Sword Strike Gundam [Kira] defeat Aegis Gundam [Athrun] withn 4 turns.

+++++  
[III.1.B] Stage A-2 | Kidou Senshi Gundam 0083: Stardust Memory  
+++++

=====  
1st Break Trigger  
=====

-----  
Requirement  
-----

Zephyrantes [Kou] engage Physalis [Gato].

-----  
Ally Reinforcement  
-----

Gundam Exia [Setsuna F. Seiei].

Note: Appear from east.

-----  
Enemy Reinforcements  
-----

Agrissa [Ali Al Schez].  
AEU Helion Ground Type x4.

Note: Appear from west.

=====  
2nd Break Trigger  
=====

-----  
Requirement

-----  
Gundam Exia [Setsuna] engage Agrissa [Sachez].

-----  
Ally Reinforcement  
-----

Shokew [Uss0 Ewing].

Note: Appear from east.

-----  
Enemy Reinforcements  
-----

Zolo (Chronicle Unit) [Chronicle Asher].  
Zolo x2.

Note: Appear from east.

=====  
1st Challenge Mission  
=====

-----  
Requirement  
-----

Zephyrantes [Kou] attacks Physalis [Gato] using Beam Saber.

-----  
Secret Reinforcements  
-----

Kapol [Sochie Heim].  
Kapol x2.

Note: Appear from .

=====  
2nd Challenge Mission  
=====

-----  
Requirement  
-----

Gundam Exia [Setsuna] defeat Agrissa [Sachez] in one encounter.

-----  
Secret Reinforcements  
-----

Aries (Noin Unit) [Lucrezia Noin].  
Aries x2.

Note: Appear from west.

=====  
Over Impact  
=====

-----  
Requirement  
-----

Shokew [Uss0] defeat Zolo (Chronicle Unit) within 4 turns.

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=====  
1st Break Trigger  
=====

-----  
Requirement  
-----

Force Impulse Gundam [Shinn] engage either Chaos Gundam [Sting] or  
Abyss Gundam [Auel].

-----  
Ally Reinforcement  
-----

Unicorn Gundam [Bannagher Links].

Note: Appears from north.

-----  
Enemy Reinforcements  
-----

Sinanju [Full Frontal].  
Geara Zulu (Angelo Unit) [Angelo Sauper].  
Geara Zulu (Elite) x4.

Note: Appears from north.

=====  
2nd Break Trigger  
=====

-----  
Requirement  
-----

Unicorn Gundam [Bannagher] engage Sinanju [Frontal].

-----  
Ally Reinforcement  
-----

Gundam Exia Repair [Setsuna F. Seiei].

Note: Appears from north.

-----  
Enemy Reinforcements  
-----

Ahead [Barack Zinin].  
GN-X III (A-Laws) [Louise Hallevey].  
GN-X III (A-Laws) [Andrei Smirnov].

Note: Appears from north.

=====  
1st Challenge Mission  
=====

-----  
Requirement  
-----

Force Impulse Gundam [Shinn] defeat either Chaos Gundam [Sting] or  
Abyss Gundam [Auel] in one encounter.

-----  
Secret Reinforcements  
-----

Guncannon [Kai Shiden].  
Guncannon x2.

Note: Appears from south.

=====  
2nd Challenge Mission  
=====

-----  
Requirement  
-----

Unicorn Gundam [Bannagher] engage Sinanju [Frontal] while in NT-D state.

-----  
Secret Reinforcements  
-----

Dahgi Iris [Annamarie Bruge].  
Evil S x2.

Note: Appears from north.

=====  
Over Impact  
=====

-----  
Requirement  
-----

Gundam Exia Repair [Setsuna] defeat Ahead [Zinin] within 4 turns.

++++  
[III.1.D] Stage A-4 | Kidou Butouden G Gundam  
++++

=====  
1st Break Trigger  
=====

-----  
Requirement  
-----

Destroy 10 Death Armies in 4 turns.

-----  
Ally Reinforcements  
-----

Gundam X [Garrod Ran].  
Freedon (Warship) [Jamil Neet].

Note: Gundam X appear from north, Freedon from south.

-----  
Enemy Reinforcements  
-----

Master Gundam [Touhou Fuhai Master Asia].  
Death Army x4.

Note: Appear from north.

-----

Pirene (Warship).  
Daughtres x3 (2 inside Warship).  
Daughtress Weapon x2.  
Dauhgtress Command (inside warship).

Note: Appear from east.

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Pirene (Warship).  
Septem x2.  
Septem Kai.  
Jenice x3 (inside warship).

Note: Appear from west.

=====

2nd Break Trigger

=====

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Requirement

-----

Shining Gundam [Domon] defeat Master Gundam [Master Asia].

-----

Ally Reinforcement

-----

Turn A Gundam [Loran Cehack].

Note: Appear from north.

-----

Enemy Reinforcements

-----

Wadom [Poh Eiji].  
Wadd x6

Note: Appear from south.

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1st Challenge Mission

=====

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Requirement

-----

Destroy 10 Death Armies within 3 turns.

-----

Secret Reinforcements

-----

Char's Zaku II [Char Aznable].  
Zaku II x2.

Note: Appear from south.

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2nd Challenge Mission

Requirement

Shining Gundam [Domon] defeat Master Gundam [Master Asia] using Shining Finger.

Secret Reinforcements

Graham's Union Flag Custom [Graham Acker].  
Union Reald x2.

Note: Appear from north.

Over Impact

Requirement

Turn A Gundam [Loran] defeat Wadom [Poh] within 5 turns.

[III.1.E] Stage A-5 | Kidou Senshi Crossbone Gundam

1st Break Trigger

Requirement

Batara [Tovia] engage Crossbone Gundam X1 [Kincaid].

Ally Reinforcements

Crossbone Gundam X1 [Kincaid].  
Mother Vanguard [Berah Ronah].  
Gadelars [Descartes Sherman].

Note: Mother Vanguard Appear from the center, .

Enemy Reinforcements

XXL-sized ELS x2.  
M-sized ELS x27.

Note: Appear from west.

2nd Break Trigger

Requirement

Gadelars [Descartes] destroy 10 M-sized ELS in more than 5 turns.

-----  
Ally Reinforcement  
-----

Genoace Custom [Wolf Enneacle].

Note: Appear from east.

-----  
Enemy Reinforcements  
-----

Fa Borze (Warship).  
Garfran x9 (3 inside Warship).

Note: Appear from east.

=====  
1st Challenge Mission  
=====

-----  
Requirement  
-----

Batara [Tovia] engage Crossbone Gundam X1 [Kincaid] after all Zondo Geis are defeated.

-----  
Secret Reinforcements  
-----

Zudah Leader [Monique Cadillac].  
Zudah x2.

Note: Appear from northwest.

=====  
2nd Challenge Mission  
=====

-----  
Requirement  
-----

Gadelars [Descartes] destroy 10 M-sized ELS within 5 turns.

-----  
Secret Reinforcements  
-----

Tieren Taotzie [Soma Peries].  
Tieren Space Type x2.

Note: Appear from south.

=====  
Over Impact  
=====

-----  
Requirement  
-----

Destroy Fa Borze within 6 turns.

+++++

+++++

=====  
1st Break Trigger  
=====

-----  
Requirement  
-----

Destroy Fa Borze (Warship) in 5 turns.

-----  
Ally Reinforcement  
-----

Wing Gundam [Heero Yuy].

Note: Appear from north.

-----  
Enemy Reinforcements  
-----

Taurus x6.

Note: Appear from north.

-----

Zedas [Decil Gareth].  
Falcia [Yurin L'ciel].  
Baqto x2.  
Gafran x4.

Note: Appear in new, 2nd map.

=====  
2nd Break Trigger  
=====

-----  
Requirement  
-----

Gundam Age-1 Spallow [Flit] defeat Zedas [Decil] within 3 turns.

-----  
Ally Reinforcement  
-----

Re-GZ [Amuro Ray].

Note: Appear from north, 1st map (right one).

-----  
Enemy Reinforcements  
-----

Sazabi [Char Aznable].  
Jagd Dogd [Gyunei Guss].  
Musaka (Warship) x2.  
Geara Dogd (Commander) x2 (inside Warship, 1 each).  
Geara Dogd x8 (2 inside Warship, 1 each).

Note: Appear from north, 1st map (right one).

=====  
1st Challenge Mission  
=====

-----  
Requirement  
-----

Destroy Fa Borze (Warship) within 4 turns.

-----  
Secret Reinforcements  
-----

Galbaldy B [Lyla Mira Lyla].  
Galbaldy B x2.

Note: Appear from south.

=====  
2nd Challenge Mission  
=====

-----  
Requirement  
-----

Gundam Age-1 Spallow [Flit] defeat Falcia [Yurin], then Zedas [Decil] within 3 turns.

-----  
Secret Reinforcements  
-----

Sword Calamity [Edward Harrelson].  
Strike Dagger x2.

Note: Appear from north, 1st map (right one).

=====  
Over Impact  
=====

-----  
Requirement  
-----

Defeat Sazabi [Char] within 5 turns.

++++  
[III.1.G] Stage A EX  
++++

=====  
1st Break Trigger  
=====

-----  
Requirement  
-----

Master Unit defeat 0 Gundam (Battle Color) [Ribbons].

-----  
Ally Reinforcements  
-----

Slash Zaku Phantom [Yzaak Joule].  
Blaze Zaku Phantom [Dearka Elsman].

Note: Appear from east.

-----  
Enemy Reinforcements  
-----

Quavarze [Gillie Gadecca Aspies].  
Abiju [Rosemary Raspberry].  
Tutouga [Barnes Genzback].  
Pez Batara x4.  
Batara x12

Note: Appear from east.

=====  
2nd Break Trigger  
=====

-----  
Requirement  
-----

Master Unit defeat either Quavarze [Gillie], Abiju [Rosemary] or Tutouga [Barnes].

-----  
Ally Reinforcement  
-----

GN Flag [Graham Acker].

Note: Appear from east.

-----  
Enemy Reinforcements  
-----

Gundam Virsago [Shagia Frost].  
Gundam Ashtaron [Olba Frost].  
Gadiel x6.  
Daughtress Neo x3.  
Daughtress x6.

Note: Appear from east.

=====  
1st Challenge Mission  
=====

-----  
Requirement  
-----

Halphas Berze [Aphrodisia] defeat 0 Gundam (Battle Color) [Ribbons].

-----  
Secret Reinforcements  
-----

Gyan Kai.  
Gyan x2.

Note: Appear from east.

=====  
2nd Challenge Mission  
=====

-----

Requirement

-----  
Halphas Berze [Aphrodia] defeat either Quavarze [Gillie], Abiju [Rosemary] or Tutouga [Barnes].

-----  
Secret Reinforcements

-----  
Gaplant Kai.  
Gaplant x2.

Note: Appear from east.

=====  
Over Impact

-----  
Requirement

-----  
Halphas Berze [Aphrodia] defeat either Gundam Virsago [Shagia] or Gundam Ashtaron [Olba].

+++++  
[III.2.A] Stage B-1 | Shin Kidou Senki Gundam W: Dual Story G-Unit  
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=====  
1st Break Trigger

-----  
Requirement

-----  
Gundam Geminass 01 [Adin] defeat either Leo-S [Roche], Leo-R [Kratz] or Leo-N [Broom].

-----  
Ally Reinforcement

-----  
Stargazer [Selene Mcgrief].

Note: Appear from east.

-----  
Enemy Reinforcements

-----  
Strike Noir [Sven Cal Vyan].  
Verde Buster [James Cozer].  
Nanabulk (Warship) [Hawken].  
Slaughter Dagger x6.  
Dark Dagger L x3 (inside Warship).

Note: Appear from west.

-----  
Dark Dagger L x6.

Note: 3 Appear from north, 3 more from south.

=====  
2nd Break Trigger  
=====

-----  
Requirement  
-----

Stargazer [Selene] engage Strike Noir [Sven].

-----  
Ally Reinforcements  
-----

Kshatriya [Marida Cruz].  
Garanciels (Warship) [Suberoa Zinnerman]

Note: Appear from where MO-V are.

-----  
Enemy Reinforcements  
-----

Unicorn Gundam [Bannagher Links].  
Nahel Argama Kai (Warship) [Otto Midas].  
Delta Plus [Riddhe Marcenas].  
Stark Jegan x2.  
Jegan D x4.  
Jegan x4 (inside Warship).  
Rezel x4.

Note: Appear from east.

=====  
1st Challenge Mission  
=====

-----  
Requirement  
-----

Gundam Geminass 01 [Adin] defeat either Leo-S [Roche], Leo-R [Kratz] or  
Leo-N [Broom] using PX System.

-----  
Secret Reinforcements  
-----

Act Zaku (Mallet Unit) [Mallet Sanguine].  
Rick Dom x3.

Note: Appear from west.

=====  
2nd Challenge Mission  
=====

-----  
Requirement  
-----

Stargazer [Selene] defeat Strike Noir [Sven] in one encounter.

-----  
Secret Reinforcements  
-----

Batara (Barnes Unit) [Barnes Genzback].  
Batara x3.

Note: Appear from east.

=====  
Over Impact  
=====

-----  
Requirement  
-----

Kshatriya [Marida] defeat Unicorn Gundam [Bannagher] within 5 turns.

+++++  
[III.2.B] Stage B-2 | Turn A Gundam  
+++++

=====  
1st Break Trigger  
=====

-----  
Requirement  
-----

Turn A Gundam [Loran] defeat Improved Wadom [Poh] in more than 3 turns.

-----  
Ally Reinforcements  
-----

Gundam [Amuro Ray].  
White Base (Warship) [Bright Noah].  
Guncannon [Kai Shiden].  
Guntank [Hayato Kobayashi].

Note: Appear from south.

-----  
Enemy Reinforcements  
-----

Char's Zaku II [Char Aznable].  
Garma's Zaku II [Garma Zabi].  
Gau (Warship).  
Dopp x10 (4 inside Warship).  
Magella Attack x6.

Note: Appear from north.

=====  
2nd Break Trigger  
=====

-----  
Requirement  
-----

Master Unit defeat Char's Zaku II before defeating Garma's Zaku II.

-----  
Ally Reinforcements  
-----

Gundam Throne Ein [Yohan Trinity].  
Gundam Throne Zwei [Mihael Trinity].  
Gundam Throne Drei [Nena Trinity].

Note: Appear from north.



-----  
Enemy Reinforcements  
-----

AEU Enact [Patrick Collaseur].  
AEU Enact x2.  
AEU Helion x6.

Note: Appear from west.

-----  
Tieren Taotzie [Some Peries].  
Tieren High Mobility Type B x2.  
Tieren High Mobility Type x6.  
Tieren Ground Cannon Equip x2.  
Tieren Ground Type x4

Note: Tieren High Mobility Type appear from north, the rest from the south.

-----  
Graham's Union Flag Custom [Graham Acker].  
Over Flag [Howard Meison].  
Over Flag [Daryl Daze].  
Union Reald x6.

Note: Appear from east.

=====  
1st Challenge Mission  
=====

-----  
Requirement  
-----

Turn A Gundam [Loran] defeat Improved Wadom [Poh] within 3 turns.

-----  
Secret Reinforcements  
-----

Gouf Custom [Norris Packard].  
Dom x3.

Note: Appear from north.

=====  
2nd Challenge Mission  
=====

-----  
Requirement  
-----

Defeat Garma's Zaku II with anyone, then Master Unit defeat Char's Zaku II.

-----  
Secret Reinforcements  
-----

Lagowe [Andrew Waltfeld].  
Bucue x3.

Note: Appear from south.

=====  
Over Impact  
=====

-----  
Requirement  
-----

Defeat either AEU Enact [Collaseur], Tieren Taotzie [Soma] or  
Graham's Union Flag Custom within 5 turns.

+++++  
[III.2.C] Stage B-3 | Kidou Senshi Gundam Seed  
+++++

=====  
1st Break Trigger  
=====

-----  
Requirement  
-----

Aile Strike Gundam [Kira] defeat Aegis Gundam [Athrun].

-----  
Ally Reinforcements  
-----

Hyaku Shiki [Quattro Bajeeena].  
Gundam Mk. II (AEUG) [Kamille Bidan].  
Argama (Warship) [Bright Noah].

Note: Appear from .

-----  
Enemy Reinforcements  
-----

Messala [Paptimus Scirocco].  
Galbaldy B x4.

Note: Appear from west.

-----  
Alexandria (Warship) [Gady Quinze].  
Marasai [Jerrid Messa].  
Marasai [Kacricon Cacooler].  
Galbaldy B x2.  
Hizack x9 (3 inside Warship)

Note: Appear from east.

=====  
2nd Break Trigger  
=====

-----  
Requirement  
-----

Hyaku Shiki [Quattro] defeat Messala [Scirocco] in more than 4 turns.

-----  
Ally Reinforcement

-----  
Wing Gundam ZERO (EW) [Heero Yuy].

Note: Appear from where Archangel disappear.

-----  
Enemy Reinforcements  
-----

Gundam Nataku [Chang Wufei].  
Serpent x10.

Note: 4 Serpent appear from west, 3 appear from north, 3 more from south.

=====  
1st Challenge Mission  
=====

-----  
Requirement  
-----

Aile Strike Gundam [Kira] defeat Duel Gundam Assault Shroud [Yzaak], then  
defeat Aegis Gundam [Athrun].

-----  
Secret Reinforcements  
-----

Crossbone Gundam X2 [Zabine Chareux].  
Zondo Gei x3.

Note: Appear from east.

=====  
2nd Challenge Mission  
=====

-----  
Requirement  
-----

Hyaku Shiki [Quattro] defeat Messala [Scirocco] within 4 turns.

-----  
Secret Reinforcements  
-----

Febral [Lancelow Dowell].  
Septem x3.

Note: Appear from west.

=====  
Over Impact  
=====

-----  
Requirement  
-----

Wing Gundam ZERO (EW) [Heero] defeat Gundam Nataku [Wufei] within 5 turns.

+++++  
[III.2.D] Stage B-4 | Kidou Shin Seiki Gundam X  
+++++

1st Break Trigger

Requirement

Gundam X Divider [Jamil] defeat Gundam Ashtaron [Olba].

Ally Reinforcements

GN-X [Sergei Smirnov].  
GN-X [Soma Peries].

Note: Appear from south.

Enemy Reinforcements

Gundam Virsago [Shagia Frost].  
Gundam Ashtaron [Olba Frost].  
Large Transport Plane (Warship).  
Gadiel x15 (4 inside Warship).

Note: Appear from west.

Gundam Throne Ein [Yohan Trinity].  
Gundam Throne Zwei [Mihael Trinity].  
Gundam Throne Drei [Nena Trinity].

Note: Appear from north.

2nd Break Trigger

Requirement

Master Unit defeat any Gundam Throne with decreased HP.

Enemy Reinforcements

Byalant [Rosamia Badam].  
Asshimar [Fran Brutack].  
Sdori (Warship) [Pen Witter].  
Asshimar x7 (3 inside Warship).

Note: Appear from east.

1st Challenge Mission

Requirement

GX Bit defeat Gundam Ashtaron [Olba].

Secret Reinforcements

-----  
Z'Gok E [Hardy Steiner].  
Hy Gogg x3.

Note: Appear from west.

=====

2nd Challenge Mission

=====

-----

Requirement

-----

Master Unit defeat any Gundam Throne with full HP.

-----

Secret Reinforcements

-----

Astray Gold Frame Amatsu Mina [Rondo Mina Sahck].  
M1 Astray (Shriek) x3.

Note: Appear from north.

=====

Over Impact

=====

-----

Requirement

-----

Master Unit defeat Byalant [Rosamia] within 5 turns.

+++++

[III.2.E] Stage B-5 | Kidou Senshi Gundam 00

+++++

=====

1st Break Trigger

=====

-----

Requirement

-----

Destroy Laohou (Warship) within 4-5 turns.

-----

Ally Reinforcement

-----

ZZ Gundam [Judau Ashta]

Note: Appear in new map (right one).

-----

Enemy Reinforcements

-----

Tieren Space Type [Sergei Smirnov].  
Laohou (Warship) x2.  
Tieren Space Type x8 (6 inside Warship, 3 each).

Note: Appear in new, 2nd map (right one).

-----  
Hamma Hamma [Mashymere Cello].  
R Jarja [Chara Soon].  
Endra (Warship) [Gotton Go].  
Gaza D x6 (3 inside Warship).

Note: Appear in new, 2nd map (right one).

=====  
2nd Break Trigger  
=====

-----  
Requirement  
-----

ZZ Gundam [Judau] defeat Hamma Hamma [Mashymere].

-----  
Enemy Reinforcements  
-----

Gelgoog M Cima Custom [Cima Garahau].  
Lily Marlene (Warship) [Dietrov Cossel].  
Gelgoog M x7 (3 inside Warship).

Note: Appear from north, 1st map (left one).

=====  
1st Challenge Mission  
=====

-----  
Requirement  
-----

Destroy Laohou (Warship) within 3 turns.

-----  
Secret Reinforcements  
-----

Hyaku Shiki [Quattro Bajeeena].  
Rick Dias x3.

Note: Appear from north.

=====  
2nd Challenge Mission  
=====

-----  
Requirement  
-----

Defeat R Jarja [Chara], then ZZ Gundam [Judau] defeat Hamma Hamma [Mashymere].

-----  
Secret Reinforcements  
-----

Mahelow [Svenson Stello].  
Mahelow x3.

Note: Appear from north, 2nd map (right one).

=====  
Over Impact

=====  
-----  
Requirement  
-----

Defeat Gelgoog M Cima Custom within 5 turns.

+++++  
[III.2.F] Stage B-06 | Kidou Senshi Gundam Seed: Destiny  
+++++

=====  
1st Break Trigger  
=====

-----  
Requirement  
-----

Master Unit defeat Gellsghee.

-----  
Ally Reinforcements  
-----

Albion (Warship) [Eiphar Synapse].  
GM Custom [Alfa A. Bate].  
GM Cannon II [Chaff Adel].

Note: Appear from west.

-----  
Force Impulse Gundam [Shinn Asuka].

Note: Appear from where the destroyed Lohengrin were.

-----  
Enemy Reinforcements  
-----

HLV [Anavel Gato].  
Zaku II [Nguyen Bitter].  
Zaku II x8.  
Zaku Cannon x6.  
Dom Troopen x12.

Note: Appear from east.

=====  
2nd Break Trigger  
=====

-----  
Requirement  
-----

Anyone except Albion defeat HLV within 8 turns.

-----  
Ally Reinforcement  
-----

00 Gundam [Setsuna F. Seiei]

Note: Appear from where HLV escaped.

-----  
Enemy Reinforcements  
-----

Ahead Sakigake [Mr. Bushido].  
Ahead Smultron [Soma Peries].  
Ahead [Barrack Zinin].  
GN-X III (A-Laws) [Andrei Smirnov].  
GN-X III (A-Laws) [Louis Hallevy].

Note: Appear from east.  
-----

GN-X III (A-Laws) x16.

Note: 8 GN-X III appear from northeast, the rest from southeast.

=====  
1st Challenge Mission  
=====

-----  
Requirement  
-----

Saviour Gundam [Athrun] defeat Gellsghee.

-----  
Secret Reinforcements  
-----

Eagail [Corin Nander]  
Godzo x3.

Note: Appear from east.

=====  
2nd Challenge Mission  
=====

-----  
Requirement  
-----

Albion defeat HLV within 8 turns.

-----  
Secret Reinforcements  
-----

Vertigo [Carris Nortilas].  
Vertigo x3.

Note: Appear from east.

=====  
Over Impact  
=====

-----  
Requirement  
-----

00 Gundam [Setsuna] defeat Ahead Sakigake [Mr. Bushido] within 5 turns.



=====  
1st Break Trigger  
=====

-----  
Requirement  
-----

Master Unit defeat Providence Gundam [Creuze].

-----  
Ally Reinforcement  
-----

Tallgeese II [Treize Kushrenada].

Note: Appear from south.

-----  
Enemy Reinforcements  
-----

Arche Gundam [Ali Al Schez].  
Blaze Zaku Warrior x2.  
Zaku Warrior x4.  
Gouf Ignited x6.

Note: Appear from north.

=====  
2nd Break Trigger  
=====

-----  
Requirement  
-----

Master Unit defeat Arche Gundam [Schez].

-----  
Ally Reinforcement  
-----

Gelgoog M Cima Custom [Cima Garahau].

Note: Appear from south in new, 2nd map (right one).

-----  
Enemy Reinforcements  
-----

Gadessa [Healing Care].  
Gadessa [Revive Revival].  
Garazzo [Bring Stabity].  
Ahead x4.  
GN-X III (A-Laws) x8.

Note: Appear from north in new, 2nd map (right one).

=====  
1st Challenge Mission  
=====

-----  
Requirement  
-----

Halphas Berze [Aphrodia] defeat Providence Gundam [Creuze].

-----  
Secret Reinforcements  
-----

Gundam Mk. IV.  
Gundam Mk. III x3.

Note: Appear from north.

=====  
2nd Challenge Mission  
=====

-----  
Requirement  
-----

Halphas Berze [Aphrodisia] defeat Arche Gundam [Sachez].

-----  
Secret Reinforcements  
-----

Gundam Belphegor.  
Valiant x3.

Note: Appear from north, 1st map (left one).

=====  
Over Impact  
=====

-----  
Requirement  
-----

Halphas Berze [Aphrodisia] defeat either Gadessa [Healing/Revive], or  
Garazzo [Bring].

+++++  
[III.3.A] Stage C-1 | Kidou Senshi Gundam Seed: C.E. 73 Stargazer  
+++++

=====  
1st Break Trigger  
=====

-----  
Requirement  
-----

Physalis [Gato] defeat Hummingam (Warship, the farthest one in the back)  
in more than 5 turns.

-----  
Ally Reinforcements  
-----

Gundam Dynames [Lockon Stratos].  
Gundam Kyrios [Allelujah Haptism].  
Gundam Virtue [Tieria Erde].  
Ptolemaios (Warship) [Sumeragi Lee Noriega].

Note: Appear in new, 2nd map (left one).

-----  
Enemy Reinforcements  
-----

Gundam Throne Zwei [Ali Al Schez].  
GN-X [Sergei Smirnov].  
GN-X [Soma Peries].  
GN-X [Pattrick Collaseur].  
GN-X [Daryl Daze].  
Virginia (Warship) x2.  
GN-X x18 (6 inside Warship, 3 each).

Note: Appear in new, 2nd map (left one).

=====  
2nd Break Trigger  
=====

-----  
Requirement  
-----

Gundam Dynames [Lockon] engage Arche Gundam [Schez].

-----  
Ally Reinforcement  
-----

Tallgeese [Milliardo Peacecraft].

Note: Appear from east, 2nd map (left one).

-----  
Enemy Reinforcements  
-----

Mercurius [Heero Yuy].  
Vayeate [Trowa Barton].  
Transport Ship (Warship) x2.  
Taurus x18 (6 inside Warship, 3 each).

Note: Appear from east, 2nd map (left one).

=====  
1st Challenge Mission  
=====

-----  
Requirement  
-----

Physalis [Gato] defeat Hummingam (Warship) within 5 turns.

-----  
Secret Reinforcements  
-----

Velga Dalas [Dorel Ronah].  
Den'an Gei x4.

Note: Appear from west, 1st map (right one).

=====  
2nd Challenge Mission  
=====

-----  
Requirement  
-----

Gundam Dynames [Lockon] defeat Arche Gundam [Schez] in one encounter.  
-----

Secret Reinforcements

-----  
Contioh [Chronicle Asher].  
Contioh x4.

Note: Appear from east, 1st map (right one).

=====  
Over Impact  
=====

-----  
Requirement  
-----

Tallgeese [Milliardo] destroy 5 Taurus within 5 turns.

+++++  
[III.3.B] Stage C-2 | Kidou Senshi Gundam 00  
+++++

=====  
1st Break Trigger  
=====

-----  
Requirement  
-----

Defeat 15 Enemy Units within 3 turns.

-----  
Ally Reinforcements  
-----

Archangel (Warship) [Murrue Ramius].  
Strike Rouge [Cagalli Yula Athha].

Note: Appear from south.

-----  
Enemy Reinforcements  
-----

Takemikazuchi (Warship) [Todaka].  
Aegis Battleship (Warship) x2.  
M1 Astray (Shriek) x10 (6 inside Aegis Battleship, 3 each).  
Murasame x9 (3 inside Takemikazuchi).

Note: Appear from south.

=====  
2nd Break Trigger  
=====

-----  
Requirement  
-----

Master Unit defeat Takemikazuchi in more than 5 turns.

-----  
Ally Reinforcements  
-----

Unicorn Gundam (on Base Jabber) [Bannagher Links].  
Garancieres (Warship) [Suberoa Zinnerman].

Note: Appear from south in new, 2nd map (left one).

-----  
Enemy Reinforcements  
-----

Banshee [Ple Twelve].  
Garuda (Warship).  
Anksha x9 (3 inside Warship).

Note: Appear from north in new, 2nd map (left one).

=====  
1st Challenge Mission  
=====

-----  
Requirement  
-----

Defeat 15 Enemy Units within 3 turns, but defeat 5 of them using  
Cherudim Gundam [Lockon].

-----  
Secret Reinforcements  
-----

Duel Gundam Assault Shroud (on Base Jabber) [Yzaak Joule].  
Dinn x4.

Note: Appear from north.

=====  
2nd Challenge Mission  
=====

-----  
Requirement  
-----

Master Unit defeat Takemikazuchi within 5 turns.

-----  
Secret Reinforcements  
-----

Penelope [Ren Aim].  
Gustav Carl x4

Note: Appear from north in new, 2nd map (left one).

=====  
Over Impact  
=====

-----  
Requirement  
-----

Unicorn Gundam [Bannagher] defeat Banshee [Ple Twelve] within 5 turns.

+++++  
[III.3.C] Stage C-3 | Kidou Senshi Crossbone Gundam: Steel 7  
+++++

=====  
1st Break Trigger  
=====

-----  
Requirement  
-----

Master Unit defeat Calnigs [Dark Calisto].

-----  
Ally Reinforcements  
-----

Gundam Deathscythe Hell [Duo Maxwell].  
Altron Gundam [Chang Wufei].  
Leo (Space Type) [Lady Une].  
Leo x2.

Note: Appear from east.

-----  
Enemy Reinforcements  
-----

Virgo x24.

Note: 6 Virgos appear from west, 9 Virgos appear from north, the rest appear from south.

=====  
2nd Break Trigger  
=====

-----  
Requirement  
-----

Destroy 15 Virgos in 5 turns.

-----  
Ally Reinforcements  
-----

V2 Gundam [Usso Ewing].  
V Dash Gundam Hexa [Marvet Fingerhat].  
Gunblastor [Odello Henrick].  
Gunblastor [Thomas Masarick].  
Rin Horse Jr. (Warship) [Roberto Gomez].

Note: Appear from west.

-----  
Enemy Reinforcements  
-----

Adolasthea (Warship) [Alpeo Pipineeden].  
Dodgore [Broch].  
Gedlav [Katejina Loose].  
Gedlav [Lupe Shino].  
Gedlav x3.  
Zoloat x3 (inside Warship).

Note: Appear from east.

=====  
1st Challenge Mission  
=====

-----  
Requirement  
-----

Crossbone Gundam X1 Skull Heart [Tovia] defeat Calnigs [Dark Calisto].

-----  
Secret Reinforcements  
-----

Gundam F90 (ZEON Color) [Bosch].  
RF Zaku x4.

Note: Appear from west.

=====  
2nd Challenge Mission  
=====

-----  
Requirement  
-----

Destroy 15 Virgos within 4 turns.

-----  
Secret Reinforcements  
-----

Gundam Mk. V [Brave Code].  
Zect Ein x4.

Note: Appear from east.

=====  
Over Impact  
=====

-----  
Requirement  
-----

Master Unit defeat Dodgore [Broch] within 5 turns.

++++  
[III.3.D] Stage C-4 | Kidou Senshi Gundam Seed  
++++

=====  
1st Break Trigger  
=====

-----  
Requirement  
-----

Get 7.500 Score Points in 5 turns.

-----  
Ally Reinforcements  
-----

Argama (Warship) [Bright Noah]  
G Fortress (ZZ Gundam) [Judau Ashta].

Note: Appear from north in new, 2nd map (right one).

-----  
Enemy Reinforcements  
-----

Zaku III [Lacan Dakaran].  
Meloud (Warship).

Dreissen x12.

Note: Appear from south in new, 2nd map (right one).

-----  
Dreissen x6.

Note: Appear from north, 1st map (left one).

=====  
2nd Break Trigger  
=====

-----  
Requirement  
-----

Destroy 5 Dreissens within 5 turns.

-----  
Ally Reinforcement  
-----

Gundam Ez-8 [Shiro Amada].

Note: Appear from north, 1st map (left one).

-----  
Enemy Reinforcements  
-----

Apsalus III [Genius Saharin].

Apsalus II x2.

Gouf Flight Type x4.

Dom x6.

Note: Appear from north, 1st map (left one).

=====  
1st Challenge Mission  
=====

-----  
Requirement  
-----

Get 7.500 Score Points within 4 turns.

-----  
Secret Reinforcements  
-----

John Bull Gundam [Gentle Chapman].

Cashing x4.

Note: Appear from north, 1st map (left one).

=====  
2nd Challenge Mission  
=====

-----  
Requirement  
-----

G Fortress [Judau] defeat Zaku III [Lacan], then destroy 5 Dreissens within 5 turns.



Secret Reinforcements

-----  
Bruckeng [Lupe Shino].  
Bruckeng x4.

Note: Appear from north, 1st map (left one).

=====  
Over Impact  
=====

-----  
Requirement  
-----

Gundam Ez-8 [Shiro] defeat Apsalus III [Genius] within 5 turns.

+++++  
[III.3.E] Stage C-5 | Kidou Senshi Z Gundam: A New Translation  
+++++

=====  
1st Break Trigger  
=====

-----  
Requirement  
-----

Dijeh [Amuro] arrive in green areas (the building in the west) in 5 turns.

-----  
Ally Reinforcements  
-----

Wave Rider (Delta Plus) [Riddhe Marcenas].  
Jesta [Nigel Gareth].  
Jesta [Daryl McGuinness].  
Jesta [Watts Stepney].

Note: Appear from east, 2nd map (right one).

-----  
Enemy Reinforcements  
-----

Shamblo [Loni Garvey].  
Gallus K x2.  
Zaku Cannon x2.  
Dowadge x4.

Note: Appear from west, 1st map (left one).

=====  
2nd Break Trigger  
=====

-----  
Requirement  
-----

Master Unit defeat Shamblo [Loni].

-----  
Ally Reinforcement  
-----

Freedom Gundam [Kira Yamato].

Note: Appear from west, 1st map (left one).

-----  
Enemy Reinforcements  
-----

Destroy Gundam [Stellar Loussier].  
Windam (Neo Unit) [Neo Loarnoke].  
Abyss Gundam [Auel Nider].  
Chaos Gundam [Sting Oakley].  
Windam x12.  
Force Impulse Gundam [Shinn Asuka].

Note: Appear from west, 1st map (left one).

=====  
1st Challenge Mission  
=====

-----  
Requirement  
-----

Dijeh [Amuro] arrive in green areas (the building in the west) within 4 turns.

-----  
Secret Reinforcements  
-----

Efreet Nacht [Eric Blanche].  
Efreet x4.

Note: Appear from east, 1st map (left one).

=====  
2nd Challenge Mission  
=====

-----  
Requirement  
-----

Wave Rider [Riddhe] defeat Shamblo [Loni].

-----  
Secret Reinforcements  
-----

Bandit [Merrybell Gazette].  
Zssan x4.

Note: Appear from west, 1st map (left one).

=====  
Over Impact  
=====

-----  
Requirement  
-----

Freedom Gundam [Kira] defeat Destroy Gundam [Stellar] within 5 turns.

=====  
1st Break Trigger  
=====

-----  
Requirement  
-----

Master Unit defeat Garazzo (Bring Unit) and Gadessa (Revive Unit) not in the same turn.

-----  
Ally Reinforcements  
-----

Gundam L.O. Booster [Adin Bernett].  
Gundam Aesculapius [Odel Bernett].

Note: Appear from north.

-----  
Enemy Reinforcements  
-----

Hydra Gundam [Valder Farkill].  
Leo-R [Kratz Silvy].  
Transport Ship (Warship) x2.  
Taurus x18 (6 inside Transport Ship, 3 each).

Note: Appear from north.

=====  
2nd Break Trigger  
=====

-----  
Requirement  
-----

Gundam L.O. Booster [Adin] engage Hydra Gundam [Valder].

-----  
Ally Reinforcements  
-----

Eternal (Warship) [Lacus Clyne].  
Gaia Gundam (Waltfeld Unit) [Andrew Waltfeld]

Note: Appear from new, 2nd map (right one).

-----  
Enemy Reinforcements  
-----

Nazca (Warship) x2.  
Gouf Ignited x18 (6 inside Warship, 3 each).  
Zaku Warrior x12.

Note: Appear from new, 2nd map (right one).

=====  
1st Challenge Mission  
=====

-----  
Requirement  
-----

Master Unit defeat Garazzo (Bring Unit) and Gadessa (Revive Unit) in the same turn.

-----  
Secret Reinforcements  
-----

Rozen Zulu [Angelo Sauper].  
Geara Zulu (Elite) x4.

Note: Appear from north.

=====  
2nd Challenge Mission  
=====

-----  
Requirement  
-----

Gundam L.O. Booster [Adin] defeat Leo-R [Kratz], then engage  
Hydra Gundam [Valder].

-----  
Secret Reinforcements  
-----

Qubeley Mk. II (Ple Two Unit) [Ple Two].  
Mass Produced Qubeley x4.

Note: Appear in new, 2nd map (right one).

=====  
Over Impact  
=====

-----  
Requirement  
-----

Gaia Gundam (Waltfeld Unit) defeat 5 ZAFT Units within 5 turns.

++++  
[III.3.G] Stage C-EX  
++++

=====  
1st Break Trigger  
=====

-----  
Requirement  
-----

Master Unit defeat Turn X [Gyngganam].

-----  
Ally Reinforcement  
-----

Velga Giros (Black Vanguard) [Zabine Charreux]

Note: Appear from south.

-----  
Enemy Reinforcements  
-----

Walter Gundam [Great Wong].  
Grand Gundam.  
Gundam Heaven's Sword.

Gundam Head x4.  
Death Bat x9.

Note: Appear from north.

=====  
2nd Break Trigger  
=====

-----  
Requirement  
-----

Master Unit defeat Walter Gundam [Great Wong].

-----  
Ally Reinforcements  
-----

The O [Paptimus Scirocco].  
Palace Athene [Recco Londe].  
Bolinnoak Sammahn [Sara Zabiarov].

Note: Appear from north.

-----  
Enemy Reinforcements  
-----

Zedas [Decil Gareth].  
Falcia [Yurin L'ciel].  
Fa Borze (Warship) x2.  
Baqto x17.

Note: Appear from north.

=====  
1st Challenge Mission  
=====

-----  
Requirement  
-----

Halphas Berze [Aphrodia] defeat Turn X [Gyngganam].

-----  
Secret Reinforcements  
-----

Tytania.  
Messala x4.

Note: Appear from north.

=====  
2nd Challenge Mission  
=====

-----  
Requirement  
-----

Halphas Berze [Aphrodia] defeat Walter Gundam [Great Wong].

-----  
Secret Reinforcements  
-----

Vigna Ronah.

Vigna Ghina x4.

Note: Appear from north.

=====  
Over Impact  
=====

-----  
Requirement  
-----

Halphas Berze [Aphrodia] defeat Zedas [Decil].

+++++  
[III.4.A] Stage D-1 | Kidou Senshi Gundam 0083: Stardust Memory  
+++++

=====  
1st Break Trigger  
=====

-----  
Requirement  
-----

Neue Ziel [Gato] defeat Columbus Kai (Warship) [Bask] in 5 turns.

-----  
Ally Reinforcements  
-----

GN Armor Type-E [Setsuna F. Seiei].  
Ptolemaios (Warship) [Sumeragi Lee Noriega]

Note: Appear from south.

-----  
Enemy Reinforcements  
-----

Alvatore [Alejandro Corner].  
Susanoo [Mr. Bushido].  
GN-X x6.

Note: Appear from north.

=====  
2nd Break Trigger  
=====

-----  
Requirement  
-----

GN Armor Type-E [Setsuna] defeat Alvatore [Alejandro].

Note: You actually only need GN Armor Type-E to defeat Alvalon, that is after Alvatore got destroyed.

-----  
Ally Reinforcements  
-----

Gundam Griepe [Adin Bernett].  
Gundam L.O. Booster [Roche Natune].  
Gundam Aesculapius [Odel Bernett].

Note: Appear in new, 2nd map (left one).

-----  
Enemy Reinforcements  
-----

Hydra Gundam [Valder Farkill].  
Gundam Burnlapius [Kratz Silvy].  
Mercurius Schwein [Luna Almonia].  
Vayeate Schwein [Solis Almonia].  
Grancelio (Warship) [Doctor Berg].  
Virgo x18.  
Taurus x4.

Note: Appear in new, 2nd map (left one).

=====  
1st Challenge Mission  
=====

-----  
Requirement  
-----

Neue Ziel [Gato] defeat Columbus Kai (Warship) [Bask] within 4 turns.

-----  
Secret Reinforcements  
-----

Big Rang [Oliver May].  
Ogg x6.

Note: Appear from west.

=====  
2nd Challenge Mission  
=====

-----  
Requirement  
-----

GN Armor Type-E [Setsuna] defeat Susanoo [Mr. Bushido], then defeat  
Alvatore [Alejandro].

-----  
Secret Reinforcements  
-----

Harrison's Gundam F91 [Harrison Madeen].  
G Cannon.  
Heavygun x4.

Note: Appear in new, 2nd map (left one)

=====  
Over Impact  
=====

-----  
Requirement  
-----

Gundam Gripe [Adin] defeat Hydra Gundam [Valder] within 5 turns.

=====  
1st Break Trigger  
=====

-----  
Requirement  
-----

Turn A Gundam [Loran] engage Turn X [Gyngganam].

-----  
Ally Reinforcements  
-----

God Gundam [Domon Kasshu].  
Gundam Spiegel [Schwarz Bruder].

Note: Appear from north.

-----  
Enemy Reinforcements  
-----

Master Gundam [Touhou Fuhai Master Asia].  
Gundam Head x4.  
Death Birdie x10.  
Death Army x12.

Note: Appear from north.

=====  
2nd Break Trigger  
=====

-----  
Requirement  
-----

God Gundam [Domon] defeat Master Gundam [Master Asia].

-----  
Ally Reinforcements  
-----

V2 Buster Gundam [Usso Ewing].  
V Dash Gundam Hexa [Connie Francis].  
V Dash Gundam Hexa [Juca Meilasch].  
V Dash Gundam [Marvet Fingerhat].  
V Dash Gundam [Milieria Katan].  
V Dash Gundam [Franciska O'hara].  
Gunblastor [Odello Henrick].  
Gunblastor [Thomas Masarick].  
Rin Horse Jr. (Warship) [Roberto Gomez].

Note: Appear from south in new, 2nd map (right one).

-----  
Enemy Reinforcements  
-----

Zanneck [Farah Griffon].  
Gedlav x6.  
Rig Shokew x12.  
Domuttlia x9.

Note: Appear from north in new, 2nd map (right one).



=====  
1st Challenge Mission  
=====

-----  
Requirement  
-----

Turn A Gundam [Loran] defeat Turn X [Gyngganam] in one encounter.

-----  
Secret Reinforcements  
-----

Embross Calnigs [Dark Calisto].  
Amakusa x5.

Note: Appear from north.

=====  
2nd Challenge Mission  
=====

-----  
Requirement  
-----

God Gundam [Domon] defeat Master Gundam [Master Asia] while in Super Max Tension.

-----  
Secret Reinforcements  
-----

Embrace [Divine Nova].  
Gadeth.  
Garazzo (Bring Unit & Healing Unit).

Note: Appear from north, 1st map (left one).

=====  
Over Impact  
=====

-----  
Requirement  
-----

V2 Buster Gundam [Usso] defeat Zanneck [Farah] within 5 turns.

+++++  
[III.4.C] Stage D-3 | Kidou Senshi Z Gundam: A New Translation  
+++++

=====  
1st Break Trigger  
=====

-----  
Requirement  
-----

Z Gundam [Kamille] defeat The O [Scirocco].

-----  
Ally Reinforcements  
-----

Hyaku Shiki [Quattro Bajena]

Note: Appear from south, 2nd map (right one).

-----  
ZZ Gundam [Judau Ashta].  
Z Gundam [Roux Luka].  
Gundam Mk. II (AEUG) [Elle Pianno].  
Hyaku Shiki [Inno Abbav].  
Nahel Argama (Warship) [Beacher Oleg].

Note: Appear from north, 2nd map (right one).

-----  
Enemy Reinforcements  
-----

Gwanban (Warship) [Glemy Toto].  
Quin Mantha [Ple Two].  
Doven Wolf [Lacan Dakaran].  
Sandra (Warship).  
Mindra (Warship).  
Mass Produced Qubeley x4.  
Doven Wolf x4.  
Dreissen x4 (1 inside Sandra, another one inside Mindra).  
Bawoo x8 (2 inside Sandra, another one inside Mindra).

Note: Appear from north, 1st map (left one).

=====  
2nd Break Trigger  
=====

-----  
Requirement  
-----

ZZ Gundam [Judau] defeat Qubeley [Haman].

-----  
Ally Reinforcements  
-----

Akatsuki [Neo Loarnoke].  
Archangel (Warship) [Murrue Ramius]

Note: Appear from east, 2nd map (right one).

-----  
Enemy Reinforcements  
-----

Dominion (Warship) [Natale Bajiruel].  
Calamity Gundam [Olga Sabnak].  
Raider Gundam [Clotho Buel].  
Forbidden Gundam [Shani Andras].  
Moebius x12.

Note: Appear from west, 2nd map (right one).

=====  
1st Challenge Mission  
=====

-----  
Requirement

-----  
Z Gundam [Kamille] defeat Baund Doc [Jerrid], then defeat The O [Scirocco].

-----  
Secret Reinforcements  
-----

Forever Gundam [Boris Schauer].  
Super Custom Zaku F2000.  
Zaku III x4.

Note: Appear from south, 1st map (left one).

=====  
2nd Challenge Mission  
=====

-----  
Requirement  
-----

ZZ Gundam [Judau] defeat Quin Mantha [Ple Two], then defeat Qubeley [Haman].

-----  
Secret Reinforcements  
-----

Sinanju Stein [Full Frontal].  
Dreissen (Sleeves) x2.  
Gaza D (Sleeves) x4.

Note: Appear from east, 1st map (left one).

=====  
Over Impact  
=====

-----  
Requirement  
-----

Destroy all Moebiuses within 5 turns.

+++++  
[III.4.D] Stage D-4 | Kidou Senshi Crossbone Gundam: Steel 7  
+++++

=====  
1st Break Trigger  
=====

-----  
Requirement  
-----

Any Steel 7 Members reach the green areas in 6 turns.

-----  
Ally Reinforcements  
-----

00 Raiser (GN Sword III) [Setsuna F. Seiei].  
Cherudim Gundam [Lockon Stratos].  
Seravee Gundam [Tieria Erde].  
Arios Gundam [Allelujah Haptism].  
GN Archer [Soma Peries].  
Ptolemaios 2 (Warship) [Sumeragi Lee Noriega].

Note: Appear from west.

-----  
Enemy Reinforcements  
-----

Reborns Gundam [Ribbons Allmark].  
Gadessa [Revive Revival].  
Garazzo [Healing Care].  
Regnant [Louise Hallevy].  
Ahead [Andrei Smirnov].  
Baikal (Warship) [Arthur Goodman].  
Baikal (Warship) x2.  
Ahead x9 (3 inside Warship, 1 each).  
GN-X III x15 (9 inside Warship, 3 each).  
Gaga x18.

Note: Appear from east.

=====  
2nd Break Trigger  
=====

-----  
Requirement  
-----

Ptolemaios 2 reach the green areas in 11-12 turns.

-----  
Ally Reinforcements  
-----

Strike Freedom Gundam (Meteor).  
Infinite Justice Gundam (Meteor).

Note: Appear in new, 2nd map (right one).

-----  
Enemy Reinforcements  
-----

Destiny Gundam [Shinn Asuka].  
Legend Gundam [Rey Za Barrel].  
Nazca (Warship) x2.  
Gouf Ignited x12 (3 inside Warship, 1 each).  
Zaku Phantom x8 (6 inside Warship, 2 each).  
Zaku Warrior x4.  
Guaiz R x15.

Note: Appear in new, 2nd map (right one).

=====  
1st Challenge Mission  
=====

-----  
Requirement  
-----

Any Steel 7 Members reach the green areas within 5 turns.

-----  
Secret Reinforcements  
-----

Big Zam [Dozle Zabi].  
Rick Dom x6.

Note: Appear from east.

=====  
2nd Challenge Mission  
=====

-----  
Requirement  
-----

Ptolemaios 2 reach the green areas within 10 turns.

-----  
Secret Reinforcements  
-----

Zaku III Kai [Mashymere Cello].  
Regelg.  
Schtrum Dias x6

Note: Appear from east, 1st map (left one).

=====  
Over Impact  
=====

-----  
Requirement  
-----

Strike Freedom Gundam [Kira] defeat Destiny Gundam [Shinn] within 5 turns.

+++++  
[III.4.E] Stage D-5 | Kidou Shin Seiki Gundam X  
+++++

=====  
1st Break Trigger  
=====

-----  
Requirement  
-----

Gundam DX [Garrod] reach the green areas.

-----  
Ally Reinforcements  
-----

Wing Gundam ZERO [Heero Yuy].  
Gundam Deathscythe Hell [Duo Maxwell].  
Gundam Heavyarms Kai [Trowa Barton].  
Gundam Sandrock Kai [Quatre Raberba Winner].  
Altron Gundam [Chang Wufei].  
Taurus (Sanc Kingdom Color) [Lucrezia Noin].

Note: Appear from north.

-----  
Enemy Reinforcements  
-----

Gundam Epyon [Milliardo Peacecraft].  
Mercurius.  
Vayeate.  
Virgo II x18.

Note: Appear from north.

=====  
2nd Break Trigger  
=====

-----  
Requirement  
-----

Destroy 15 Virgo II in 5 turns.

-----  
Ally Reinforcements  
-----

Gundam F91 [Seabook Arno].  
Vigna Ghina [Cecilly Fairchild].  
Heavygun [Bilgate Billio].  
Space Ark (Warship) [Leahlee Edberry].

Note: Appear in new, 2nd map (left one).

-----  
Enemy Reinforcements  
-----

Rafflesia [Carozzo Ronah].  
Velga Giros (Black Vanguard) [Zabine Chareux].  
Samus Gall (Warship) [Jle Krueger].  
Den'an Gei (Black Vanguard) x2.  
Den'an Zon (Black Vanguard) x2.  
Evil S (Black Vanguard) x2.  
Bug x21.

Note: Appear in new, 2nd map (left one).

=====  
1st Challenge Mission  
=====

-----  
Requirement  
-----

Gundam DX [Garrod] reach the green areas while at least 1 D.O.M.E. Bit survived.

-----  
Secret Reinforcements  
-----

Brave Commander [Graham Acker].  
Brave Standard x4.

Note: Appear from south.

=====  
2nd Challenge Mission  
=====

-----  
Requirement  
-----

Destroy 15 Virgo II within 4 turns.

Secret Reinforcements

-----  
Alpha Aziel [Quess Paraya].  
Geara Dogd x6.

Note: Appear in new, 2nd map (left one).

=====  
Over Impact  
=====

-----  
Requirement  
-----

Gundam F91 (Seabook) defeat Rafflesia [Carozzo] within 5 turns.

+++++  
[III.4.F] Stage D-6 | Kidou Butouden G Gundam  
+++++

=====  
1st Break Trigger  
=====

-----  
Requirement  
-----

God Gundam [Domon] defeat Grand Master Gundam [Urube] within 6 turns.

-----  
Ally Reinforcements  
-----

Crossbone Gundam X1 Kai [Kincaid Nau].  
Crossbone Gundam X3 [Tovia Alonax].  
Flint [Umon Samon].  
Flint [Yonah].  
Flint [Gerard].

Note: Appear in new, 2nd map (right one).

-----  
Enemy Reinforcements  
-----

Divinidad [Crux Dogatie] x6.  
Crossbone Gundam X2 Kai [Zabine Chareux].  
Nortilas [Karas].  
Mass Produced Quavarze x6.  
Vagon x3.  
Pez Batara x3.  
Batara x9.

Note: Appear in new, 2nd map (right one).

=====  
2nd Break Trigger  
=====

-----  
Requirement  
-----

Destroy 5 Divinidades in 6 turns.

-----  
Ally Reinforcement  
-----

Hi-Nu Gundam [Amuro Ray]

Note: Appear from north, 1st map (left one).

-----  
Enemy Reinforcements  
-----

Nightingale [Char Aznable].

Geara Dogd x18.

Note: Appear from north, 1st map (left one).

=====  
1st Challenge Mission  
=====

-----  
Requirement  
-----

God Gundam [Domon] defeat Grand Master Gundam [Urube] within 6 turns while in Super Max Tension.

-----  
Secret Reinforcements  
-----

Defalse [Geyla Zoi].

Zedas.

Gafran x4.

Note: Appear from south, 1st map (left one).

=====  
2nd Challenge Mission  
=====

-----  
Requirement  
-----

Destroy 5 Divinidades within 5 turns.

-----  
Secret Reinforcements  
-----

Banshee [Ple Twelve].

Jesta x5.

Note: Appear from north, 2nd map (right one).

=====  
Over Impact  
=====

-----  
Requirement  
-----

Hi-Nu Gundam [Amuro] defeat Nightingale [Char] within 5 turns.



=====  
1st Break Trigger  
=====

-----  
Requirement  
-----

Destroy 20 M-sized ELS in 5 turns.

-----  
Ally Reinforcements  
-----

Sazabi [Char Aznable].  
Sinanju [Full Frontal]

Note: Appear from east.

-----  
Enemy Reinforcements  
-----

XXL-sized ELS x3.  
M-sized ELS x18.

Note: Appear from east.

=====  
2nd Break Trigger  
=====

-----  
Requirement  
-----

Destroy 2 XXL-sized ELS in 5 turns.

-----  
Ally Reinforcements  
-----

00 Qan[T] [Setsuna F. Seiei].  
Gundam Zabanya [Lockon Stratos].  
Gundam Harute [Allelujah Haptism].  
Raphael Gundam [Tieria Erde].

Note: Appear in the center.

-----  
Enemy Reinforcements  
-----

ELS Libra.  
M-sized ELS x6.

Note: Appear from east.

=====  
1st Challenge Mission  
=====

-----  
Requirement  
-----

Destroy 20 M-sized ELS within 4 turns.

-----  
Secret Reinforcements  
-----

Rig Ring x5.

Note: Appear from east.

=====  
2nd Challenge Mission  
=====

-----  
Requirement  
-----

Destroy 2 XXL-sized ELS within 4 turns.

-----  
Secret Reinforcements  
-----

Devil Gundam Jr. x3.

Note: Appear from east.

=====  
Over Impact  
=====

-----  
Requirement  
-----

Destroy ELS Libra within 5 turns.

++++  
[III.5] Stage EX Final  
++++

=====  
1st Break Trigger  
=====

-----  
Requirement  
-----

Master Unit engage Barbadro.

-----  
Ally Reinforcements  
-----

- Wing Gundam ZERO [Heero Yuy].
- Gundam F91 [Seabook Arno].
- ZZ Gundam [Judau Ashta].
- V2 Gundam [Usso Ewing].
- Gundam Age-1 Normal [Flit Asuno].

Note: Appear from east.

-----  
Enemy Reinforcements  
-----

- Gundam Epyon [Milliardo Peacecraft].
- Qubeley [Haman Karn].
- Velga Giros (Black Vanguard) [Zabine Chareux].

Rig Contioh [Chronicle Asher].  
Gottrlatan [Katejina Loose].  
Zedas [Decil Gareth].  
Mercurius.  
Vayeate.  
Zaku III Kai.  
Regelg.  
Den'an Gei (Black Vanguard) x2.  
Gedlav x2.  
Baqto x2.  
Taurus x3.  
Schtrum Dias x3.  
Den'an Zon (Black Vanguard) x3.  
Zoloat x3.  
Gafran x3.

Note: Appear from west.

=====  
2nd Break Trigger  
=====

-----  
Requirement  
-----

Master Unit engage Barbadro.

-----  
Ally Reinforcements  
-----

Z Gundam [Kamille Bidan].  
Turn A Gundam [Loran Cehack].  
Gundam DX [Garrod Ran].  
Crossbone Gundam X3 [Tovia Alonax].  
Dendrobium [Kou Uraki].

Note: Appear from east.

-----  
Enemy Reinforcements  
-----

The O [Paptimus Scirocco].  
Neue Ziel [Anavel Gato].  
Turn X [Gym Gyngganam].  
Gundam Virsago Chest Break [Shagia Frost].  
Gundam Ashtaron Hermit Crab [Olba Frost].  
Nortilas [Karas].  
Palace Athene.  
Bolinoak Sammahn.  
Abiju.  
Quavarze.  
Tutouga.  
Bandit x2.  
Rick Dom II x2.  
Daughtress Neo x2.  
Mahelow x3.  
Mass Produced Quavarze x3.  
Barzam x3.  
Valiant x3.  
Dra-C x3.

Note: Appear from west.

=====  
1st Challenge Mission  
=====

-----  
Requirement  
-----

Halphas Belze Halberd [Aphrodia] engage Barbadro while in Super Max Tension.

-----  
Secret Reinforcements  
-----

Psycho Gundam Mk. II.  
Psycho Gundam x2.

Note: Appear from west.

=====  
2nd Challenge Mission  
=====

-----  
Requirement  
-----

Halphas Belze Halberd [Aphrodia] engage Barbadro while in Super Max Tension.

-----  
Secret Reinforcements  
-----

Granzam.  
Big Zam x2.

Note: Appear from west.

=====  
Over Impact  
=====

-----  
Requirement  
-----

Halphas Belze Halberd [Aphrodia] defeat Barbadro.

#####  
[IV] World Core  
#####

Not "Over Impact", it's "Core Impact". The difference is the game will pick randomly from the Units in your Warship to become your enemies. Any stats buffed by Pilot Skills or Optional Parts will become their permanent stats too. "Core Impact" also presents in "Overworld Mode".

#####  
[V] Overworld  
#####

\*To unlock this Mode, you need to clear "World Tour Mode" and "World Core

Mode" first.

\*To unlock "Hell 1 Stage", you need to beat the game first (clear the "Last Stage"). After you load up your game, check the Overworld Mode again while your difficulty are set on Hell, it should be there.

#####  
[VI] Frequently Asked Questions  
#####

Q: Why didn't you include reinforcements when passing a turn?  
A: That's because it's not a break/secret reinforcements. And it's kinda fun cause it could be a suprise. :p

Q: Is it necessary to do the Break Triggers and/or Challenge Missions?  
A: If you're aiming for 100% Profile completion then yes, because there's Units & Characters which only appears during certain Generation Break or extra (secret) reinforcements.

Q: How to unlock Hell difficulty?  
A: Beat "Last" Stage in "Overworld Mode". Save the game, load your game. You should be in Hell difficulty. To change back to Normal difficulty press Square button.

Q: Why didn't you include "Hell Final Stage" in your Guide?  
A: That's because there's no Generation Breaks, nor Challenge Missions, so there you go.

Q: Why should I defeat "Hell Final Stage"?  
A: "Unlimited Memory" optional Part. Gives your Unit the ability to use weapons without consuming EN as well as the ability to doubles your damages. That, by itself is worth the effort. You'll also get all Scout bonus. This bonus gives all characters you haven't recruited yet into your inventory. Yes, ALL of them, be prepared to be shocked to see your character list get bloated.

#####  
[VI] Version History  
#####

Version 1.00 [Alpha] (October, 26th, 2012)  
\*Submitted this Guide to GameFAQs.  
\*May fixes and/or add some stuff later.

#####  
[VI] Credits  
#####

Thanks goes to:

1. God, because I'm still alive when writing this guide.
2. My parents, I won't be what I am today or even able to play this game if it weren't for them.
3. Tom Create and Bandai Namco Games for this game.

4. You, for reading my guide.

\*\*\*\*\*  
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