

# Armored Core: Project Phantasma AC Design Guide

by Da Kaptin

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Armored Core: Project Phantasma  
Anime AC Guide  
by Da Kaptin

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0.0 FOREWORD  
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Hi there friend! Watcha say? Welcome to my Definitive Mech Guide for Project Phantasma! I will be constantly adding to this guide. If you would like to have your AC put on this FAQ, you must first meet the following specifications:

1. Your AC MUST be a mech from a movie, show, game, magazine, something!
2. Your AC MUST be submitted in the format you see.
3. You MUST either have a color scheme in place or send me a picture so I can add the color scheme myself.
4. E-mail me at:  
webmaster@hotleafrecords.com  
(Put ACPP in the subject line or your mail will be deleted.)

Thank!  
Da Kaptin

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- 3.06.26 NZ-000 Quin Mantha
- 3.06.27 RMS-099B Sturm Dias
- 3.06.28 RMS-119 EWAC Zack "Eye-Zack"
- 3.06.29 RMS-192M Zaku Mariner
- 3.06.30 MS-06D Desert Zaku
- 3.06.31 MS-09H Dowadge Kai
- 3.06.32 MSM-04N Agguguy
- 3.06.33 MSM-08 Zogok
- 3.07 Mobile Suit Gundam: Char's Counterattack
  - 3.07.1 RX-93 "nu" Gundam
  - 3.07.2 RGM-89 Jegan
  - 3.07.3 RGZ-91 Re-GZ
  - 3.07.4 AMS-119 Geara Doga
  - 3.07.5 MSN-03 Jagd Doga
  - 3.07.6 MSN-04 Sazabi
  - 3.07.7 RMS-116H Hobby Hi-Zack
- 3.08 Mobile Suit Gundam F91
  - 3.08.01 F91 Gundam F91
  - 3.08.02 F71 G-Cannon
  - 3.08.03 RGM-89M Jegan B-Type
  - 3.08.04 RGM-89R Jegan A-Type
  - 3.08.05 RGM-109 Heavygun
  - 3.08.06 RXR-44 Guntank R-44
  - 3.08.07 XM-01 Den'an Zon
  - 3.08.08 XM-02 Den'an Gei
  - 3.08.09 XM-03 Ebirhu-S
  - 3.08.10 XM-04 Berga Dalas
  - 3.08.11 XM-05 Berga Giros
  - 3.08.12 XM-06 Dahgi Iris
  - 3.08.13 XM-07 Vigna Ghina
- 3.09 Mobile Suit Victory (V) Gundam
  - 3.09.01 LM312V04 Victory Gundam
  - 3.09.02 LM312V05+SD-VB03A V-Dash Gundam
  - 3.09.03 LM312V06 Victory Gundam Hexa
  - 2.09.04 LM312V06+SD-VB03A V-Dash Gundam Hexa
  - 3.09.05 LM314V21 Victory 2 Gundam
  - 3.09.06 LM314V23 Victory 2 Buster Gundam
  - 3.09.07 LM314V24 Victory 2 Assault Gundam
  - 3.09.08 V2 Assault-Buster Gundam
  - 3.09.09 LM111E02 Gun-EZ
  - 3.09.10 LM111E03 Gunblastor
  - 3.09.11 ZM-S06S Zoloat
  - 3.09.12 RGM-119 Jamesgun
  - 3.09.13 RGM-122 Javelin
  - 3.09.14 ZM-S06G Zollidia
  - 3.09.15 ZM-S08G Zolo
  - 3.09.16 ZM-S08GC Zolo Kai
  - 3.09.17 ZM-S09G Tomliat

- 3.09.18 ZM-S14S Contio
- 3.09.19 ZM-S19S Shy-Tarn
- 3.09.20 ZM-S20S Jabaco
- 3.09.21 ZM-S21G Bruckeng
- 3.09.22 ZM-S22S Rig Shokew
- 3.09.23 ZM-S24G Gedlav
- 3.09.24 ZM-S27G Domuttlia
- 3.09.25 ZMT-D11S Abigor
- 3.09.26 ZMT-D15M Galguyu
- 3.09.27 ZMT-S12G Shokew
- 3.09.28 ZMT-S13G Godzorla
- 3.09.29 ZMT-S16G Memedorza
- 3.09.30 ZMT-S28S Gengaozo
- 3.09.31 ZMT-S29 Zanneck
- 3.09.32 ZMT-S33A Gottrlatan
- 3.09.33 ZMT-S34S Rig Contio
- 3.10 Mobile Fighter G Gundam
  - 3.10.01 GF4-001NE Pharaoh Gundam IV
  - 3.10.02 GF12-035NH/GF13-001NH Kowloon Gundam
  - 3.10.03 GF13-001NHII Master Gundam
  - 3.10.04 GF13-002NGR Zeus Gundam
  - 3.10.05 GF13-003NEL John Bull Gundam
  - 3.10.06 GF13-006NA Gundam Maxter
  - 3.10.07 GF13-009NF Gundam Rose
  - 3.10.08 GF13-011NC Dragon Gundam
  - 3.10.09 GF13-012NN Viking Gundam
  - 3.10.10 GF13-013NR Bolt Gundam
  - 3.10.11 GF13-017NJ Shining Gundam
  - 3.10.12 GF13-017NJII God Gundam
  - 3.10.13 GF13-020NK Zebra Gundam
  - 3.10.14 GF13-021NG Gundam Spiegel
  - 3.10.15 GF13-030NIN Cobra Gundam
  - 3.10.16 GF13-037NCA Lumber Gundam
  - 3.10.17 GF13-049NM Tequila Gundam
  - 3.10.18 GF13-050NSW Nobel Gundam
  - 3.10.19 GF13-051NE Pharaoh Gundam XIII
  - 3.10.20 GF13-052NT Minaret Gundam
  - 3.10.21 GF13-053NMO Temjin Gundam
  - 3.10.22 GF13-055NI Neros Gundam
  - 3.10.23 GF13-066NO Nether Gundam
  - 3.10.24 GF13-073NPO Gundam Magnat
  - 3.10.25 GF13-083NCB Arachno Gundam
  - 3.10.26 Mirage Gundam
  - 3.10.27 Grand Gundam
  - 3.10.28 Gundam Heaven's Sword
  - 3.10.29 JDG-00X Devil Gundam
  - 3.10.30 JMF1336R Rising Gundam
- 3.11 New Mobile Report Gundam Wing
  - 3.11.01 XXXG-01W Wing Gundam
  - 3.11.02 XXXG-00W0 Wing Gundam Zero
  - 3.11.03 XXXG-01H Gundam Heavyarms
  - 3.11.04 XXXG-01H2 Gundam Heavyarms Kai
  - 3.11.05 XXXG-01SR Gundam Sandrock
  - 3.11.06 XXXG-01D Gundam Deathscythe
  - 3.11.07 XXXG-01D2 Gundam Deathscythe Hell
  - 3.11.08 XXXG-01S Shenlong Gundam
  - 3.11.09 XXXG-01S2 Altron Gundam
  - 3.11.10 OZ-00MS Tallgeese
  - 3.11.11 OZ-00MS2 Tallgeese II
  - 3.11.12 OZ-13MS Gundam Epyon

- 3.11.13 OZ-13MSX1 Vayeate
- 3.11.14 OZ-13MSX2 Mercurius
- 3.11.15 SK-12SMS Taurus
- 3.11.16 WMS-03 Maganac
- 3.11.17 WMS-03 Maganac Abdul Custom
- 3.11.18 WMS-03 Maganac Ahmad Custom
- 3.11.19 WMS-03 Maganac Auda Custom
- 3.11.20 WMS-03 Maganac Rasid Kurama Custom
- 3.11.21 OZ-06MS Leo
- 3.11.22 OZ-06MS Leo Early Type
- 3.11.23 OZ-06MS Leo Space Type
- 3.11.24 OZ-07AMS Aries
- 3.11.25 OZ-07MS Tragos
- 3.11.26 OZ-08MMS Cancer
- 3.11.27 OZ-06MS Leo Cannon Type
- 3.11.28 OZ-02MD Virgo
- 3.11.29 OZ-09MMS Pisces
- 3.11.30 OZ-12SMS Taurus
- 3.11.31 WF-02MD Virgo II
- 3.12 New Mobile Report Gundam Wing: Endless Waltz
  - 3.12.1 OZ-00MS2B Tallgeese III
  - 3.12.2 MMS-01 (OZ-17MS) Serpent
- 3.13 After War Gundam X
  - 3.13.01 GT-9600 Gundam Leopard
  - 3.13.02 GT-9600-D Gundam Leopard Destroy
  - 3.13.03 GW-9800 Gundam Airmaster
  - 3.13.04 GW-9800-B Gundam Airmaster Burst
  - 3.13.05 GX-9900 Gundam X
  - 3.13.06 GX-9900-DV Gundam X Divider
  - 3.13.07 GX-9901-DX Gundam Double X
  - 3.13.08 NRX-0013 Gundam Virsago
  - 3.13.09 NRX-0013-CB Gundam Virsago Chest Break
  - 3.13.10 NRX-0015 Gundam Ashtaron
  - 3.13.11 NRX-0015-HC Gundam Ashtaron Hermit Crab
  - 3.13.12 DT-6800A Daughtress
  - 3.13.13 DT-6800C Daughtress Command
  - 3.13.14 DT-6800W Daughtress Weapon
  - 3.13.15 NRX-009 (NR-001) Valient
  - 3.13.16 NRX-016 Rasveyt
  - 3.13.17 NRX-018-2 Daughtress Neo
  - 3.13.18 DT-6800HMC Daughtress High Mobility Command "Wise Wallaby"
  - 3.13.19 DTM-7000 Daughseat
  - 3.13.20 GX-9900-GB G-Bit D.O.M.E.
  - 3.13.21 RMS-006 Jenice
  - 3.13.22 RMS-007G Juragg Cold Climate Type "Polar Bear"
  - 3.13.23 RMS-009 Septem
  - 3.13.24 RMS-014 Octave
  - 3.13.25 RMS-019 Crouda
  - 3.13.26 RMS-019R Crouda Lancerow Custom
  - 3.13.27 RMSN-008 Bertigo
  - 3.13.28 ENG-001 Estardoth
  - 3.13.29 ENG-002 Pyron
- 3.14 Turn-A Gundam
  - 3.14.01 Turn A Gundam
  - 3.14.02 MS-06 Borjarnon Gavane Goonny Custom
  - 3.14.03 NRS-P701R Godwin
  - 3.14.04 CONCEPT-X 6-1-2 Turn X
  - 3.14.05 G-838 Mahiroo
  - 3.14.06 G-M2F (AMX-102) Zssan

- 3.14.07 GMIF (XM-0754) Bandit
- 3.14.08 MRC-F20 SUMO
- 3.14.09 NRS-P701 Gozzo
- 3.14.10 SPA-51 Cannon Illefuto
- 3.14.11 TAF-M9 Eigel
- 3.15 Mobile Suit Gundam SEED
  - 3.15.01 GAT-X102 Duel Gundam
  - 3.15.02 GAT-X103 Buster Gundam
  - 3.15.03 GAT-X105 Strike Gundam
  - 3.15.04 GAT-X207 Blitz Gundam
  - 3.15.05 GAT-X303 Aegis Gundam
  - 3.15.06 ZGMF-X09A Justice Gundam
  - 3.15.07 ZGMF-X10A Freedom Gundam
- 3.16 Cybernator
  - 3.16.1 Cybernator
- 3.17 Metal Combat: Falcon's Revenge
  - 3.17.01 Garam Mk 2
  - 3.17.02 Siamang
  - 3.17.03 Wong
  - 3.17.04 Griffin
  - 3.17.05 Viscount
  - 3.17.06 Thanatos
  - 3.17.07 Arachnus
  - 3.17.09 Groken
  - 3.17.10 Spika
  - 3.17.11 Falcon
  - 3.17.12 Tornado
- 3.18 Cyberbots: FullMetal Madness
  - 3.18.01 Blodia
  - 3.18.02 Swordsman
  - 3.18.03 Riot
  - 3.18.04 Reptos
  - 3.18.05 Lightning
  - 3.18.06 Jackal
  - 3.18.07 Fordy
  - 3.18.08 Tarantula
  - 3.18.09 Killer Bee
  - 3.18.10 Guldin
  - 3.18.11 Vise
  - 3.18.12 Cyclone
- 3.19 Aura Battler Dunbine
  - 3.19.1 Billbine
  - 3.19.2 Dunbine
- 3.20 Metal Armor Dragonar
  - 3.20.01 XC-00 CabARRIER-0
  - 3.20.02 XC-3 CabARRIER
  - 3.20.03 XD-01 Dragonar-1
  - 3.20.04 XD-01SR Dragonar-1 Custom
  - 3.20.05 XD-02 Dragonar-2
  - 3.20.06 XD-02SR Dragonar-2 Custom
  - 3.20.07 XD-03 Dragonar-3
  - 3.20.08 XDFU-01 Dragonar Lifter-1
  - 3.20.09 XDFU-02 Dragonar Lifter-2
  - 3.20.10 XDFU-03 Dragonar Lifter-3
- 3.21 Fang of the Sun Dougram
  - 3.21.1 Dougram
- 3.22 Mobile Police Patlabor
  - 3.22.1 AV-98 Ingram
- 4.0 CREDITS

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0.2 VERSION HISTORY  
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v. 1.0 - First version for public viewing. I'm missing LOTS of the Gundams from several anime magazines, as well as several games I probably know nothing of. I'm going to take a break for a day or two, probably wait until after the 4th of July weekend to continue on the search.

v. 2.0 - A pretty small update. Added a new Wing Gundam design donated by Irregular X. (Big Ups!) I also added design updates and reviews from Nedmech. (Mucho Gracias!) Lots of work left to do. STILL missing all the Gundam variations. I hope for an another update soon, though my broken Playstation will set me back a few months. If ANYONE could help me with my MASSIVE amounts of missing mech designs, PLEASE do so.

v. 3.0 - WOW! It's been almost two years since I last updated this thing. I can't believe it! Anyway, I added a new mech design by laserblade2009. And I... Well, that's about all I've done for now. I have finished (and added) several mechs, though I don't have the designs on me right now. However, I will have a pretty big post come Friday. Ciao!

v. 3.1 - Ooooookkkk... HELP! At the rate I'm moving, It's going to take me forever to finish this thing! I REALLY need some help with the designing and coloring (especially the coloring) of these ACs. If I can at least get someone to help out with the coloring of these things, I can have it finished in about a month. Anywho, I've added several AC designs, and I did a lot of cleanup. It looks a little better. But, regardless of all that, I still need a lot of help. So please... HELP!!! HELP!!! HELP!!!!!! (Oh, yeah. By the way, I'm gonna change this FAQ around to cover all the PSX Armored Cores. In fact, I'm gonna optimize all the designs to AC:MOA specs and classify which ones can be used on AC, AC:PP, or AC:MOA. So, again... HELP!!!!!!!)

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1.0 MECH HISTORY  
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1.01 Mobile Suit Gundam  
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In the year Universal Century 0079, The Principality of Zeon invents a gigantic human-shaped weapon called the Mobile Suit (MS) and begins its war for independence against the Earth Federation. The story depicts the life of young boys and girls in the war, focusing on the young protagonist named Amuro Ray. Amuro becomes the pilot of the Gundam, a prototype MS developed by Federation Force. Through his battles against the ace pilot of Zeon, Char Aznable, and the bitter trials of the war, he become aware of his uniqueness as a NewType.

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1.02 Mobile Suit Gundam: The 8th MS Team  
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Federation Lieutenant Shiro Amada is transferred from the Space Unit to the Ground Unit, where he ends up leading the 08th MS team, a troubled group consisting of a bunch of misfits and rogues. The Zeon Secret Weapon Development Unit has a base close to where the 08th MS Team is stationed. A female pilot, Aina Saharin, is the test pilot of

this threatening secret. She and Shiro have met before, when they were both adrift alone in space.

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#### 1.03 Mobile Suit Gundam 0080: War in the Pocket

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A young lieutenant of the Zeon's special unit, Bernie, secretly enters the neutral Space Colony Side 6, where he meets Al. He and the innocent boy become friends. Bernie also becomes attracted to Al's neighbor, the beautiful Chris. But Chris is in fact the female test pilot of the latest Gundam, which is exactly what Bernie's unit is trying to destroy.

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#### 1.04 Mobile Suit Gundam 0083: Stardust Memories

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Three years after the end of the war between the Zeon and the Federation, a group called the Delaz Fleet is formed by the survivors of the Zeon army. Their goal is to rebuild Zeon. Its ace pilot, Major Anavel Gato steals the Gundam GP02, a nuclear equipped model in development by the Federation. Lieutenant Kou Uraki pilots the Gundam GP01, the only one left, in an attempt to stop him. Operation Stardust, the plan of the Delaz Fleet, is such a large-scale operation that it shakes up the Federation.

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#### 1.05 Mobile Suit Gundam Z (Zeta)

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Seven years have passed since the end of the One Year War. It is now Universal Century 0087. In its zeal to stamp out whatever remnants of Zeon or other opposition remain, the Earth Federation has created the Titans, an elite fighting force that's seemingly above the law. Enter the Anti-Earth Union Government, or AEUG, with the enlisted help of such greats as Bright Noa and Char Aznable, as well as newcomers like the powerful Newtype and pilot of the Zeta Gundam, Camille Bidan. Only AEUG and its sister organization on Earth, Kalaba (of which Amuro Ray is a part) stand against the Titans.

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#### 1.06 Mobile Suit Gundam ZZ (Double Zeta)

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Immediately following the Gryps conflict of Zeta Gundam, Gundam ZZ follows the rise of the first Neo Zeon movement and the fight against it by AEUG and the Earth Federation. While Bright Noa remains an important part of the series, most of the rest of the Zeta cast has retired - that is, those who weren't killed off just before the end of Zeta have retired. In place of Zeta's cast is a group of children from Side 1, led by Judau Ashta, pilot of the Gundam ZZ.

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#### 1.07 Mobile Suit Gundam: Char's Counterattack

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Char's Counterattack, which takes place fourteen years after the original Mobile Suit Gundam series, concludes the long-running rivalry between hero Amuro Ray and his nemesis Char Aznable. After years of

conflict between Earth and the space colonies, Char has devised a radical solution: by bombarding Earth with asteroids, he will render the planet uninhabitable and force all of humanity to live in space. All that stands in Char's way are Amuro and one small Earth Federation fleet, and now the destiny of the human race will be decided by the final clash between these two Newtype warriors.

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#### 1.08 Mobile Suit Gundam F91

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After 30 years of peace, Earth is threatened again in UC 0123. Gundam F91 is the story of the Crossbone Vanguard, the private army of the wealthy Spacenoid Ronah family. Much like the Zeon, they believe that Spacenoids are superior to Earthnoids, and they plan to create a utopia named Cosmo Babylonia. Opposing them is Newtype Seabook Arno with his Gundam F91.

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#### 1.09 Mobile Suit V (Victory) Gundam

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It is Universal Century 0153, thirty years since Gundam F91, sixty Since Char's Counterattack, and seventy-four since the One Year War. At Side 2, the Zanscare Empire has come to power and holds onto that power By guillotining anyone who proves troublesome. The ailing Earth Federation is powerless to stop this new threat, and so rises the League Militaire, the only serious resistance against the Empire. With the aid of its state-of-the-art mobile suits and thirteen-year-old Newtype pilot Usso Ebbing, the League Militaire may just stand a fighting chance, but it will prove to be a brutal war that threatens the very existence of humanity...

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#### 1.10 Mobile Fighter G Gundam

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The year is Future Century 60. It's been sixty years since the elite of the Earth left behind the polluted planet for a new life in outer space. However, once in space humanity ran into a problem: war. To solve this problem, the colonies came up with a sort of civilized war- that is, a tournament using the most advanced mobile suits each colony could build. These advanced mobile suits, classified as mobile fighters, are known as Gundams, and each country's Gundam participates in a year-long Gundam Fight that takes place every four years to determine who will control the entire Earth Sphere until the next fight. However, this year, Neo Japan is after more than just the title, "Gundam the Gundam." This year, their pilot, Domon Kasshu, must track down the runaway Devil Gundam before it unleashes something terrible on the planet.

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#### 1.11 New Mobile Report Gundam Wing

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The year is 195 of the After Colony era and the tyrannical United Earth Sphere Alliance holds tight control over the space colonies orbiting The Earth. A small band of dissatisfied colonists has built five advanced mobile suits known as Gundams with which to fight back against the Alliance and the secret organization known as OZ. Having

been sent to Earth to wage guerilla warfare against the Alliance and OZ, it is now up to these Gundam pilots to gain freedom for the colonies and attain peace for the world.

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#### 1.12 New Mobile Report Gundam Wing: Endless Waltz

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In the year After Colony 196, the world is still becoming accustomed to this new age of total peace. However, some are unsatisfied with the current state of the Earth Sphere. With a horde of mobile suits and a personal army to pilot them, Mariemaia Khushrenada and Dekim Barton have declared war on the Earth Sphere Unified Nation, and the only thing that stands in their way is the combined forces of the Gundam pilots and the ESUN's Preventers.

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#### 1.13 After War Gundam X

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It is the year After War 0015, fifteen years after the devastating 7th Space War left the Earth in ruins. As humanity slowly recovers, the powers that be are consolidating their forces. A New Federation has been formed to take the place of that which collapsed at the end of the war. In space, the colonies are gathering their forces once again. Both sides are looking to get their hands on Newtypes, but Jamil Neat, leader of a Vulture group and a former Newtype himself, won't have it. With the help of his ship, Freedon, and fifteen-year-old Garrod Ran, Jamil is searching for all of the remaining Newtypes, hoping he can save them from becoming tools of war.

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#### 1.14 Turn-A Gundam

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The year is Correct Century 2345. The Earth has long forgotten its space-traveling past and the 32-kilometer-long space colonies it once built, and has reverted back to World War I technological levels. However, an advanced race still exists on the moon, and although weary of the Earth's dangerous past, it's about ready to return home. Two years ago, three Moonrace citizens, Loran Cehack, Keith Laijie, and Fran Doll, were sent to Earth as guinea pigs to see if return is feasible. With the experiment a success, the invasion begins. When a statue crumbles to reveal an advanced mobile suit hidden inside, Loran chooses to pilot it in service of the Earth's Militia, hoping that all-out war can be averted.

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#### 1.15 Mobile Suit Gundam SEED

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The year is Cosmic Era 70. War has broken out between an organization known as ZAFT and OMNI Enforcer. Sixteen-year-old Kira Yamato, a student at a local college, is caught in the middle of this war when ZAFT comes to his supposedly-neutral colony in order to capture five of OMNI's Gundams, secretly hidden there. ZAFT manages to take four of the Gundams, but Kira becomes the pilot of the G5 Strike Gundam and now must face the other four on his own, including the G4 Aegis Gundam piloted by his best friend, Asran Zara.



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2.0 MECH OVERVIEW  
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2.01 Mobile Suit Gundam

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2.01.01 RX-78-2 Gundam  
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"The Gundam was designed as a fast, close-combat mobile suit and was the first to feature several new technologies, including the energy cap-based beam rifle (making the Gundam the first mobile suit to pack the firepower of a battleship) and beam saber. Although designed with "high performance" in mind, the Gundam was simply outmatched by its own pilot: Amuro's emerging Newtype abilities would increasingly allow him to push the Gundam beyond its design limits. This had the often-annoying result of the Gundam's motors and joints getting burned-out or overloaded simply because it couldn't keep up with Amuro's reflexes. A later field upgrade which involved coating the joints with an electromagnetic solution, thus reducing the motors' and joints' friction, increased the Gundam's performance to a point where it could keep up with Amuro's reaction time. Another factor that contributed to the Gundam's success was its "learning computer" system, which allowed the mobile suit to "learn" from - and adapt to - the pilot's input. The data from the learning computer system would later be incorporated into the Federation's first mass-production model mobile suit, the RGM-79 GM."

MAHQ.net

2.01.02 MS-06S Zaku II Commander Type  
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"Although the MS-06F Zaku II was the most heavily mass-produced Zaku of the Universal Century Era's One Year War, a handful of Zakus were modified for improved performance and assigned to squadron commanders and proven ace pilots. Known as the MS-06S Zaku II Commander Type, the S-type Zaku, while visually identical to the F-type except for the minor addition of a squad leader "antennae" on the head, was a big step up for its pilots. Featuring a more powerful reactor and greater thrust and acceleration, the S-type was a potent weapon in the hands of an expert pilot. Many aces and unit commanders gave their S-type Zakus custom paint jobs, the most notable being the red-and-maroon colors of "Red Comet" Char Aznable, the greatest mobile suit ace of the One Year War."

MAHQ.net

2.01.03 MS-14S (YMS-14) Gelgoog Commander Type  
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"Before Zeon's new mass-produced MS-14A Gelgoog went into production - pending the completion of Zeon's beam weapon technology research - 25 test units of the Gelgoog line were put into service in October UC 0079. Assigned the model number MS-14S (originally YMS-14), 24 of these test Gelgoogs were given to Zeon's elite "Ace Corps" for trials and field testing in the Corregidor Shoal Zone before actual mass production began. The 25th MS-14S was assigned to Zeon ace pilot Char Aznable, who used his Gelgoog in combat for the first time against the Federation's powerful RX-78-2 Gundam mobile suit inside the abandoned Texas Colony at Side 5. Following the Corregidor testing, the rest of the prototypes were also put into combat, including the Gelgoog of Anavel Gato, who would use his new mobile suit to help him gain the

nickname "Nightmare of Solomon" at the Battles of Solomon and A Bao A Qu."

MAHQ.net

#### 2.01.04 MSM-07S Z'Gok Commander Type

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"The S-type Z'Gok was a moderate improvement over the standard MSM-07 Z'Gok, sporting a more powerful reactor and a more economical use of armor and construction materials, resulting in a lighter gross weight and increased performance. Produced late in the One Year War, the S-type was usually reserved for ace pilots and unit commanders. Zeon ace Char Aznable piloted one of these "commander type" Z'Goks during Zeon's assault on the Earth Federation's Jaburo military headquarters on 30 November UC 0079."

MAHQ.net

#### 2.01.05 RGM-79 GM

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"The production-model GM was basically a simplified version of the original Gundam, eliminating some of the more complex and expensive features - such as the Core Block System and using normal titanium alloy armor instead of lunar titanium - to make it production faster and more economical. The GM only carried one beam saber instead of two, and had optional hand armaments of either a 100 mm machinegun or a short-range - but highly effective - beam spray gun. With the Federal Forces already on the offensive, the introduction of the GM units to the front lines assured the Federation's victory... and descendants of the GM line would continue to serve the Federation military for at least the next fifteen years."

MAHQ.net

#### 2.01.06 RX-75-4 Guntank

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"The first RX-75s were deployed for testing and trials at the Federation's research base on the Side 6 colony. However, only one unit - the RX-75-4 - survived an attack when Project V was discovered by Zeon forces in September UC 0079. This last unit was transferred to the assault carrier White Base, where it operated as a support/defensive unit until it was decommissioned at the Federation's Jaburo military headquarters in November UC 0079. During its service aboard White Base, the Guntank was upgraded so that one pilot could handle both piloting and gunnery functions from the head cockpit."

MAHQ.net

#### 2.01.07 RX-77-2 Guncannon

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"The second of three mobile suit prototypes built under the Earth Federation's "Project V" during the One Year War, the RX-77-2 Guncannon was a step above the RX-75 Guntank in that it was a true mobile suit and not just a "mobile suit body on a tank." Like its brethren Guntank and RX-78-2 Gundam, the Guncannon used the same FF-X7 Core Fighter as an escape system for the pilot. Also like the Gundam, the Guncannon was one of the first mobile suits to use the energy cap-based beam rifle, as well as head-mounted vulcan guns for close range defense."

MAHQ.net

#### 2.01.08 MS-05B Zaku I

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"Introduced in UC 0075, the MS-05B Zaku I was the Principality of Zeon's first true mass-production model mobile suit. Although designed

as a front line combat unit, the Zaku I was soon replaced by the improved MS-06F Zaku II and would be replaced as the mainstay of Zeon's mobile suit forces. Early during the One Year War of UC 0079, most Zaku Is were relegated to menial construction and supply duties, although a few did continue to serve in combat roles. During the war's opening days, Zaku Is were also used in other combat-related work roles, such gassing of colony populations, attaching booster engines to space colonies to hurtle them towards Earth, and so on. It wasn't until the last months of the war that Zeon, desparate after facing losses in Operation Odessa and Operation Star One, would move the old Zaku Is back to the front lines to reinforce their faltering main forces. Several units would even see combat on Earth when the Midnight Fenrir team fought in defense of the California Base."

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#### 2.01.09 MS-06F Zaku II

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"Introduced early during the One Year War as a replacement for the C-type Zaku II, the F-Type was the most heavily mass-produced version of the Zaku II line and served as the mainstay of the Zeon military. It is the F-type Zaku II that is also the most well-known version of Zeon's mobile suit forces. Although fully capable of operating on Earth, the F-type Zaku II was designed primarily for space combat (although the F-type did see limited use in Earth-based ground combat). A nearly identical variant of the F-type, the J-type Zaku II, was designed and employed as a ground combat unit. The Midnight Fenrir team used various F-types as scouts before Zeon's mass drop operations to invade North America."

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#### 2.01.10 MS-07B Gouf

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"Designed as a high-performance replacement for the MS-06J Zaku II, the ground combat MS-07B Gouf became famous during the One Year War at the hands of ace Zeon pilot Ramba Ral. Though his personal Gouf was technically a prototype (possibly the YMS-07B), the production-model Gouf which came off the assembly line shortly thereafter was exactly identical. This fully-equipped production model B-type Gouf immediately followed a limited production run of A-type Goufs, which were produced without the built-in armaments of the standard B-types due to a parts shortage. However, the standard Gouf lived a short life itself, as production was quickly halted and the new ground combat MS-09 Dom went into production. Though the Gouf's production run was short, units were deployed all across the world, including places such as Australia and the Gobi Desert."

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#### 2.01.11 MS-09 Dom

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"Following the final testing and trials of the YMS-09 Prototype Dom, the standard production type MS-09 immediately began rolling off the Zeonic Corps' assembly lines. Supplanting the recently-produced MS-07B Gouf as the mainstay ground combat unit of Zeon's mobile suit forces, the Dom line's place was assured as a agile, heavy-type mobile suit for the next several years. The first three production Doms were given to Zeon's "Black Trinary" aces and stationed as the frontline defense for M'Quve's Odessa mining base during the One Year War. Though their amazing ground speed and agility gave the crew of the invading Federation carrier White Base a hard time, the Black Trinary was simply outmatched by the emerging Newtype abilities of RX-78-2 Gundam pilot

Amuro Ray. Amuro was able to dodge the Black Trinary's infamous coordinated "jetstream" attack - destroying all three of the Doms in the process."

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#### 2.01.12 MS-09R Rick Dom

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"When the Zeonic Company's space combat MS-11 Action Zaku development project was canned, the Zimmad Company quickly responded by making a variant of their well-proven MS-09 Dom ground combat mobile suit. It was near the end of the One Year War of UC 0079, and the Principality of Zeon, realizing that the outcome of the war was going to be decided in space, devoted all of its mobile suit manufacturing resources to space combat units. Refining the Dom design for space was simple, and mostly involved replacing the hover jet thrusters with standard rocket thrusters (and, judging by its lighter empty weight, opening up more interior space for fuel). The result was the MS-09R Rick Dom, and Zeon manufacturers began cranking out hundreds of these new units late in the war, replacing the aging MS-06F Zaku II as the premiere front line combat unit."

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#### 2.01.13 MS-14A Gelgoog

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"Intended as a replacement for the aging MS-06F Zaku II as a primary front line unit, the MS-14A Gelgoog was a high-performance mobile suit, arguably as powerful as - if not more powerful than - the Federation's Gundam. Well-suited for both terrestrial and space combat, the Gelgoog sported a large beam rifle, forearm-mounted jet engine thrusters for added maneuverability, and a twin beam sword. Unfortunately for Zeon, the introduction of the Gelgoog was a case of too-little-too-late. Only 165 units were produced and put into combat by the last day of the war at the Battle of A Baoa Qu on 31 December UC 0079... mostly piloted by novice pilots and fresh recruits who couldn't use their powerful new Gelgoogs effectively against veteran Federal pilots in less-powerful mass-produced GMs. It is often argued that, had Zeon managed to put the Gelgoog into production even only two months earlier, the outcome of the One Year War may have been turned in Zeon's favor."

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#### 2.01.14 MSM-03 Gogg

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"When the Zeonic Company's amphibious MS-06M Zaku Marine Type proved a failure, the Zimmad Company stepped in to take a new approach to the challenge of underwater combat mobile suits. As the Principality of Zeon was desperate to keep their foothold on Earth during the One Year War, they needed an effective way to operate in Earth's oceans. The Zimmad Company's first - and successful - design was the MSM-03 Gogg. Heavily armored to withstand deep sea pressures, and with the sea to act as a natural heat sink, its bulky body housed a large and powerful reactor - large enough to power the Gogg's built-in beam weapons. Being a submersible unit, the Gogg's body also contained ballast tanks, whose water could be used to radiate reactor heat when it operated out of the water in amphibious assaults. With these features, the MSM-03 Gogg was the first "true" amphibious mobile suit and would set the stage for all underwater combat suits to come."

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#### 2.01.15 MSM-04 Acguy

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"Following the Zimmad Company's first successful amphibious mobile suit, the MSM-03 Gogg, the Zeonic Company came back with its own original design. Using many internal parts from a standard MS-06F Zaku, the company produced the MSM-04 Acguy. Even with two Zaku powerplants, the heat signatures produced by the Acguy were relatively low compared to most other amphibious mobile suits from the One Year War. This lent the Acguy a stealthiness that made it perfect for covert operations. Zeon's Commander Char Aznable led a squadron of soldiers in Acguy mobile suits during a mission to destroy the mobile suit factory inside the Earth Federation's underground Jaburo base on 30 November UC 0079. Though the demolition mission was a failure, the Acguy did prove its usefulness by allowing Char's troops to successfully infiltrate the base undetected. The Acguy's armament also proved something of a surprise to the Federation: in addition to head-mounted vulcan guns and rocket launchers in the left arm, what appeared to be more rocket launchers in the right arm were actually extendable claws. Topped off by a mega particle cannon, the right arm could also extend out, making it a useful punching or striking weapon. This is just standard loadout, as the forearms are interchangeable. Thus, there are some Acguys with rocket launchers in the right arm. Some have been seen to have machineguns instead of mega particle cannons, but that is most likely just an 'in-field' modification."

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#### 2.01.16 MSM-07 Z'Gok

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"Following in the wave of amphibious mobile suits being developed for the Principality of Zeon's Earthside war front during the One Year War, MIP Company's first production model mobile suit was the highly successful MSM-07 Z'Gok. Being both fast in the water and agile on land, the Z'Gok had learned from Zimmad Company's MSM-03 Gogg and Zeonic Company's MSM-04 Acguy, replacing the bulky ballast water tanks normally used for cooling the suit's reactor out of water with an air-cooled fan system. The Z'Gok also had mega particle cannons mounted in the claw-hands for easier aiming, and large-capacity magazines for its missile launchers. All of these factors made the Z'Gok perhaps the most successful line of amphibious mobile suits used by the Principality of Zeon."

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#### 2.01.17 MSM-10 Zock

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"Produced at the Principality of Zeon's California Base during the latter weeks of the Universal Century Era's One Year War, the MSM-10 Zock was one of the last amphibious mobile suits to be produced - though its form represented the shift from mobile suits to the new mobile armor concept. With the thrusters in its armor "skirt" and short, non-functional feet, the Zock could best be described as a hovering gun emplacement, capable of covering all angles of attack with its front-and-back symmetrical design. Only three Zock units were produced, with one of them serving under Commander Char Aznable's forces during his assault on the Federation's Jaburo base on 30 November UC 0079."

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#### 2.01.18 YMS-15 Gyan

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"With Rick Doms to provide the heavy long-range firepower, the Gyan was built with close combat in mind. Its primary weapon was a powerful beam sword, backed up by a large shield containing 56 individual missile

launchers and carrying various bombs and space mines. Despite its high performance as a close combat unit, the Zeon military favored the more well-rounded Gelgoog - particularly since the Gelgoog incorporated the long-range firepower the Gyan lacked - and the Gyan project was dropped."

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#### 2.01.19 MSN-02 Zeong

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"The Zeong was quite unique in many respects. It was the only mobile suit at the time to have a psycommu system, allowing its Newtype pilot to effectively use its remote-controlled, wire-connected arms, each of which mounted five beam guns in the hands' fingers. Additional beam guns were mounted in the torso, and a powerful beam gun was also mounted in the head. Another unusual aspect of the Zeong was its cockpit, which was placed in the head instead of the traditional torso location (a fact that RX-78-2 Gundam pilot Amuro Ray found out the hard way). In the event of major damage to the body, the Zeong's head could also be separated from the body to continue operating and fighting independently."

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#### 2.02 Mobile Suit Gundam: The 8th MS Team

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##### 2.02.01 RX-79[G] Gundam Mass Production Ground Type (Gundam [G])

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"Though in many ways similar to its RX-78-2 predecessor, the RX-79[G] was quite a bit different in other ways, particularly in its armament. The beam sabers were stored in the legs, as the backpack mounted an equipment rack to carry storage containers, parachute packs, or other field options. The head vulcan guns were removed, as the head now carried a periscope for underwater and trench warfare. The Gundam still had the generator power to use a beam rifle, though it was often equipped with a standard 100 mm machinegun or a heavy 180 mm cannon. A single vulcan gun and a multiple-use "multi-launcher" mounted in the torso's left breast rounded out the new armament. The complicated and expensive Core Block System was also replaced with a standard cockpit mounted in the upper chest just below the head."

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##### 2.02.02 RX-79[G]Ez-8 Gundam Ez8

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"The RX-79[G]Ez-8 Gundam Ez8 (short for "extra zero-eight") retained the same beam sabers in the legs, as well as the standard RX-79[G] hand armaments. However, its other fixed weapons were changed out, with a pair of 35 mm machineguns mounted in the head and a turret-mounted 12.7 mm anti-personnel machinegun in the chest. The Ez8's armor plating and placement was improved overall, and the traditional Gundam "V-fin" on the head was replaced with a sturdier communications antenna. The Ez8 did retain the backpack equipment rack from the standard RX-79[G], allowing it to keep its ability to mount parachute packs or other field equipment options."

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##### 2.02.03 MS-06K Zaku Cannon

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"The Zaku Cannon sported some new features in addition to its backpack-mounted, over-the-shoulder 180 mm cannon. In addition to the

cannon-equipped backpack being able to be exchanged for a standard J-type Zaku backpack to improve performance when the cannon wasn't necessary, the head also featured a 360-degree monoeye for increased vision and target acquisition, and additional thrusters in the legs to overcome the added weight and encumbrance of the cannon. Unfortunately, the shock and recoil of the cannon created problems with balance in the mobile suit, and the Zaku Cannon development project was quickly terminated."

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#### 2.02.04 RGM-79[E] GM Type E

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"The One Year War had reached a stalemate, and the Earth Federal Forces were scrambling to develop and deploy their own mobile suit forces to counter the Principality of Zeon. While the Federation's "Project V" prototype units were creating havoc for Zeon in other parts of the Earth Sphere, the Federal Forces were already hard at work laying the groundwork for their own mass-produced mobile suit. A pre-production model developed in conjunction with the experimental groundpounding RGM-79[G] GM Ground Type, the RGM-79[E] GM Type E was designed for space combat and was closely based on the prototype RX-78-2 Gundam mobile suit operating at the time. The GM Type E, along with combat data obtained from the Gundam's "learning computer" system, would serve as the basis for the later mass-produced RGM-79 GM."

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#### 2.02.05 RGM-79[G] GM Ground Type

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"During the stalemate period of the One Year War, the Earth Federal Forces were playing a fast game of catch-up on the introduction of mobile suits into warfare by the Principality of Zeon. One of their earlier prototypes was the groundpounding RX-79[G] Gundam, based loosely on the original "Project V" prototype RX-78-2 Gundam operating elsewhere during the war. From the RX-79[G] came another experimental unit, intended for mass-production. Called the RGM-79[G] GM Ground Type, it used 80% of the same parts as its RX-79[G] predecessor, as well as its extremely durable lunar titanium alloy armor, and its ability to use beam rifles, but was more powerful yet cheaper to produce."

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#### 2.02.06 RGM-79[G] GM Sniper

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"Although the experimental RGM-79[G] GM Ground Type was serving well as a general-purpose ground combat unit, the Earth Federal Forces found themselves needing specialized units for specific mission roles. The first of a long line of GM variants was the RGM-79[G] GM Sniper, although in a sense it wasn't a variant at all. The mobile suit itself was exactly the same as the standard RGM-79[G], except it was painted in an olive drab paint scheme for camouflaging purposes. The various hand-carried standard weapons were replaced with a large, long-range beam rifle. This rifle mounted a high-powered scope, allowing the pilot to hit distant targets with pinpoint accuracy. However, the energy required to fire such a powerful shot was an amount that the GM's power generator couldn't produce, and the rifle was connected via cable to an external power supply and cooling system on a support vehicle. At least 3 RGM-79[G]s of the Kojima Battalion were outfitted as GM Snipers and were instrumental in the destruction of Zeon's experimental Apsalus III mobile armor during the One Year War."

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#### 2.02.07 RX-75 Guntank Mass Production Type

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"A few years before the outbreak of the One Year War, word of the Principality of Zeon's new "mobile suit" weapons reached the ears of Earth Federation intelligence. Upon launching their "Project V" in UC 0075, the Federal Forces began their own mobile suit development project, and their earliest effort was the RX-75 Guntank. Although it did have a mobile suit body, head and arms, it did not have a mobile suit's walking legs, being mounted instead on a caterpillar-driven tank-like base. It also did not have manipulator hands, and in a sense, the Guntank was more of a traditional tank than it was a mobile suit. However, the Federation did decide to put the unit into mass production. The RX-75 Guntank Mass Production Type was very similar to its prototype predecessor, although the most notable difference was the removal of the expensive and complicated Core Block System. Although the loss of the Core Fighter reduced the pilot's chances of bailing out alive, it did allow the body to be built to perform a "torso twist," thus making the Guntank's upper body able to turn to face different targets while its drive base continued travelling in one direction. The mounts for the shoulder cannons were also made "universal," capable of mounting different types of cannons, weapons or other equipment. Some of these Mass Production Types did serve in the One Year War, particularly as part of the Kojima Battalion in Southeast Asia. Some were refitted for armored recovery and had their artillery cannons replaced by crane arms, and a dozer blade attached to the drive base."

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#### 2.02.08 MS-06RD-4 Zaku II Prototype

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"Requiring test data for its in-development space combat MS-09R Rick Dom, Zimmad Company modified a standard MS-06F Zaku II with a pair of larger, thruster-laden legs to increase its performance and simulate the characteristics of the Rick Dom. This unit was piloted by Aina Sahalin, but was destroyed during a test flight near Earth while fighting - much to everyone's surprise - by a RB-79K Ball on 6 October UC 0079. Fortunately for Zimmad, Aina managed to escape from the destroyed mobile suit with her test flight data intact."

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#### 2.02.09 MS-07B-3 Gouf Custom

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"Intended to be a replacement for the aging MS-06J Zaku II, the ground combat MS-07B Gouf proved effective in close combat, but was limited by its lack of long-range weapons. Production of the Gouf was soon halted when the Zimmad Company produced the popular ground-skimming MS-09 Dom. However, some pilots preferred the Gouf, and limited development of that model continued at Side 3. A flight-capable Gouf was finally perfected in the form of the MS-07H8, and parts from that model were used to produce a high-performance upgrade of the standard ground model. This high-performance upgrade was called the MS-07B-3 Gouf Custom, which had the same capabilities as its MS-07B predecessor but enabled it to be more effective in long-range combat. The original 5-fingered machinegun left hand was replaced by a normal manipulator hand, and instead a 3-barrel 35 mm machinegun could be mounted on the left forearm. The original thick tentacle heat rod, somewhat limited in length, was replaced with a magnetic grapppler mounted on a thin cable, allowing the right forearm to store a much greater length of heat rod and giving the weapon a much greater reach. Another major improvement was the option of a 75 mm Gatling gun on its shield, which could be



ejected at a moment's notice when the heavy weapon ran out of ammo or became a burden in close combat. The Gouf Custom proved to be an excellent unit, with one of these rare mobile suits operated by Colonel Norris Packard out of Zeon's Southeast Asian research base. Two units were also used by the Midnight Fenrir team at the assault on Jaburo and later at the defense of the California Base."

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#### 2.02.10 MS-07H8 Gouf Flight Type

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"With the serious problems encountered in the attempt to develop an atmospheric flight-capable mobile suit during the One Year War, the Zeon military halted its program to actively develop a flying mobile suit. However, the idea continued to linger, and experimental units still occasionally found their way into the field for testing. The eighth incarnation of the Gouf Flight Type was the MS-07H8, which was equipped with an improved backpack and more powerful thrusters and thermonuclear jet engines. Aerodynamic control surface wings were added to the backpack and waist armor, giving the Gouf Flight Type more stability in flight. Unfortunately, the H8 still suffered some of the same problems encountered by previous versions: engine overheating and rapid fuel consumption at high altitudes and high speeds, limiting its range and flight time."

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#### 2.03 Mobile Suit Gundam 0080: War in the Pocket

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##### 2.03.01 RX-78NT-1 Gundam G-4 "Alex"

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"The RX-78NT-1 Gundam "Alex" was a big step above its already-well-performing (but hopelessly overworked) RX-78-2 predecessor. In addition to the standard head vulcan guns, beam sabers and a beam rifle, the Alex mounted a 90 mm Gatling gun in each forearm, giving the mobile Suit heavy close-range firepower to back up its beam rifle. The Alex also replaced the costly and complicated "Core Block System" of the original Gundam with an experimental new type of cockpit. Incorporating a 360-degree "panoramic monitor" screen around the pilot, all of the Alex's controls were incorporated into panels mounted on the pilot's "linear seat." This configuration gave the pilot an almost unlimited field of vision, thus allowing for easier target acquisition and faster response time. Another feature adding to the Alex's maneuverability was the "magnetic coating" applied to the suit's joints and motors, reducing friction and wear to almost nothing and making the Alex extremely responsive to pilot input."

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##### 2.03.02 MS-06FZ Zaku II Kai

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"Late during the One Year War, the Principality of Zeon military started its "Unified Complete Equipment Plan" to upgrade and improve existing mobile suit designs and to make its own manufacturing capabilities more streamlined by incorporating similar parts and systems in several different mobile suit lines. One of the mobile suit types to be redesigned under this plan was the venerable MS-06F Zaku II, which had been serving Zeon since the early days of the war. The new MS-06FZ Zaku II Kai, with an improved type of cockpit and greatly increased thruster acceleration, was a tremendous improvement over the standard F type in terms of speed and maneuverability. However, one

drawback to the increased performance was that the Zaku II Kai's operational time was reduced by half, as it used fuel twice as fast due to the added thrust. And due to its late introduction into the war, only a small number of Zaku II Kais were produced, some operating in the skirmishes against the Earth Federal Forces stationed in the Side 6 area in December UC 0079."

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#### 2.03.03 MS-14Jg Gelgoog Jaeger

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"Late during the One Year War, the Principality of Zeon military launched its "United Maintenance Plan" to upgrade and improve existing mobile suit designs and to make its own manufacturing capabilities more streamlined by incorporating similar parts and systems in several different mobile suit lines. This plan also served to help mobile suit pilots easily make the transition from one type of mobile suit to another, as all of the MSs produced under the United Maintenance Plan would be similar to each other in terms of operation. One of the mobile suit types to be redesigned under this plan was the MS-14A Gelgoog, which had only recently begun production at Zeon's A Baoa Qu asteroid base in December UC 0079. The new MS-14Jg Gelgoog Jaeger (or simply "Gelgoog-J") was a serious step above anything else produced by Zeon at the time, incorporating more powerful rocket thrusters and additional verniers for added maneuverability. The increased thrust and fuel consumption was offset by a pair of large external propellant tanks mounted on the backpack. The Gelgoog Jaeger also carried an improved and highly accurate beam machinegun, giving the Gelgoog Jaeger the nickname "Gelgoog Sniper Type." However, due to its late introduction into the war, only a handful of Gelgoog Jaegers were produced, some operating in the skirmishes against the Earth Federal Forces stationed in the Side 6 area."

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#### 2.03.04 MSM-03C Hygogg

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"Following their invasion and occupation of many areas of Earth during the One Year War, the Principality of Zeon military began developing amphibious mobile suits to increase its war capabilities in Earth's oceans and waterways. One of their earliest designs was the MSM-03 Gogg, and while being their first truly successful amphibious design, it did have its limitations. To overcome these, the improved MSM-03C Hygogg was developed, and it differed quite a bit from its predecessor in both appearance and abilities. Its outer form was refined, making it more streamlined and increasing its water movement speed. The mega particle guns mounted in the original Gogg's stomach was moved into the Hygogg's hands, allowing for much greater flexibility in its attacks. The Hygogg could also mount a large "hand missile unit" over each arm, equipped with a set of blow-away panels to protect the mobile suit from the blast of the rather large and heavy missile when launched. Only a limited number of these experimental units were built, with three units operated by Zeon's Cyclops Team special forces unit in a raid on the Earth Federal Forces' Arctic base in December UC 0079."

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#### 2.03.05 MSM-07E Z'Gok-E

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"Following their invasion and occupation of many areas of Earth during the One Year War, the Principality of Zeon military began developing amphibious mobile suits to increase its war capabilities in Earth'

oceans and waterways. One of the most successful designs was the MSM-07 Z'Gok, though MIP Company continued to improve this model. This upgraded model was called the MSM-07E Z'Gok-E ("E" for "experiment"), and while similar to its predecessor, it featured many improvements, the most visible being the ability to draw its arms and legs up closer into its body, making the Z'Gok-E more streamlined and faster while moving underwater. Propellant storage for its thrusters were moved from its main body into tanks mounted inside the arms, with energy caps installed in the hand-mounted beam guns, making them able to store up power from the generator and discharge a rapid-fire, machinegun-like burst when required. With this increase in handy firepower for both underwater and land combat, the original missile tubes mounted in the head - which could only be fired out of the water - were replaced with torpedo tubes, giving it additional firepower while operating underwater. Only a limited number of these experimental units were built, with one unit operated by Zeon's Cyclops Team special forces unit in a raid on the Earth Federal Forces' Arctic base in December UC 0079."

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#### 2.03.06 RGM-79D GM Cold Climate Type

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"While the RGM-79 GM proved itself to be a highly capable MS, the introduction of Zeon's MS-09 Dom on Earth saw the need for a more maneuverable and better-performing mobile suit to counter the agile and well-armed Dom. A variant of the GM, the RGM-79D GM Cold Climate Type had increased thruster power and maneuverability, and some were modified for harsh climate conditions, most notably cold weather combat. The RGM-79D could be equipped with a variety of weaponry, including two types of 90mm machine gun, grenades, head-mounted vulcan guns, and beam sabers."

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#### 2.03.07 RGM-79G GM Command

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"In the last weeks of the One Year War, the Earth Federal Forces refined its mobile suit manufacturing processes and developed several variants of its standard RGM-79 GM. One such variant was the RGM-79G GM Command, developed primarily for colony defense. Built on a somewhat different body type and frame, the GM Command also featured thruster acceleration and maneuverability superior to the standard GM. However, due to its high cost, the GM Command only appeared in limited quantities near the end of the war, with several units assigned as defense for a top-secret Federation research base on the neutral Side 6 Libot Colony."

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#### 2.03.08 RGM-79GS GM Command Space Type

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"In the last weeks of the One Year War, the Earth Federal Forces refined its mobile suit manufacturing processes and developed several variants of its standard RGM-79 GM. One such variant was the RGM-79GS GM Command Space Type, a specialized space combat version of the RGM-79G GM Command developed for colony defense. While quite similar to the standard GM Command, the Space Type mounted an enhanced backpack equipped with more maneuvering verniers and more powerful rocket thrusters. By removing equipment not needed in a zero-gee environment, more internal space was freed up in the Space Type, allowing it to be equipped with additional verniers and larger fuel propellant tanks. However, due to its high cost, the GM Command only appeared in limited

quantities near the end of the war, with two units assigned to the Scarlet Team stationed aboard the assault carrier Gray Phantom."

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#### 2.03.09 RGM-79SP GM Sniper II

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"Following the success of the high-performance (but equally costly) RGM-79SC GM Sniper Custom, the Earth Federal Forces commissioned a new sniper-use GM to be built during the last weeks of the One Year War. Due to the tight one-month deadline for designing and first rollout, only a handful of the new RGM-79SP GM Sniper II would be seen in the last few days of the war, some assigned aboard the assault carrier Gray Phantom (both of which were destroyed during a battle inside the Side 6 Libot Colony) and the White Dingo team in Australia. The GM Sniper II was based on the in-development RGM-79G GM Commando, and was the most powerful GM variant built during the war. Featuring special targeting sensors in a "face guard" visor for its standard sensors, the GM Sniper II could be equipped with a beam rifle or 90 mm machinegun for close-quarters combat, or a long-range, projectile-firing rifle for sniper missions."

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#### 2.03.10 MS-09RII Rick Dom II

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"Late during the One Year War, the Principality of Zeon military launched its "United Maintenance Plan" to upgrade and improve existing mobile suit designs and to make its own manufacturing capabilities more streamlined by incorporating similar parts and systems in several different mobile suit lines. This plan also served to help mobile suit pilots easily make the transition from one type of mobile suit to another, as all of the MSs produced under the United Maintenance Plan would be similar to each other in terms of operation. One of the mobile suit types to be redesigned under this plan was the MS-09R Rick Dom, the spaceborne variant of Zimmad Company's original groundpounding MS-09 Dom, which had been in service for only a few months. The high performance and success of the Rick Dom inspired the Zeon military to improve the design even further, creating the MS-09RII Rick Dom II. The primary improvement was an increase in its overall thruster acceleration and the addition of more attitude control verniers for added maneuverability. The increased thrust and fuel consumption was offset by the addition of a pair of external propellant tanks, allowing it to operate in the field for longer periods of time. However, due to its late introduction into the war, only a small number of Rick Dom IIs were produced, some operating in the skirmishes against the Earth Federal Forces stationed in the Side 6 area in December UC 0079. A few Rick Dom IIs did survive the war and made their way into the service of the Delaz Fleet, although these Rick Dom IIs seem to have been downgraded in terms of number of thrusters and acceleration (possibly due to the unavailability of replacement parts)."

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#### 2.03.11 MS-18E Kampfer

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"In the last days of the One Year War, the Principality of Zeon developed a prototype mobile suit, designated the YMS-18, and experimented with different variants of the design for specific mission roles. One of these variants was the MS-18E Kampfer, designed as a fast assault unit. The Kampfer ("kaempfer" being German for "fighter" or "champion") sacrificed armor protection in exchange for many thrusters and verniers, making it very fast and maneuverable. Armed with an array

of giant bazookas, shotguns and panzer fausts, the Kampfer could approach a target at high speed, make a fast strike, and quickly escape. This "hit-and-run" concept made the Kampfer a very powerful and deadly mobile suit; however, its speed and high number of thrusters resulted in high fuel consumption and a limited operational time. Despite this minor drawback, the Kampfer was an excellent mobile suit. Unfortunately for Zeon, it was another case of "too-little-too-late," as the One Year War came to an end and the Kampfer never saw mass production. Only one Kampfer unit is known to have been fielded, attacking a Earth Federal Forces research base in the neutral Side 6 Libot Colony during a failed attempt to destroy the RX-78NT-1 Gundam "Alex" prototype mobile suit on 20 December, UC 0079."

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## 2.04 Mobile Suit Gundam 0083: Stardust Memories

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### 2.04.1 MS-06F2 Zaku II Type F2

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"During the One Year War, the Principality of Zeon military introduced the mobile suit, a new combat weapon for a new type of war. The most heavily mass-produced and most well-known mobile suit model built during the war was the MS-06F Zaku II, and its combat role versatility and easy-to-master controls made it popular among mobile suit pilots. Midway through the war, the Zeonic Company introduced an upgraded version of the Zaku II, the MS-06F2, or F2-type. The F2-type was lighter, making it more fuel efficient and giving it a longer flight time, and it sported an upgraded, more powerful generator. The armor protecting the cockpit was also improved, as well as its overall performance, putting it on a more equal footing with the Earth Federal Forces' RGM-79 GM. The F2-type could also be fitted with a pair of solid rocket boosters on its backpack, giving it a very brief but tremendous increase in overall thruster output; this option allowed ground-based Zakus to temporarily become airborne to attack low-altitude aircraft. After the war, many F2-types remained in service - some being retained by remnant Zeon forces waiting for their revolution to restart, and some being captured by Federation forces and put to work as aggressor units in squadrons conducting pilot training and mobile suit field testing."

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### 2.04.2 MS-14F Gelgoog Marine

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"In the last weeks of the One Year War, the Principality of Zeon introduced its last mass-produced mobile suit line, the MS-14 Gelgoog. Gelgoog variants also appeared to fill specific mission roles, and one variant was the MS-14F Gelgoog Marine. Built exclusively for Zeon's marine troops, the Gelgoog Marine (or "F-type," as it is sometimes called) featured improved thrusters, speed and maneuverability, as well as external propellant tanks to increase its range while offsetting the extra fuel used by its more powerful thrusters. The twin beam sword of the original Gelgoog was replaced with two standard beam sabers, and a 110 mm machinegun was mounted on each forearm. The original Gelgoog's large and burdensome shield was replaced with a modified Zaku II shoulder shield, called a "knuckle shield," which could be used as a punching weapon. With its good cost performance, the Gelgoog Marine was perhaps the most heavily mass-produced Gelgoog variant built, with many units surviving the war. The Gelgoog Marine was operated by the Zeon remnant Cima Fleet, and some units were

captured by the Earth Federal Forces and deployed as aggressor units for pilot training and mobile suit field tests."

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#### 2.04.3 RX-78GP01 Gundam "Zephyranthes"

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"In terms of speed, weaponry and performance, the Gundam GP01 was still better than any mass-produced unit fielded by the Federation at the time. However, it's basic design was nothing more than a slightly improved version of the original RX-78-2 Gundam prototype. Equipped with a Core Block System, the pilot could eject either the upper or lower halves of the mobile suit in an emergency, or eject from the mobile suit altogether in a new-and-improved FF-XII Core Fighter II. Aside from the standard head vulcan guns, beam sabers and beam rifle, the GP01 did feature more up-to-date avionics and control systems, as well as a general increase in acceleration and maneuverability."

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#### 2.04.4 RX-78GP01-Fb Gundam Full Vernian "Zephyranthes"

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"Although the RX-78GP01 Gundam "Zephyranthes" mobile suit was intended to be upgraded for use in space, the uprising of Zeon remnants in UC 0083 moved this project up considerably. The GP01, not being properly calibrated for space combat, had been critically damaged by Zeon forces when its pilot, Kou Uraki, had carelessly taken the mobile suit out into battle. The damaged GP01 was immediately taken to Anaheim Electronics' Von Braun City factory on the moon to be repaired and reconfigured for zero-gee use. Soon, the rebuilt and improved RX-78GP01-Fb Gundam Full Vernian "Zephyranthes" was rolled out and went through a rapid battery of test trials before being redeployed aboard the Federation assault carrier Albion in pursuit of the stolen Gundam GP02A. The Full Vernian GP01 was a tremendous improvement over its original form, almost doubled in acceleration and with a marked increase in maneuverability. It also featured an improved space-use version of its Core Fighter II, incorporating the mobile suit's large thruster- and vernier-laden backpack into its design."

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#### 2.04.5 RX-78GP02A Gundam "Physalis"

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"Built expressly for tactical nuclear warfare, the GP02A's primary armament was a large atomic bazooka, capable of launching a strategic-use Mark-82 nuclear warhead. The Gundam was also heavily armored enough to withstand the nuclear blast unleashed by its bazooka, and even carried a shield large enough to provide extra protection for most of the unit's body and contained cooling systems to help dissipate the heat it would absorb. The shield also carried the trigger and barrel for the atomic bazooka when it was no deployed for use. The GP02A was also designed to survive in close combat, being armed with standard head vulcan guns and a pair of beam sabers. With enough thrusters and verniers to keep it fast and agile despite its mass, the Gundam GP02A was truly "tactical" in a sense, though its use would have "strategic" consequences for the Earth Sphere."

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#### 2.04.6 RX-78GP03S Gundam "Dendrobium Stamen"

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"During its military reconstruction following the devastating One Year War of the Universal Century Era, the Earth Federation contracted a private company, Anaheim Electronics, to develop a series of new

Gundam-model mobile suits to serve as conceptual testbeds for new and improved mobile suit technology. The third of these new prototypes to be produced by Anaheim was the RX-78GP03 Gundam, code-named "Dendrobium." The Dendrobium was composed of two units: the RX-78GP03S Gundam mobile suit itself, code-named "Stamen"; and the large RX-78GP03 Gundam mobile weapon unit, code-named "Orchis". The Stamen was, for the most part, a standard type of mobile suit, although it did incorporate some differences from other "normal" Gundam prototypes. Instead of the costly Core Block System, the cockpit was of the panoramic monitor/linear seat type, a concept originally tested in the RX-78NT-1 Gundam "Alex" during the latter days of the One Year War. This cockpit configuration provided the pilot with an almost unlimited field of vision and would serve as the basis for the standard mobile suit cockpit to be used in all designs thereafter. The usual head vulcan guns were absent, replaced by an advanced sensor and avionics package. The backpack was composed of a "docking binder" system to link up with and control the Orchis mobile weapon component. The arms also each incorporated a large, folding manipulator arm, which was used to retrieve the Stamen's own weapons (such as beam rifles, folding bazookas, etc.) from their storage racks in the Orchis' weapons container pods."

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#### 2.04.07 RGC-83 GM Cannon II

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"In the last weeks of the One Year War, the Earth Federal Forces developed a much-needed medium-range fire support variant of its standard RGM-79 GM mobile suit. The result was the RGC-80 GM Cannon, but its late introduction into the war resulted in a rather limited production run. Following the war's end, the Earth Federal Forces began a massive reconstruction of its military, and one of their latest GM models, the RGM-79N GM Custom, served as the basis for the new RGC-83 GM Cannon II. The GM Cannon II, with its pair of shoulder-mounted beam cannons, more closely resembled the RX-77-2 Guncannon prototype from the war than it did the original RGC-80 GM Cannon. It carried the same standard GM rifle and shield as the GM Custom, and incorporated a more powerful generator to charge its beam cannons. The GM Cannon II was also armored with a thick layer of chobham armor, the same experimental armor tested on the RX-78NT-1 Gundam "Alex" near the end of the One Year War. However, this massive armor application greatly reduced the GM Cannon II's speed and mobility. The GM Cannon II did see limited production and deployment in UC 0083, with two units stationed aboard the assault carrier Albion during the Delaz Fleet's "Operation Stardust.""

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#### 2.04.08 RGM-79C GM Kai

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"After the One Year War ended at the beginning of UC 0080, the Earth Federal Forces began rebuilding its military strength, and one major step was the improvement of its mass-production RGM-79 GM mobile suit on a widespread scale. The improved mass-production model was the RGM-79C GM Kai, and though it was similar to the original GM in its armament and abilities, it did feature greatly improved thruster acceleration and maneuverability. The "C-type" GM would remain the standard mass-production frontline unit for the Earth Federal Forces until the introduction of the RGM-79R GM II several years later."

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#### 2.04.09 RGM-79C Powered GM

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"As the Earth Federal Forces rebuilt its military power in the years following the One Year War, it used existing GM units to serve as testbeds for developing technologies to be incorporated into new mobile suit designs. One such unit was the RGM-79C Powered GM, a heavily-modified RGM-79C Modified GM, built to test parts and systems for the Gundam Development Project. It mounted a heavy, powerful backpack that provided it with incredible thrust and acceleration, and was equipped with improved shock absorbers in the legs. Because the GM was built for efficiency and was never designed with this kind of equipment and performance in mind, the control systems for the backpack and other improvements were placed in external "boxes" on the Powered GM's armor, making it appear more heavily armored than it actually is."

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#### 2.04.10 RGM-79N GM Custom

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"During its military reconstruction following the One Year War, the Earth Federal Forces decided to build a high-performance variant of its standard-model RGM-79C Modified GM for use by highly skilled and ace pilots. This new variant, partly based on the Modified GM and the RX-78NT-1 Gundam "Alex" from the One Year War, was called the RGM-79N GM Custom. The GM Custom was equipped with a great number of vernier thrusters, giving it a maneuverability and response time almost equivalent to that of the original RX-78-2 Gundam prototype. It also carried a high-output generator, enabling it to use beam rifles. Due to its high cost, however, only a limited number of GM Customs were actually built. Three GM Customs were stationed aboard the assault carrier Albion during its pursuit of the stolen RX-78GP02A Gundam "Physalis" and in the subsequent battles against the Delaz Fleet."

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#### 2.04.11 RGM-79Q GM Quel

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"In the aftermath of the Delaz Fleet's Operation Stardust, the Earth Federation created an elite task force called the Titans to subdue Zeon activities and Spacenoid rebellions. Since the Titans operated outside the jurisdiction of the Earth Federal Forces, they produced their own mobile suits. Their first mobile suit was the RGM-79Q GM Quel, which was a variation of the RGM-79N GM Custom. The GM Quel was so similarly armed that one of the few difference was the characteristic black-and-blue paint scheme used by the Titans on several of their mobile suits. Another difference was that the GM Quel was designed for use in colonies, whereas most mobile suits were designed for use on Earth or in space. Over time, the GM Quel became outdated and was replaced by newer designs, such as the RGM-79R (RGM-179) GM II and the RX-178 Gundam Mark II."

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#### 2.04.12 AGX-04 Gerbera Tetra

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"As part of its military reconstruction following the One Year War, the Earth Federal Forces initiated its "Gundam Development Project," the goal being to develop advanced new Gundam-model mobile suit prototypes to test new technology concepts. The intended fourth unit in this "GP" series, the RX-78GP04G Gundam "Gerbera", never saw completion, as the GP04G's concept would basically be a space-use repeat of the RX-78GP01 Gundam "Zephyranthes". Civilian contractor Anaheim Electronics was left hanging with a set of plans and an incomplete mobile suit prototype,



and the GP04G would never appear. However, many of Anaheim's engineers were former mobile suit designers from the Principality of Zeon, and they modified the plans and construction of the GP04G into a new, Zeon-style mobile suit. Called the AGX-04 Gerbera Tetra, it carried a powerful beam machinegun and could be equipped with a "sturm booster," which was essentially a large external propellant tank with extra thrusters, making the Gerbera Tetra one of the fastest and most maneuverable mobile suits of its time. When the Delaz Fleet launched its "Operation Stardust" uprising against the Federation in UC 0083, Anaheim Electronics - always looking to make a buck by playing both sides against the middle - offered support for Delaz when Vice-President O'Sullivan gave the completed Gerbera Tetra to Lieutenant Colonel Cima Garahau as a political gesture. In the last stages of Operation Stardust, Cima would use the Gerbera Tetra in a last-ditch fight for her own survival."

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#### 2.04.13 MS-09F/trop Dom Tropen

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"An advancement on the YMS-09D Dom Tropical Test Type, the Zeon military introduced the MS-09F/trop late in the One Year War, designed to operate exclusively in localized desert and tropical regions on Earth ("tropen" is German for "tropical"). In addition to sand protection filters to protect its equipment and powerful cooling systems to overcome the desert heat, the Dom Tropen featured special sand protection filtered intakes for its leg-mounted thermonuclear jet engines, allowing the mobile suit to retain its high ground hovering speeds without fear of sand ruining the engines. It also sported specialized block-shaped armor designed to help keep sand from getting inside. Though the exact production numbers of the Dom Tropen are unknown, at least a few units did survive the war, with two participating in the theft of the Earth Federal Forces' RX-78GP02A Gundam "Physalis" mobile suit in October UC 0083 and four units aiding in the defense of Zeon's underground Kinbareid Base in eastern Africa."

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#### 2.04.14 MS-14Fs Gelgoog Marine Commander Type

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"An improved version of the MS-14F Gelgoog Marine, the MS-14Fs Gelgoog Marine Commander Type first appeared in the last days of the One Year War. It was only a mild improvement over the standard F-type; the only real differences were a slight increase in thruster output, speed and maneuverability (including improved cooling systems to deal with the additional heat), as well as the addition of a pair of head-mounted 40 mm vulcan guns, a heavy beam rifle, and a large shield similar to that of the original MS-14A Gelgoog. However, its cost performance was poor compared to the standard F-type Gelgoog Marine, and the Commander Type saw very limited production. It is unknown how many of these units survived the war, although at least one unit was known to be used by Lieutenant Colonel Cima Garahau during "Operation Stardust" in UC 0083."

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#### 2.04.15 YMS-16M Xamel

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"Designed late during the One Year War, the YMS-16M Xamel was the first true heavy artillery mobile suit, designed to operate as a mobile artillery gun battery. Equipped with a powerful hovercraft/hoverjet system in its legs and massive skirt armor, it could skim along the ground at high speed, giving it the ability to fire, move to another

location, set up and fire again without giving away its position too easily. Its primary armament was its long-barreled 680 mm cannon, which could be folded up for transport when not in use. It also mounted a missile launcher pod for medium-range fire, but its close-combat abilities were extremely limited, with only a pair of almost useless arms and a 20 mm vulcan gun turret mounted in the head. The Xamel also featured a tandem-seat cockpit, crewed by a pilot and a gunner. It is unknown exactly how many of these prototype units were produced, although one Xamel is known to have been used by Delaz Fleet forces in its "Operation Stardust" theft of the RX-78GP02A Gundam "Physalis" prototype from the Earth Federal Forces in UC 0083, inflicting severe damage to Torrington Base in Australia."

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## 2.05 Mobile Suit Z (Zeta) Gundam

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### 2.05.01 MSZ-006 Zeta Gundam

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"Inspired by the RX-178 Gundam Mark II's "movable frame" design, the Zeta Gundam was also built around a movable frame capable of transforming the mobile suit into a fighter-like form called a "waverider." This VMSAWRS (Variable Mobile Suit and WaveRider System) unit not only gave the Zeta Gundam added speed and mobility in waverider mode, but also allowed the Z to make an atmospheric re-entry from space on its own without the aid of ballute packs or other external re-entry systems. Part of the waverider mode's form was composed of "wing binders" - which had already seen experimental use in another Z Project design, the MSN-00100 Hyaku Shiki - and a "tail binder," all of which not only served as control surfaces for the waverider in atmospheric flight, but also contained extra thrusters and worked as additional "balancing limbs" in mobile suit mode."

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### 2.05.02 RX-178 Gundam Mark II

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"Shortly before the outbreak of the Gryps War, the Earth Federal Forces' Titans branch was hard at work developing its own mobile weapons in secret as part of its goal of subjugating the Earth Sphere. One of their earliest and more revolutionary designs was the RX-178 Gundam Mark II, based loosely on the well-known RX-78-2 Gundam from the One Year War. Although designed as a general purpose mobile suit, the Gundam Mark II was intended to be a highly capable unit under gravity and atmosphere - specifically, when fighting inside space colonies. Three prototype units were constructed at the Titans' base at the Gryps colonies, with plans to mass-produce the Mark II already in the works."

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### 2.05.03 RX-178+FXA-05D Super Gundam

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"Early during the Gryps War, the Anti-Earth Union Group's newly-captured RX-178 Gundam Mark II mobile suit was soon outclassed by new variable-form mobile suits/mobile armor being developed by their Titans enemies. Although fairly impressive for its innovative new "movable frame" construction, the Gundam Mark II soon found itself left behind in terms of mobility, armor and firepower. To compensate for these shortcomings, the Anaheim Electronics Company developed a new weapon to enhance the Mark II's performance. Called the FXA-05D G-

Defenser, this new space fighter-like unit was capable of docking with the Gundam Mark II. During cruise/flight mode, this form was called the G-Flyer. However, the Mark II could assume full control of the G-Defenser's weapons as a mobile suit, becoming what was commonly called the RX-178+FXA-05D Super Gundam. The Super Gundam sported an approximately 20% increase in speed/acceleration over the stand-alone Mark II, as well as provided the benefit of additional (and more effective) gundanium armor and the powerful long rifle and missile pods. These improvements allowed the Super Gundam to operate on a more equal footing with the high-performance variable mobile suits being fielded by the Titans at the time."

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#### 2.05.04 MRX-009 Psycho Gundam

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"As the Earth Federal Forces' Titans force continued to build up its military and political power in its crusade to rule the Earth Sphere with an iron fist, one area of research actively pursued by the Titans was "strengthened humans" - artificially-engineered Newtypes who could operate revolutionary new Newtype-controlled weapons. At their Murasame Laboratory in Japan, the Titans built the Federation's first Newtype-use unit, the MRX-009 Psycho Gundam. Equipped with a psycommu ("psychic communicator") system similar to that developed by the Principality of Zeon during the One Year War (hence the name "Psyco," which is short for "psycommu"), the Psycho Gundam's tremendous beam weapon firepower could be controlled by the pilot's mere thoughts. The Psycho Gundam was heavily armed, sporting a 3-barreled scattering beam gun in its chest, ten beam guns in its fingers and a 2-barrel beam gun in its head, making the unit capable of attacking several targets at one (or leveling lots of real estate). Due to its massive size, the Psycho Gundam could transform into a "mobile fortress" mode equipped with a Minovsky craft system to give it high-altitude atmospheric flight. The Psycho Gundam's chosen pilot was Murasame Labs' strengthened human "Number Four," or Four Murasame, and the unit was soon dispatched to destroy the AEUG and Karaba forces operating on Earth. The Psycho Gundam was severely damaged during an AEUG mission to launch Camille Bidan and his RX-178 Gundam Mark-II back out into space, and the Psycho Gundam was taken to the Titans' Kilimanjaro base in Africa, where it would be repaired and equipped with an experimental new "psycho-control chair," further enhancing Four's abilities to control the Psycho Gundam."

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#### 2.05.05 MRX-010 Psycho Gundam Mark II

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"An improved development over the original MRX-009 Psycho Gundam, the Titans' MRX-010 Psycho Gundam Mark II was very similar to its predecessor, equipped with a psycommu and psycho-control chair to allow its Newtype or genetically-engineered "strengthened human" pilot to control this massive mobile weapon system with mere thoughts. Like the original, the Psycho Gundam Mark II could also transform into a "mobile fortress" mode equipped with a Minovsky craft system for atmospheric flight, although its firepower was much more deadly than the MRX-009's. Though armed with the same 3-barreled scattering mega particle gun in its chest and beam gun fingers, the Psycho Gundam Mark II also mounted 20 smaller beam guns all over its body, giving it firepower capable of attacking targets in all directions. Its forearms also mounted large-bladed beam swords, and could be detached and directed at targets via a cable connection and through the control of the Psycho Gundam Mark II's psycommu system, giving the unit an all-

range attack capability quite similar to that of the Principality of Zeon's MSN-02 Zeong. The Psycho Gundam Mark II also carried a set of "reflector bits," which were unarmed but used to redirect its own beam weapons fire to targets that are out-of-sight, or to deflect incoming enemy beam weapons fire. Another feature carried over from previous Newtype-use Zeon mobile weapons was its detachable head, which - in a fashion similar to the MSN-02 Zeong - could be flown and operated independently in the case of jettison or destruction of the Psycho Gundam Mark II's main body. Piloted by the powerful strengthened human Rosamia Badam, all of these Factors made the Psycho Gundam Mark II a much, much deadlier foe for AEUG Zeta Gundam pilot Kamille Bidan than the original Psycho Gundam ever was, though he did manage to critically damage it during a battle at the Gate of Zedan late during the Gryps War. Almost a year later, Neo Zeon forces would retrieve the wreckage of the Psycho Gundam Mark II and rebuild it, employing it at the hands of their own artificial Newtype pilot, Ple Two, in their war against the AEUG."

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#### 2.05.06 PMX-003 The O

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"The last custom handmade mobile suit built by Paptimus Scirocco aboard the Jupitris during the Gryps War, the PMX-003 The O was Scirocco's personal mobile suit, employed in the last days of the war. Although very bulky and heavily armored, it was equipped with fifty attitude control verniers, easily overcoming its own awkward mass and making it one of the most agile and maneuverable mobile suits of its time. Although only armed with a beam rifle and a set of beam swords, The O sported several unique features, such as multi-jointed limbs and a set of sub-arms mounted under its front skirt armor, each of which could wield a beam sword. The O was also equipped with a bio-sensor similar to that of the MSZ-006 Zeta Gundam, essentially acting as a substitute psycommu system and allowing Scirocco, who was a powerful Newtype, to more easily interface with his mobile suit and more quickly carry out or dodge attacks."

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#### 2.05.07 MSA-003 Nemo

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"Although the Anti-Earth Union Group had, through one means or another, acquired many RGM-79R GM IIs to fill its frontline ranks, its leaders wanted a mass production unit of their own that could beat the Titans' and Earth Federation's GM IIs. Anaheim Electronics delivered on the concept, producing the MSA-003 Nemo which, although closely based on the GM II, was far better in performance in terms of generator power, thruster acceleration and maneuverability. To help keep its cost down, the Nemo used many weapons already employed by other existing mobile suits, such as the RMS-099 Rick Dias' beam saber and the GM II's beam rifle. With its first deployment, the Nemo easily supplemented the GM II as the mainstay of its mobile suit forces."

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#### 2.05.08 MSK-008 Dijeh

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"Impressed by the RMS-099 Rick Dias developed by the Anti-Earth Union Group, the AEUG's Earthside allies, Karaba, developed a new test model ground combat mobile suit based on the Rick Dias' design. This new unit was called the MSK-008 Dijeh, and despite its outward appearance, it was quite similar to the successful Rick Dias in terms of performance. Like the Rick Dias, many of the engineers who developed the Dijeh were

former Zeon mobile suit manufacturer employees, and its design does incorporate many Zeon-style features, such as mono-eye sensors. One of its most notable visible features are the large radiator fins mounted on its back, which also serve to give the Dijeh high performance during atmospheric flight. To help keep its cost down due to Karaba's limited resources, it employed the beam rifle used by the AEUG's MSN-00100 Hyaku Shiki, as well as the Rick Dias' clay bazooka. For close combat, the Dijeh was armed with a beam naginata ("naginata" is Japanese for "long-handled sword"). The Dijeh prototype was assigned to Karaba's top ace pilot, Amuro Ray, who would use his new mobile suit quite well during their war against the corrupt Titans in UC 0087."

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#### 2.05.09 MSN-00100 Hyaku Shiki

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"As Anaheim Electronics developed next-generation mobile suits under the Anti-Earth Union Group's "Z Project" flag during the Gryps War, several design proposals were considered for the in-development MSZ-006 Zeta Gundam. One of these proposals would go on to become the MSN-00100 Hyaku Shiki, as its design proved too difficult to incorporate the transformation systems needed for the Zeta Gundam. The design was revised and then constructed as the Hyaku Shiki, although it did retain some features that would later be incorporated in the Zeta Gundam, such as the experimental "wing binders" mounted on its backpack, which packed extra thrusters and aided in maneuverability. Based on combat data and weapons designs from the RMS-099 Rick Dias and MSA-003 Nemo, plus incorporating data and the revolutionary new "movable frame" concept employed in the RX-178 Gundam Mark II, the Hyaku Shiki ("hyaku shiki" is Japanese for "type 100") proved to be a light, fast and highly agile unit."

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#### 2.05.10 RGM-79R (RGM-179) GM II

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"An update to the Earth Federal Forces' original mass production mobile suit, the RGM-79 GM, the new GM II went into service in the early UC 0080s, replacing the older GM as the mainstay front line mobile suit. Operated by the Earth Federal Forces, the Titans, and the upstart Anti-Earth Union Group, the GM II was the most common and heavily mass-produced mobile suit seen during the Gryps War in UC 0087. Though its basic frame and body are exactly the same as the original GM, the new GM II featured a higher-output generator, slightly improved thrusters and acceleration, and the new cockpit design standard, the 360-degree panoramic monitor with linear control seat. Despite these upgrades, for its day and time the GM II was little better than the original GM when compared to the more powerful prototype and limited production mobile suits being fielded during the war. Two versions of the GM II were produced, though they were physically the same mobile suit: the RGM-79R, painted in red and white colors, constructed on Earth; and the RGM-179, painted in green and white colors, produced at the Titans' Gryps colonies."

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#### 2.05.11 RMS-099 (MSA-099) Rick Dias

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"When the underground organization known as the Anti-Earth Union Group began organizing to fight the ever-corrupt Titans, the AEUG commissioned one of its supporters, Anaheim Electronics Company, to develop a new mass-production mobile suit for their use. Although commonly known as the RMS-099 (an alternate model number used to cover

the fact that this mobile suit was not being developed for the Earth Federal Forces' use), the MSA-099 was designed mostly by former Zeon mobile suit manufacturer employees who had gone to work for Anaheim after the One Year War. Originally intended to be called the "Gundam ?" (? being the Greek symbol "gamma"), the MSA-099 sported a more Zeonic look, so it was named "Rick Dias" instead ("Rick" is derived from "remake", and was a term first used on the MS-09R Rick Dom to distinguish it as a space-use remake of the MS-09 Dom; "Dias" was the name of the discoverer of the Cape of Good Hope on Earth). The Rick Dias was the first mobile suit to use the new gundarium ? armor developed by Axis, thus making it lighter and able to accomodate greater fuel capacity, particularly in the "random binder" external propellant tanks mounted on its backpack. The Rick Dias was also armed with a good variety of weapons, such as beam pistols, a clay bazooka (which fired adhesive pellets designed to disable enemy mobile suits), beam sabers and vulcan phalanx guns. All of these factors made the Rick Dias an all-around excellent mobile suit, and it was fielded quite commonly among the AEUG forces during the Gryps War."

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#### 2.05.12 MS-07H Gouf Flight Test Type

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"Following the Principality of Zeon's invasion and subsequent occupation of much of Earth during the One Year War, the Zeon military found that their revolutionary mobile suits that proved so effective in space combat were essentially slow-moving targets on Earth. A program was initiated to develop an atmospheric flight-capable mobile suit, and four MS-07 Goufs were modified into the experimental MS-07H Gouf Flight Test Type. Mounting aerodynamic control surfaces on its backpack and a pair of powerful thermonuclear jet engines on each leg, the Gouf Flight Test Types were assigned to Zeon's captured California Base and later transferred to an air force base in Arizona for extensive test flights. This initial design would prove flawed, however, and over the course of its test flight schedule, the Gouf Flight Test Types were refurbished and redesigned along the way, the last incarnation being the MS-07H-4 model before the program was finally scrapped."

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#### 2.05.13 RGC-80 GM Cannon

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"Following the testing of the RGC-80-1 GM Cannon Test Type, the Earth Federal Forces quickly followed up with the final RGC-80 GM Cannon, correcting the problems encountered in the test model. Put into production in late UC 0079, the production-model GM Cannon mounted only one rocket-launching 240 mm cannon, complemented by heavier armor on the legs to offset the recoil. Being a derivative of the standard RGM-79 GM, the GM Cannon could also carry the same hand weapons and shields as its close-combat sibling. Six units were originally produced, taking part in the Federation's offensive to take back North America. After the recapture of California Base, another 44 units were produced, scattered to all parts of the Earth Sphere as the Federation offensive drove Zeon off of Earth and into its home territory in space."

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#### 2.05.14 RGM-79SC GM Sniper Custom

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"In the scramble to adapt its standard RGM-79 GM mobile suit for specialized roles during the latter days of the One Year War, the Earth Federal Forces created a high-performance GM variant designed for skilled pilots. This variant was the RGM-79SC GM Sniper Custom, and it

featured a higher-output reactor to power a long-range beam rifle for sniper missions, as well as an optional fixed beam saber mounted a forearm for close combat, and external storage racks for other optional weapons. Extra thrusters were added to the legs as well as an improved booster backpack, giving the GM Sniper Custom speed and performance almost equal to the powerful RX-78-2 Gundam prototype. Due to the extra heat generated by this equipment, vents and cooling systems were added to the waist and legs. A "face guard" shield for the head's sensors was also added, providing additional protection for the GM Sniper Custom's sensors without hindering its ability to detect and acquire targets. GM Sniper Customs were assigned to highly skilled and experienced pilots, including 1st Lieutenant Francis Backmeyer, who fine-tuned their units to their own specifications. However, due to the high cost of this variant, less than 50 GM Sniper Customs would be built during the war."

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#### 2.05.15 RMS-106 Hi-Zack

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"One of the first new mass production model mobile suits developed by the Earth Federal Forces following the One Year War, the RMS-106 Hi-Zack was closely based on the old Zeon MS-06 Zaku II used during the war. However, it did incorporate many design features that were more up-to-date with the current technology of the mid-UC 0080s. Protected by lighter titanium alloy/ceramic composite armor, the Hi-Zack's solid weight was greatly reduced, allowing it to carry larger-capacity fuel tanks and more powerful thrusters to take advantage of the extra fuel, with the result of greater speed and mobility. The Hi-Zack was also the first mass produced unit to incorporate the new 360 degree panoramic monitor with linear seat style cockpit. The Hi-Zack proved to be a popular model among pilots, as it was easy to operate and easy to maintain. Its only major drawback, however, was the fact that its power generator wasn't good enough to allow the Hi-Zack to effectively use beam weapons (although some later models did carry beam rifles, possibly due to an upgrade of their power generators). Despite this, the Hi-Zack was one of the most heavily mass produced units found in the field during the Gryps War of UC 0087, and its design would serve as the basis for many future mobile suit models."

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#### 2.05.16 RMS-117 Galbaldy B

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"Following the defeat of the Principality of Zeon in the One Year War, many mobile suit design plans were seized by the Earth Federal Forces, with some of them refined and put into production for themselves. One of these designs was the MS-17 Galbaldy a, which the Federation revised and produced as the RMS-117 Galbaldy B. The Galbaldy B was built for efficiency, with trimmed-down armor as well as improved mobility. Although intended to operate as a localized combat unit, the Galbaldy B was actually equal to the all-purpose RMS-106 Hi-Zack in terms of performance. However, the fact that the Galbaldy B was fitted with weaker, older-style titanium alloy armor made it far less durable in combat. Most of the Galbaldy Bs built were stationed at Luna II or on Earth Federal Forces ships operating out of Luna II."

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#### 2.05.17 RMV-1 Guntank II

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"Although limited in its ability to be deployed as a mobile suit, the RX-75-4 Guntank proved highly effective as a heavy artillery base assault and fire-support unit. The Guntank's service record was

impressive enough to make the Earth Federal Forces continue to develop the unit's concept even after the One Year War. The end result of this development was the RMV-1 Guntank II. Resembling a traditional mobile suit even less than its RX-75 predecessor, the Guntank II represented a reversion to a more traditional armored vehicle design. Its primary armament was a pair of 120 mm recoilless cannons, now mounted in an enlarged "head turret", thus overcoming the problem of the limited firing arcs of the original Guntank's fixed-mounted cannons. Since the "torso" of the Guntank II could now be rotated independently of the main cannons mounted on the head turret, traditional mobile suit-style arms were now no longer necessary; instead, a 4-tube rocket pod and a 3-tube heavy missile launcher were mounted on fixed locations on the torso. The Guntank II still required two crewman to be operated: the gunner remained in the head turret, but the driver was now moved into the more well-armored caterpillar/engine drive base of the Guntank II. However, as the threat to Earth Federation security remained primarily in space, the Guntank II only saw very limited production following the One Year War, with some units being posted at the Earth Federal Forces' South American headquarters at Jaburo."

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#### 2.05.18 RX-77-3 Guncannon Heavy Arms Type

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"As development continued on the RGC-80 GM Cannon during the last weeks of the One Year War, Federation engineers continued tinkering with the design of the RX-77-2 Guncannon, refining it to be a stand-alone combat unit rather than simply a fire support mobile suit. One reincarnation of the Guncannon was the test-model RX-77-3 Guncannon Heavy Arms Type. Although essentially little more than a retooled Guncannon, the Heavy Arms Type was considered a success, featuring better armor, improved 240 mm cannons, and a grenade rack on its left hip armor."

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#### 2.05.19 MS-06E Zaku Reconnaissance Type

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"As the One Year War raged on, the Principality of Zeon military continued to develop variants of its mass-produced Zaku II mobile suit for specific mission roles. One such variant was the MS-06E Zaku Reconnaissance Type, which were modified from existing C-type and F-type Zakus. These units were designed for scouting and reconnaissance missions, and mounted specialized cameras and sensor systems on its head, shoulders and front pelvic skirt armor. It was also built for speed and long range, incorporating the thrusters from a higher-performance S-type Zaku, an additional pair of thrusters mounted in the chest for fast retreats, and a larger propellant storage capacity. The Zaku Recon Type was also literally unarmed, carrying only a hand-held "camera gun" for additional intelligence-gathering observation and recording. About 100 such Zaku Recon Type units would be built, with some surviving the war and being captured and employed by the Earth Federal Forces and their Titans division."

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#### 2.05.20 MS-06M (MSM-01) Zaku Marine Type

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"In its pursuit of variants of its versatile MS-06 Zaku line to fill specific mission rolls during the One Year War, the Zeon military created its first amphibious mobile suit based, the MS-06M Zaku Marine Type. The basic body and form was based on a standard Zaku, except that its joints were equipped with waterproofed seals, and it mounted hydrojet engines and thrusters on its backpack, arms and legs. It also



carried submarine-style weapons, including SUBROC (SUBmarine ROcket) guns and rocket pods for primary armament, and head-mounted vulcan guns for close-range defense. Five Zaku Marine Types were built and assigned to the Sea Serpent submarine squadron off the east coast of North America, but field testing signed the design off as a failure, as the waterproofed seals proved to be troublesome and its unstreamlined form severely limited its speed and maneuverability. Zeon soon began developing all-new, mission-specific amphibious mobile suits afterwards, though the five Zaku Marine Types remained in service to serve as data-gathering units. Two more units were built, and these seven units were given the new model number MSM-01 and assigned to the Sea Serpent, Red Dolphin, Naga III, Green Siren and Mandalay submarine squadrons, where they served until the end of the war, although only two or three units actually survived."

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#### 2.05.21 MS-11 Action Zaku

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"During the last weeks of the One Year War, Principality of Zeon mobile suit engineers worked to develop advanced new mobile suit technologies for mass production units as part of Zeon's "Pezun Project". One special feature first introduced into the in-development MS-11 Action Zaku was "magnetic coated" joints. This process involved coating the mobile suit's joints with a special material that, when electrically charged like a magnetic field, would reduce joint friction to almost nothing - the end result being a much faster and more responsive mobile suit. The Action Zaku was also being designed to carry a beam rifle similar to the MS-14 Gelgoog and the Earth Federal Forces' RX-78-2 Gundam. The mobile suit design itself was completed, although the beam rifle was still in development, and the Action Zaku was slated to temporarily carry a machinegun. However, the war ended shortly thereafter, and the Action Zaku never made it to the Zeonic Company's production lines. The Earth Federal Forces captured the Action Zaku's plans and, inspired by its high performance design, put the Action Zaku into production for itself."

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#### 2.05.22 NRX-044 Asshimar

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"A new transformable mobile suit design introduced by the Earth Federal Forces and Titans during the Gryps War, the NRX-044 Asshimar is the first mobile suit capable of sustaining atmospheric flight under its own power. It could also transform into a UFO-looking mobile armor form, giving it even greater speed and agility in the air. Its transformation systems incorporated magnetic coating technology, reducing friction between its moving parts and allowing the Asshimar to transform between modes in a very short time. Its armor was also thick and highly durable, impervious to most standard mobile suit small arms fire. Despite the fact that it was armed only with a beam rifle (and sometimes an optional beam saber), the Asshimar proved to be a highly effective design, due to its durability, speed, and agility with its aerial combat capabilities. The Asshimar was a mass produced model, with units being stationed at various Earth Federal Forces' bases all over Earth."

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#### 2.05.23 ORX-005 Gaplant

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"An experimental transformable mobile armor developed at the Earth Federal Forces' Ougusta Research Institute and tested by the Titans

during the Gryps War, the ORX-005 Gaplant was originally designed to operate as a space combat unit, although its design proved to be just as effective in atmospheric combat. Test-flown at the Ougusta Newtype Laboratory on Earth, its extremely high acceleration in its mobile armor mode made the Gaplant one of the fastest and most agile mobile weapons of its time. It also mounted a pair of pivoting "active thruster" units which allowed the Gaplant to change directions during flight without changing the direction of its nose. However, the Gaplant suffered from two disadvantages: the G-forces it endured meant that the Gaplant could only be operated by genetically-engineered "strengthened humans" or the very toughest pilots; and the very high fuel consumption meant that it needed to be equipped with an external booster in mobile armor mode for long, extended flights. At least two Gaplant units were constructed and fielded: one operated by strengthened human Rosamia Badam on Earth, and a second unit flown by Titans pilot Yazan Gable out in space."

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#### 2.05.24 PMX-000 Messala

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"When Jupiter Energy Fleet captain Paptimus Scirocco returned to the Earth Sphere aboard his resource carrier ship Jupitris during the Gryps War, he brought his personal handmade transformable mobile armor, the PMX-000 Messala, with him. A very large unit equipped with powerful thrusters to operate under Jupiter's high gravitational pull, the Messala was extremely fast and agile when he operated it in the "normal" gravitational forces of the Earth Sphere. Armed with a pair of heavy mega particle cannons and a pair of missile launchers, it packed almost as much firepower as a space battleship. When transformed into its mobile suit mode, it also mounted grenade launchers, beam sabers, vulcan guns, and grappling "vice claws," also making it highly effective in close-range combat."

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#### 2.05.25 PMX-001 Pallas Athene

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"The second handmade mobile suit built by Paptimus Scirocco aboard the Jupitris during the Gryps War, the PMX-001 Pallas Athene was purely a heavy mobile suit designed for offense. Though normally armed with four beam cannons in its torso and claws on its feet, it could also be outfitted with a heavy 2-barrel beam rifle, eight battleship-grade long-range missiles, and a shield mounting several small missile launchers. Although this "full equipment loadout" gave the Pallas Athene the firepower equivalent of a large mobile armor or space battleship, its bulk and size did cause it to suffer a lack of good speed and maneuverability. Only one Pallas Athene was built, and it was assigned to former AEUG pilot-turned-Scirocco supporter Recoa Londe."

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#### 2.05.26 PMX-002 Bolinoak Samaan

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"The third custom mobile suit designed and built by Paptimus Scirocco aboard the transport ship Jupitris during the Gryps War, the PMX-002 Bolinoak Samaan was designed as a seek-and-destroy unit. Although rather limited in its armament of 2 beam guns/beam sabers and a set of rocket launchers, it was equipped with a sophisticated surveillance system radome in its head and other specialized sensors in its forearms, making it more suited to a scouting/reconnaissance role. Only one Bolinoak Samaan was constructed, and it was assigned to young Scirocco loyalist Sarah Zabiarov in the last days of the war."

2.05.27 RMS-106CS Hi-Zack Custom

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"An experimental improved version of the RMS-106 Hi-Zack, the RMS-106CS Hi-Zack Custom was designed to operate as a special operations and sniper unit. Sporting a higher-output generator to power its long-range sniper-style beam launcher, the Hi-Zack Custom also mounted a larger shoulder shield to improve its defensive posture. It also carried a heavier backpack with larger rocket thrusters, giving the Hi-Zack Custom a much higher speed and agility over the standard model. Only a limited number of these modified Hi-Zacks would be built and fielded during the Gryps War of UC 0087, despite the fact that it proved highly effective as a sniper unit and earned the nickname "Hiding Hi-Zack.""

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2.05.28 RMS-108 Marasai

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"During the Anti-Earth Union Group's uprising against the Earth Federal Forces' corrupt Titans force, civilian contractor Anaheim Electronics found itself caught in the middle, despite the fact that the company was a secret AEUG supporter. One of the mobile suit designs developed by Anaheim for the AEUG was the RMS-108 Marasai, based partially on the Federation's successful mass production RMS-106 Hi-Zack unit. However, Anaheim soon found itself under the scrutiny of the Titans, and Anaheim provided the Marasai design to the Titans in a gesture of goodwill (and to keep the Titans from taking action against them for their support of the AEUG). The Marasai, though in many ways similar to the Hi-Zack, was a big step up in terms of abilities and performance. Mounting the latest gundarium armor and equipped with a higher-output generator, the Marasai was capable of using beam weapons, and was slightly better in terms of speed and maneuverability. The Marasai, like its Hi-Zack predecessor, was easy to pilot and maintain, and it saw heavy mass production during the Gryps War, operated by both the regular Earth Federal Forces and the Titans."

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2.05.29 RMS-154 Barzam

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"During the Gryps War raging in UC 0087, the Earth Federal Forces decided to develop new mass production mobile suit models to replace its aging RGM-79R GM IIs and the high cost/low production variable mobile suits and mobile armor being tested in the field. One proposed replacement model was the RMS-154 Barzam, based loosely on the RX-178 Gundam Mark II. Designed as a high performance/low cost general purpose unit, the Barzam did possess its own exclusive beam rifle, although it could be outfitted with the Gundam Mark II's optional double vulcan pod, as well as weapons from the GM II, RMS-106 Hi-Zack, and RMS-108 Marasai. However, due to the fact that the Barzam did not possess any "special" or "unique" weapons, it was deemed to "ordinary" and only saw limited production, never replacing the GM II as intended."

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2.05.30 RX-110 Gabthley

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"A conceptual design developed by Paptimus Scirocco during the Gryps War, the transformable mobile armor RX-110 Gabthley was intended for mass production. At least two test units were fielded in combat, with positive results due to its unique design and high performance. In mobile armor mode, the Gabthley was one of the fastest units in the

field, and the unique movable frame allowed the mobile suit mode's feet to become claws in mobile armor mode, giving the mobile armor the ability to perform limited melee and grappling attacks. Its armament was quite extensive, including a very powerful "feyadeen rifle" and a pair of flexibly-mounted beam cannons, making the Gabthley highly effective in both close- and long-range combat. However, the design was deemed to complicated and costly for mass production, and the development was dropped after the test stage."

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#### 2.05.31 RX-139 Hambrabi

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"During the Gryps War, the Earth Federal Forces and the Titans developed several experimental transformable mobile suits/mobile armor and conducted field tests by placing them into actual combat. One of the more well-known designs was the RX-139 Hambrabi, and it was unique in several respects. One of the most visible unique features were the five mono-eye sensors placed all over its body, enabling the pilot to more easily locate and track targets in both mobile suit and mobile armor mode. Its body also mounted several wing-like stabilizers, giving the Hambrabi high agility and maneuverability in mobile armor mode similar to that of a space fighter. In addition to being armed with a pair of beam guns and the RX-110 Gabthley's feyadeen rifle, the Hambrabi could also carry a "sea serpent," a wire-guided grappling weapon used to deliver crippling electrical shocks to enemy mobile suits."

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#### 2.05.32 RX-160 Byarlant

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"Another in a long line of mobile suit prototypes developed by the Earth Federal Forces and the Titans during the Gryps War, the RX-160 Byarlant was one of the few new designs which was fast and agile, yet did not require external support systems or mobile armor transformations to achieve this. Capable of self-sustained atmospheric flight, the Byarlant mounted powerful thrusters in its shoulders and on its waist, with a large-capacity fuel tank in its torso to keep them running. However, it was only armed with beam sabers and pair of mega particle guns in its hands, limiting the Byarlant's flexibility due to a lack of versatile weapons. This factor kept the Byarlant from being mass produced, although one test unit was used in combat by Titans ace pilot Jerid Messa during the last weeks of the Gryps War."

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#### 2.05.33 AMX-003 (MMT-1) Gaza-C

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"Following the defeat of the Principality of Zeon at the end of the One Year War in UC 0079, remnants of the Zeon military fled into exile to rebuild and renew their war against the Earth Federation at a later time. One of these remnant groups was Axis, who hailed from the asteroid base by the same name. The Axis forces rebuilt their military using what materials they had on-hand, using the constructom mobile suits Gaza-A and Gaza-B to produce their first mass production combat mobile suit, the transformable AMX-003 Gaza-C (originally designated MMT-1). Despite the fact that it was a transformable mobile suit, the Gaza-C featured simplified transformation systems, making it cheap and easy to manufacture. Over 100 Gaza-C units would be produced and deployed when the Axis forces entered the Gryps War in late UC 0087."

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#### 2.05.34 AMX-004 Qubeley

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"A next-generation mobile suit development of the Principality of Zeon's MAN-08 Elmeth mobile armor, the AMX-004 Qubeley was designed and built by Axis military leader Haman Karn for her personal use. In addition to featuring a large set of wing binders on its shoulders to assist in AMBAC (Active Mass Balance AutoControl), it carried a pair of dual-purpose beam launchers/beam sabers for close combat and a tail binder containing a set of funnels, a smaller and cheaper version of the Elmeth's bits. These small remote weapons, while still armed with a beam gun and thrusters for movement, were powered by an energy cap system which required recharging aboard the Qubeley after a certain amount of time. Controlled by a Newtype pilot's thoughts via the psycommu ("psychic communicator") system, the funnels turned the Qubeley into a truly deadly unit, capable of attacking enemies from beyond visual range. The Qubeley would remain Haman's personal mobile suit throughout the Gryps War and the Neo Zeon War, with its design serving as the basis for the later AMX-004G Qubeley Mass Production Type."

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#### 2.06 Mobile Suit ZZ (Double Zeta) Gundam

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##### 2.06.01 MSZ-010 Gundam Double Zeta

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"A continuation of Anaheim Electronics' "Z Project", the MSZ-010 ZZ Gundam (read as "Double Zeta"), was a truly powerful mobile suit that was sorely needed by the battered AEUG forces when the First Neo Zeon War broke out in early UC 0088. The assault carrier Argama, single-handedly fighting against Haman Karn's forces, was finding its few remaining mobile suits becoming more and more outclassed by the wave of new mobile suit models being developed at Axis. Although the young new AEUG pilot Judau Ashta was holding his own with the MSZ-006 Zeta Gundam, the AEUG was in desperate need of flexible new units that could be operated by its troupe of new young recruits (and potential pilots)."

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##### 2.06.02 MSZ-010S Enhanced ZZ Gundam

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"Despite its high power and performance, the AEUG's MSZ-010 ZZ Gundam did suffer from one critical flaw: its complicated construction and transformation systems made it somewhat structurally weak. During the last days of the First Neo Zeon War, it was decided that a full armor option would be needed to address this problem, but some minor improvements to the ZZ itself would need to be made before the full armor components would be applied. The ZZ received some minor improvements in armor, weapons and mobility, and was re-designated MSZ-010S Enhanced ZZ Gundam. It featured a larger backpack with four more powerful rocket thrusters, and additional vernier thrusters, making the already well-performing ZZ even faster and more maneuverable. The original 21-tube missile launchers on the backpack, limited to one missile per launch tube, were replaced with a pair of 18-tube missile launchers, with each tube carrying a two-missile magazine for additional salvos. In this form the Enhanced ZZ was now ready to be fitted with additional external armor and weapons as the FA-010S Full Armor Enhanced ZZ Gundam."

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#### 2.06.03 FA-010S Full Armor Enhanced ZZ Gundam

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"Despite its high power and performance, the AEUG's MSZ-010 ZZ Gundam did suffer from one critical flaw: its complicated construction and transformation systems made it somewhat structurally weak. During the last days of the First Neo Zeon War, the ZZ received some minor improvements in armor and armaments in the form of the MSZ-010S Enhanced ZZ Gundam, but still suffered from its weak build. A stopgap measure was introduced, not only giving the Enhanced ZZ a temporary fix for the problem, but also a significant boost in armor protection and weaponry. This form was called the FA-010S Full Armor Enhanced ZZ Gundam, and it was comprised of the Enhanced ZZ Gundam with lots of heavy external armor components - many containing missile launchers, as well as a powerful hyper mega cannon on the torso armor component. Now more well-protected from enemy fire that could easily deliver a critical blow to its structure, the Full Armor ZZ could continue to bring its tremendous power into the battlefield - and then some. The only drawback to the Full Armor components was that they were fixed around the Enhanced ZZ in mobile suit mode only, and thus the Full Armor ZZ could not transform into G-Fortress mode without first ejecting the extra armor and weapons."

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#### 2.06.04 RGM-86R GM III

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"Another entry in a long line of mobile suits descended from the Earth Federal Forces' first mass production mobile suit, the RGM-79 GM, the RGM-86R GM III was introduced during the Neo Zeon War. Unlike the RGM-79R GM II, which was only a minor improvement over the original GM, the GM III was a major improvement, incorporating a more powerful reactor, better sensors and armor, and a 37% increase in thruster speed/acceleration (thanks to a backpack design based on the one used on the RX-178 Gundam Mark-II). The GM III could also be fitted with a variety of missile launchers, giving the mobile suit a much more flexible mission role as either a close-combat or fire support unit. The GM III design proved to be a major success, and the model would remain one of the Earth Federal Forces' mainstay mobile suit for several years."

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#### 2.06.05 AMA-01X Jamru Fin

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"A transformable mobile armor being designed by Neo Zeon during the First Neo Zeon War, the AMA-01X Jamru Fin was never completed. Instead, the three unfinished prototypes were fitted with makeshift arms and heads and put into service, piloted by the "3-D" team of Dale, Deune and Danny. The Jamru Fin was a very fast and powerful mobile armor, its primary armament being a high-powered hyper mega cannon capable of knocking out enemy warships outside of their sensor ranges. The Jamru Fin could transform into a squat, mobile suit-like form armed with hand mounted beam guns/beam sabers for close combat. Its mobile armor form could also be fitted with a "mega booster" which mounted additional weapons, increased the Jamru Fin's speed and range, and also increased the output power of its hyper mega cannon. The Jamru Fin was also designed to be fitted with another, much larger, super-long-range booster powered by a nuclear pulse engine capable of operating in the intense gravity well of Jupiter."

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#### 2.06.06 AMX-004-2 Qubeley Mark II

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"Following the successful performance of Axis/Neo Zeon leader Haman Karn's AMX-004 Qubeley mobile suit, two improved Qubeley Mark IIs were approved for construction. The first of these new Qubeleys, the AMX-004-2, was built and deployed during the First Neo Zeon War in UC 0088. Aside from its new paint scheme, the only notable technical difference between this first Mark II and the original Qubeley was the addition of two extra funnel remote weapons. The AMX-004-2 served primarily as a test unit for its pilot, a 10-year-old girl named Elpeo Ple, and was used to determine and measure the girl's Newtype abilities. Though the Mark II's weapons - and Ple's abilities - would be a serious menace to the pilots of the AEUG carrier Argama, the Mark II would finally be damaged and captured, with Ple defecting to the AEUG to join her adopted "surrogate brother," ZZ Gundam Judau Ashta. Later on in the war, Ple sacrificed herself and her Qubeley Mark II to protect Judau against the threat of her own "blood" - a powerful Newtype clone named Ple Two."

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#### 2.06.07 AMX-004-3 Qubeley Mark III

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"Following the successful performance of Axis/Neo Zeon leader Haman Karn's AMX-004 Qubeley mobile suit, two improved Qubeley Mark IIs were approved for construction. The second of these new Qubeleys, the AMX-004-3, was built and deployed during the First Neo Zeon War in UC 0088. Aside from its new paint scheme, the AMX-004-3 was virtually identical to its AMX-004-2 brethren, the only notable technical difference being its psycommu system modified to accept input from a "psycommu controller" headseat worn by the pilot. This system would allow the pilot to remote-control the mobile suit outside of its cockpit. The AMX-004-3 was piloted by Ple Two, a clone of the Newtype girl Elpeo Ple, who was the pilot of the AMX-004-2 Qubeley Mark II."

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#### 2.06.08 AMX-004G (AMX-017) Qubeley Mass Production Type

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"Following the successful testing of Newtype pilots Elpeo Ple and Ple Two using their Qubeley Mark-II mobile suits, Glemy Toto - claiming to be a genetically-engineered descendant of the late Principality of Zeon leader Gihren Zabi and intent on staging a coup against Haman Karn for control of Neo Zeon - began mass production of an improved Qubeley to be manned by his army of Ple Two clones. Called the AMX-004G Qubeley Mass Production Type, this production-line unit was introduced in the last days of the First Neo Zeon War. Although in many ways similar to the Qubeley Mark-IIs, the Mass Production Type featured greater firepower in two areas: a pair of "active cannons" on its backpack, capable of firing in a wide arc covering both the mobile suit's front and rear; and a larger-capacity tail binder, capable of holding 30 remote funnel weapons. With a Newtype army at his command, Glemy would start his civil war against Haman; however, very determined Haman loyalists - aided by a lot of luck and a bit of their own Newtype abilities - stopped the Ple clones and their mass-produced Qubeleys, resulting in an almost complete mutual annihilation of both Neo Zeon factions. Early production models were painted gray, but the final production models were rolled out in a black paint scheme similar to the Qubeley Mark-II. Some records also indicate that the Qubeley Mass Production Type was also assigned the model number AMX-017, though this piece of trivia is debatable."

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#### 2.06.09 AMX-006 Gaza-D

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"Introduced at the beginning of the First Neo Zeon War, the AMX-006 Gaza-D was a moderate improvement over Neo Zeon's mass-produced frontline model, the AMX-003 Gaza-C. As the Gaza-D's basic construction and transformation sequence were practically the same as the Gaza-C's, it was easy to mass-produce, as the existing Gaza-C production lines at the Axis asteroid base were easily modified to facilitate production of the Gaza-D. At the outbreak of the war, the Gaza-D often complemented - and eventually replaced - its predecessor as one of Neo Zeon's mainstay mobile suits."

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#### 2.06.10 AMX-008 Ga-Zowm

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"Essentially the last in the "Gaza" line built by Neo Zeon during the First Neo Zeon War, the AMX-008 Ga-Zowm was actually quite a radical departure from its AMX-003 Gaza-C and Gaza-D predecessors. The Ga-Zowm was also a transformable unit, and both its mobile suit and mobile armor modes were armed with an improved "hyper knuckle buster" beam rifle and a pair of 9-tube launchers equipped with large missiles. The Ga-Zowm was also armed with beam sabers and vulcan guns in its forearms for close-range and melee combat. However, its heavy firepower made this "general purpose" mobile suit more appropriately used as an offensive mobile suit."

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#### 2.06.11 AMX-009 Dreissen

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"As Neo Zeon launched its assault on Earth during the First Neo Zeon War, several new mobile suits were designed for this ground campaign. One of the more popular models was the AMX-009 Dreissen, which was loosely based on the old Principality of Zeon's MS-09 Dom. Although armed with a 3-barrel beam gun in each forearm, the Dreissen was more well-suited to melee combat, as it could carry a beam lancer and a large beam tomahawk, both of which could be combined into a single, two-handed beam melee weapon. The Dreissen also carried three "tri-blade" weapons, which were basically razor-sharp, mobile suit-sized boomerangs. Although initially produced in small numbers for combat on Earth, the Dreissen's excellent performance and adaptability proved it to be a popular and versatile mobile suit, and it was soon mass-produced for both ground and space combat for the rest of the war."

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#### 2.06.12 AMX-011 Zaku III

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"As the First Neo Zeon War raged on, the Neo Zeon military continued its development of new and more powerful mobile suits. Two competing designs were produced as potential new mass-production frontline units: the AMX-011 Zaku III and the AMX-014 Doven Wolf. The intention of the Zaku III's design was that it would be a new descendant of the old Principality of Zeon's venerable (and highly versatile) MS-05 Zaku and MS-06 Zaku II lines. The Zaku III featured a modular construction design, enabling armor, the backpack, and other components to be changed out and customized pursuant to the current mission role. Despite its high performance and versatility, however, the Zaku III design lost out to the more contemporary Doven Wolf. As a result, the Zaku III saw only limited production, with this handful of prototype often operated by high-ranking officers or ace pilots."



2.06.13 AMX-011S Zaku III Custom

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"Although the AMX-011 Zaku III design lost out to the AMX-014 Doven Wolf as Neo Zeon's intended new frontline mass-production mobile suit, several Zaku III prototypes did get produced. These Zaku IIIs proved quite popular with many Neo Zeon officers and ace pilots fighting in the First Neo Zeon War. One Zaku III unit ended up in the hands of Haman Karn loyalist Mashymre Cello, who would employ his customized Zaku III in one of the last battles of the war. Although Mashymre's Zaku III was referred to as the AMX-011S Zaku III Custom, it was indeed nothing more than the basic Zaku III loaded out with various optional equipment selected by Mashymre. His Zaku III Custom sported heavier and more stylized armor, a new head mounting a pair of vulcan guns, optional left shoulder armor with a hide bomb dispenser, a large backpack with powerful thrusters and ejectable external propellant tanks, and an enormous rear skirt armor plate."

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2.06.14 AMX-014 Doven Wolf

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"A new mass-production design which beat out the competing AMX-011 Zaku III during the First Neo Zeon War, the AMX-014 Doven Wolf was found to be much more powerful and contemporary than its competition by the Neo Zeon military. Using design concepts taken from the salvaged Titans' mobile suit MRX-010 Psyco Gundam Mark II, the Doven Wolf incorporated a wide variety of beam weapons all over its body, including wire-guided remote beam gun forearms and wire-guided remote "incom" beam guns, all controlled by a "quasi-psycommu" computer control system. These features allowed a normal, non-Newtype pilot to conduct all-range attacks similar to those made by a Newtype pilot using a standard psycommu system. In addition to its plethora of beam weapons, the Doven Wolf also mounted missile launchers, grenade launchers, and vulcan guns for additional firepower. However, its primary armament was its high-powered beam rifle, which could be connected directly to the mega particle guns in its abdomen and fired as an even more powerful "mega launcher" weapon. All of these weapons and features helped to make the Doven Wolf one of the single most powerful mobile suit designs developed during the First Neo Zeon War. Many of the Doven Wolf units produced were operated by pilots working for Glemy Toto's anti-Haman Karn faction during Neo Zeon's internal conflicts near the end of the war."

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2.06.15 AMX-015 Geymark

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"A Newtype- and strengthened human-use mobile suit intended for mass production in the last weeks of the First Neo Zeon War, the AMX-015 Geymark was one of the pinnacles of Neo Zeon's Newtype weaponry development. In terms of firepower alone, the Geymark was one of the most heavily-armed mobile suits of its time, with over twenty beam weapons mounted on a single, regular-sized mobile suit body. In addition to this high number of weapons, the Geymark was also equipped with a psycommu system, allowing its Newtype pilot to control its two large "mother" funnels. The mother funnels were actually bits in principle, since they had their own onboard reactor for power and did not need to return to the Geymark to be recharged. While each mother funnel mounted a mega particle gun, they each also carried 14 "child" funnels, which were normal-style funnels which recharged aboard the

mother funnels. With this second tier of remote control, the Geymark's pilot could conduct all-range attacks at extremely long ranges. The pilot's commands were relayed via a large psycommu control antenna on the Geymark's head, which relayed the commands to the mother funnels, which in turn relayed the commands to the child funnels. This advanced remote weapon system, combined with the mobile suit's tremendous firepower, made the Geymark one of the most powerful mobile suits ever conceived at its time. Only one unit is known to have been built, operated by Haman Karn loyalist Chara Soon during the last days of the war when Neo Zeon was being torn apart by internal conflicts. Chara demonstrated the Geymark's abilities when she almost single-handedly destroyed an entire squadron of powerful, genetically-engineered Ple Two clones operating funnel-equipped AMX-004G Qubeley Mass Production Types."

MAHQ.net

#### 2.06.16 AMX-101 Galluss-J

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"Another mobile suit developed in anticipation of their assault on Earth during the First Neo Zeon War, Neo Zeon's AMX-101 Galluss-J was slightly less impressive performer than the AMX-009 Dreissen. However, the ease of its production led the Galluss-J to see at least limited production on Neo Zeon's front lines. Intended to work in concert with the AMX-102 Zssa, the Galluss-J was well-suited to urban combat and cleanup operations following a target area's bombardment. In addition to a light ranged armament of missiles and a hand-held energy gun, the Gallus-J was very good for hand-to-hand combat, as its hands could launch outward to deliver extra kinetic force to its punches. The fingers of the Gallus-J's left hand were also equipped with small-caliber machineguns inside them. One of the earliest Galluss-J units to be built was employed by Neo Zeon officer Mashymre Cello, who would use this mobile suit to attempt to ferret out the refugee AEUG battleship Argama from its hiding place inside Side 1's Shangri-La colony."

MAHQ.net

#### 2.06.17 AMX-102 Zssa

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"Another mobile suit developed in anticipation of their assault on Earth during the First Neo Zeon War, Neo Zeon's AMX-102 Zssa was designed as a long-range bombardment unit for attacking targets from behind the front lines. Intended to work in concert with the AMX-101 Galluss-J, the Zssa was armed with 44 missiles as its primary armament. In addition to beam sabers, a scattering beam gun, and a pair of vulcan guns for closer-range and melee combat, the Zssa could also be fitted with an optional pair of shoulder missile pods containing 7 additional missiles each. An optional booster could also be mounted on the Zssa's back, giving the mobile suit an additional 8 missiles and the ability to fly in the atmosphere, allowing the Zssa to conduct aerial bombardments. The Zssa proved itself quite effective as a long-range strike unit, and it was one of the most commonly mass-produced Neo Zeon mobile suits used in the war."

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#### 2.06.18 AMX-103 Hamma Hamma

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"As Axis/Neo Zeon began openly moving to conquer the Earth Sphere at the outbreak of the First Neo Zeon War, they developed several prototype mobile suits to serve as testbeds for advanced new technologies. One of these prototypes was the AMX-103 Hamma Hamma, whose primary function was to test the new "quasi-psycommu" system. The

quasi-psycommu was a computer control system designed to allow normal (non-Newtype) pilots to operate wire-guided remote weapons and conduct all-range attacks in a fashion similar to Newtype-use mobile weapons equipped with a standard psycommu system. The Hamma Hamma's quasi-psycommu was intended to control its two wire-guided claw-hands, each of which was armed with a 3-barreled beam gun. This was the only armament mounted on the Hamma Hamma itself, as the remaining reactor output was required to operate the large number of thrusters arrayed on the massive shoulder and skirt armor of this highly maneuverable mobile suit. In order to be equipped with additional beam weaponry, the Hamma Hamma could also carry a shield that was equipped with its own independent power generator. This generator powered the weapons mounted on the shield, which included three linked beam guns, a pair of beam sabers, and a space mine launcher."

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#### 2.06.19 AMX-104 R-Jarja

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"One of many new prototype mobile suits developed by Neo Zeon during the First Neo Zeon War, the AMX-104 R-Jarja's form was inspired by the old Principality of Zeon's YMS-15 Gyan from the One Year War. Like the Gyan, the R-Jarja was designed primarily for melee combat, and was armed with a large hand-carried beam sword and a removable heat saber mounted like a bayonet on its beam rifle. Two sets of missile launchers in the shoulders rounded out its armament, but the R-Jarja featured a rather unique defensive feature. This feature was the pair of "flexible shields" mounted on its shoulders, which could be flipped to provide additional armor protection to either the front or rear of the R-Jarja. Initially a single prototype that was intended for later mass production, the R-Jarja never made it past the experimental stage, with one completed unit operated by ace pilot Chara Soon."

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#### 2.06.20 AMX-107 Bawoo

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"Another high-performance prototype developed by Neo Zeon during the First Neo Zeon War, the AMX-107 Bawoo was the first Zeon-style transformable mobile suit which could separate into more than one component. In the Bawoo's case, the mobile suit could separate into two separate fighters, called "Bawoo Attacker" and "Bawoo Nutter". The initial prototype featured a cockpit in each of the two fighters, but the final production version featured a single pilot occupying the Attacker and an unmanned Nutter controlled either via wireless remote control from the pilot in the Attacker, or - if the area's Minovsky particle density was thick enough to jam transmissions - by an onboard auto-pilot computer control system. The two components could also be quickly re-combined into the mobile suit mode. These features made the Bawoo the first mobile weapon that allowed its pilot to effectively control more than one combat unit in the field at the same time. Along with its beam rifle, beam sabers, and grenade launchers, the Bawoo also carried a shield which mounted five, fire-linked mega particle guns, greatly increasing its firepower."

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#### 2.06.21 AMX-109 Kapool

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"As Neo Zeon launched its invasion of Earth during the First Neo Zeon War, they employed several new mobile suit designs built for terrestrial combat. One of these units was the AMX-109 Kapool, which was a amphibious mobile suit based loosely on the old Principality of

Zeon's MSM-03 Gogg from the One Year War. Armed with eight missile launchers, a sonic blast weapon in its waist, and a laser beam "eye" on its small, flat head, this small mobile suit packed an enormous amount of firepower for its size, all cooled by a hydro-cooling system. The Kapool's arms could fold up inside its main body and its legs could fold back, turning the mobile suit into a mobile armor-like form that was faster and more streamlined when moving underwater. In its mobile armor mode, the Kapool could also move along the water's surface in a fashion similar to a hovercraft. However, the Kapool seemed to have lost many of the lessons learned by the Principality of Zeon during its amphibious mobile suit development during the One Year War. As a result, the Kapool proved to be an inefficient design and was highly unpopular with its pilots - apparently spacenoids had forgotten how to build ocean-going mobile suits for use on Earth."

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#### 2.06.22 AMX-117L Gazu-L

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"Neo Zeon's elite Royal Guard squadron, charged with the protection of their leader Haman Karn, operated a handful of customized mobile suits during the Axis War. One of these units, Royal Guardsman Lance Gylen's AMX-117L Gazu-L, was modeled after the Earth Federal Forces' mass-produced RMS-117 Galbaldy b. With a more powerful reactor and armament geared to melee combat, the Gazu-L was highly distinguished by its eye-catching red-on-white paint scheme and the large, flared armor on its left shoulder. Designed to operate in tandem with its twin, Nee Gylen's AMX-117R Gazu-R, the Gazu-L would typically escort either Haman Karn's AMX-004 Qubeley or Royal Guard leader Chara Soon's AMX-015 Geymark on its left flank."

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#### 2.06.23 AMX-117R Gazu-R

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"Neo Zeon's elite Royal Guard squadron, charged with the protection of their leader Haman Karn, operated a handful of customized mobile suits during the First Neo Zeon War. One of these units, Royal Guardsman Nee Gylen's AMX-117R Gazu-R, was modeled after the Earth Federal Forces' mass-produced RMS-117 Galbaldy b. With a more powerful reactor and armament geared to melee combat, the Gazu-R was highly distinguished by its eye-catching blue-on-white paint scheme and the large, flared armor on its right shoulder. Designed to operate in tandem with its twin, Lance Gylen's AMX-117L Gazu-L, the Gazu-R would typically escort either Haman Karn's AMX-004 Qubeley or Royal Guard leader Chara Soon's AMX-015 Geymark on its left flank."

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#### 2.06.24 MS-09G Dowadge

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"One of the last evolutions of the old Principality of Zeon's MS-09 Dom series, the MS-09G Dowadge (not to be confused with the MS-10 Pezun Dowadge of Zeon's "Pezun Project") continued to be used for several years after the One Year War. By the time of the First Neo Zeon War in UC 0088, the Dowadge was operated by several parties, including the new Neo Zeon military, old African-based Zeon remnants from the One Year War, and the civilian African Liberation Front. Although quite similar to its predecessor, the Dowadge was an improvement over the well-proven and successful Dom in that it also mounted four vulcan guns in the head and carried an external propellant tank on its backpack, thus extending the durational time for using the Dowadge's ground-skimming hovering jets."

2.06.25 MS-14J ReGelg  
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"At the end of the One Year War, many Zeon remnants fled the Earth Sphere to the asteroid base Axis, determined to regroup and rebuild their forces before renewing their revolution against the Earth Federation. The MS-14 Gelgoog, the last mass-production mobile suit fielded by the Zeon military during the war, had proven itself as an excellent high-performance unit. However, more powerful and advanced mobile suit technology was being developed in the Earth Sphere, and Axis had to keep up and train its pilots to handle better mobile suits. Thus, Axis upgraded its surviving Gelgoog units into the MS-14J ReGelg (short for "REfined GELGoog"). The ReGelg now sported large shoulder armor binders, each housing additional thrusters and verniers for extra speed and maneuverability. Two external propellant tanks were added to the backpack to provide an extended flight range on par with lighter and more modern mobile suits. A backpack missile pod, forearm grenade launchers, a pair of beam sabers, and a beam rifle rounded out the armament. With these new features, the ReGelg was a tremendous improvement over its successful, tried-and-true previous form. Axis (later Neo Zeon) would continue to use their ReGelgs for several years, with one unit operated by ace pilot Illia Pazom during the First Neo Zeon War in UC 0088."

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2.06.26 NZ-000 Quin Mantha  
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"The pinnacle of Zeon Newtype-use mobile weapon technology at its time, the NZ-000 Quin Mantha was considered one of the most powerful mobile weapons ever constructed. Designed and constructed by Neo Zeon's Glemmy Toto faction during the First Neo Zeon War, the Quin Mantha combined the best features of the successful Qubeley series and the Titans' MRX-010 Psycho Gundam Mark II into one design. This massive mobile suit was armed with wide variety of beam weapons, and carried 30 psycommu-controlled funnels in a large tail binder. The massive binders on its shoulders housed a variant of the I-field barrier concept called a "mega particle deflection system", which not only absorbed or deflecting incoming beam weapons fire like a standard I-field, but could also redirect that beam fire back at the foe that fired it. Like the AMX-004-3 Qubeley Mark II, the Quin Mantha could be controlled externally via a psycommu controller headseat worn by the pilot, and like the Psycho Gundam Mark II (and even the old Principality of Zeon's MSN-02 Zeong), the Quin Mantha's head could detach and operate independently if the main body were to become heavily damaged and destroyed. Only one Quin Mantha unit was built, operated by Glemmy's young pet Newtype soldier Ple Two, and it was fielded against Neo Zeon leader Haman Karn's loyalist forces during Glemmy's insurrection in January UC 0089. However, the Quin Mantha - along with Glemmy Toto and Ple Two - were soon destroyed inside the asteroid base Axis by the AEUG's "Gundam Team"."

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2.06.27 RMS-099B Sturm Dias  
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"The return of Zeon remnants aboard the asteroid base Axis to the Earth Sphere in the last weeks of the Gryps War resulted in an even more turbulent political climate, and Anaheim Electronics Company - one of the Anti-Earth Union Group's primary supporters - was forced to provide mobile suit technology to the Axis (and later Neo Zeon) forces. One

Anaheim mobile suit design to fall into Neo Zeon's hands was the RMS-099B Sturm Dias, an improvement over the well-proven RMS-099 Rick Dias used by the AEUG. The only changes to the basic mobile suit itself were a larger rear skirt armor piece and a flared-out armor piece on the head to provide extra protection for the mono-eye sensors. However, the most noticeable change seen on the Sturm Dias was the replacement of the old "random binder" backpack propellant tanks with two large "grye binders", which mounted extra thrusters and verniers, an even greater fuel capacity for extended flight time, and beam cannons for additional firepower. These features made the Sturm Dias an even more well-performing unit over the tried-and-true Rick Dias, and the supply of these mobile suits to Haman Karn's Neo Zeon forces would be the start of another trend of "playing both sides against the middle". Anaheim, always out to make a profit no matter who's winning or losing, would develop and sell new mobile suits to both Federal and Zeon forces for several years to come."

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#### 2.06.28 RMS-119 EWAC Zack "Eye-Zack"

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"Although the use of radar- and radio-jamming Minovsky particles in battle situations renders such electronic forms of detection useless, the EWAC Zack was often used for pre- and post-combat actions, tasked with acquiring enemy strength, location, and disposition data. Thus, the EWAC Zack was also equipped with four data pods in its backpack, each of which carried recordings of the mobile suit's intelligence data and could be either jettisoned or launched back towards friendly forces. In the case of capture by the enemy, the data in the pods was also encrypted, thus assuring that valuable intelligence would not fall into the wrong hands. The EWAC Zack was also designed for long-range use, equipped with a pair of external fuel tanks for extended flight times. Although typically unarmed, the EWAC Zack could also be equipped with the weapons normally carried by a Hi-Zack, if necessary."

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#### 2.06.29 RMS-192M Zaku Mariner

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"A new amphibious combat mobile suit designed and built by the Earth Federal Forces, the RMS-192M Zaku Mariner was an improved descendant of the old Principality of Zeon's MS-06M Zaku Marine Type used in the One Year War. Armed with a total of 14 SUBROC (SUBmarine ROCKET) launchers in its shoulders and backpack, as well as a magnet harken shocking cable weapon for melee combat, and a hand-held spray missile gun, the Zaku Mariner certainly packed more firepower than its Zaku Marine Type predecessor. In addition to being a better performer in terms of power, the backpack could be ejected in order for the Mariner to go ashore and conduct limited ground combat. However, the Earth Federal Forces never got to deploy these units; instead, they fell into the hands of Neo Zeon, who acquired them with the capture of several Federal bases following their Earth invasion during the First Neo Zeon War in UC 0088."

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#### 2.06.30 MS-06D Desert Zaku

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"A modified and improved version of the original MS-06D Zaku Desert Type, the MS-06D Desert Zaku featured better power output, external propellant tanks on its backpack to carry extra thruster fuel, and additional shields and dust filters on its joints to facilitate burying the mobile suit under the sand for ambushes. The Desert Zaku could also

be fitted with a pair of jet skis on its feet, making it easy to glide at high speed across the desert sand. Though normally used by Zeon remnants led by "Desert" Rommel in North Africa, a few Desert Zakus also landed in the hands of the African Liberation Front group, with one unit operating as part of their "Blue Team" and painted in their distinctive light-blue-on-blue colors."

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#### 2.06.31 MS-09H Dowadge Kai

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"One of the MS-09G Dowadge ground combat mobile suits still in use following the Universal Century Era's One Year War was owned by "Desert" Rommel, leader of a band of Zeon remnants still operating in Africa. Rommel's Dowadge was modified and upgraded over the years, and by the time of the First Neo Zeon War in UC 0088, his mobile suit - now designated the MS-09H Dowadge Kai - was a step above the standard model. It featured extra thrusters mounted on its shoulders, and it could use a large, hand-operated beam cannon for greater firepower."

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#### 2.06.32 MSM-04N Agguguy

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"In preparation for its planned assault on the Earth Federal Forces' underground South American Jaburo military headquarters during the One Year War, the Zeon military forces stationed at California Base developed a series of specialized mobile suits to aid in the assault. One of these was the MSM-04N Agguguy, an amphibious unit designed for close combat fighting. Loosely based on the MSM-04 Acguy design, the Agguguy was designed to be heavily armored yet fast, attacking with a pair of spinning heat rods on each arm to grapple, slice and shock enemies. These heat rod "hands" could also be changed out for a claw-type hand similar to that on the MSM-07 Z'Gok. However, the Agguguy built at California Base were never deployed, as Zeon's Commander Char Aznable discovered the secret spacedock entrance to Jaburo long before the scheduled assault, and launched a hasty attack with what limited resources he could receive from California Base in time."

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#### 2.06.33 MSM-08 Zogok

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"In preparation for its planned assault on the Earth Federal Forces' underground South American Jaburo military headquarters during the One Year War, the Zeon military forces stationed at California Base developed a series of specialized mobile suits to aid in the assault. One of these units was the MSM-08 Zogok, an amphibious unit designed for close combat fighting. A derivative of the MSM-07 Z'Gok, the Zogok had only melee weapons consisting of 10 wire cutters mounted in the head and extendable telescopic arms with razor-edged fingers, giving the Zogok a "sharp" punch. However, the Zogoks built at California Base were never deployed, as Zeon's Commander Char Aznable discovered the secret spacedock entrance to Jaburo long before the scheduled assault, and launched a hasty attack with what limited resources he could receive from California Base in time."

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### 2.07 Mobile Suit Gundam: Char's Counterattack

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#### 2.07.1 RX-93 "nu" Gundam

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"The n Gundam's basic design was created by Amuro himself, but construction and final modifications were supervised by Anaheim engineer October. October incorporated the latest piece of psychic communication technology - supposedly leaked to Anaheim by Char's Neo Zeon - called the "psycoframe." Composed of microscopic-sized psycommu receptor chips, October incorporated the new psycoframe technology into the n Gundam's cockpit frame, not only reducing its total weight but giving the pilot an edge in being able to more easily read an enemy's thoughts and movements."

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#### 2.07.2 RGM-89 Jegan

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"A descendant of the GM series of mobile suits launched by the Earth Federal Forces during the One Year War, the RGM-89 Jegan was lighter and more maneuverable than any previous GM-series model. Although not as fast or well-armed as the previous RGM-86R GM III, the Jegan was an all-around well-performing unit nonetheless. The Jegan mounted a fairly standard variety of weapons, armed with a beam rifle, a beam saber, shield-mounted missile launchers, three hand grenades, and an optional head vulcan gun pod. Though initially built by Anaheim Electronics exclusively for the Londo Bell task force prior to the outbreak of the Second Neo Zeon War in UC 0093, the Jegan (and many of its variants) would soon become a Earth Federal Forces standard, operated as its primary frontline unit for at least the next thirty years."

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#### 2.07.3 RGZ-91 Re-GZ

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"A prototype mobile suit intended for mass production, Anaheim Electronics' RGZ-91 Re-GZ was a simplified version of the AEUG's MSZ-006 Zeta Gundam used in the Gryps War and the Neo Zeon War. The Re-GZ (short for "REfined Gundam Zeta") eliminated the costly and complex transformation systems used by the Zeta Gundam, instead docking with a specialized "Back Weapon System" (or "BWS") unit which allowed the Re-GZ to assume a waverider-like form for additional mobility. As the mobile suit's weapons could not be used in this docked configuration, the BWS was armed with beam weapons and missile launchers, giving the Re-GZ considerable firepower in waverider mode. In the end, however, the Re-GZ would still be deemed to expensive to facilitate mass-production, and the design project was dropped. The Re-GZ prototype would end up being employed by the Earth Federal Forces' "Londo Bell" taskforce during the Second Neo Zeon War, piloted first by reknown Newtype ace Amuro Ray, and later by mobile suit squadron leader Kayra Su."

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#### 2.07.4 AMS-119 Geara Doga

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"A mass-produced frontline mobile suit used by Neo Zeon during the Second Neo Zeon War, the AMS-119 Geara Doga could be considered a distant descendant of the old Principality of Zeon's original mainstay unit, MS-06 Zaku II. Although not exactly a high-performance model, the Geara Doga was sturdy, dependable, and inexpensive to mass-produce. Typically armed with one of two different beam machineguns - a larger type mounting an optional grenade launcher, and a slightly smaller type equipped with a removable heat bayonet - a shield carrying four rocket-propelled grenades and four sturm faust weapons, and a beam sword-axe, the Geara Doga was well-enough equipped for a typical grunt soldier."



Though typically painted in olive drab-on-dark green colors, a handful of squad leaders and ace pilots were allowed to paint their units in custom colors and attach a squad leader's antenna to the head, such as the blue-on-dark blue Geara Doga operated by ace pilot Rezin Schnyder."

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#### 2.07.5 MSN-03 Jagd Doga

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"A special breed of mobile suits built by Neo Zeon for use by its Newtype soldiers, the MSN-03 Jagd Doga saw limited deployment during the Second Neo Zeon War. Based on the AMS-119 Geara Doga's frame, the Jagd Doga was actually quite different in its armor's outward appearance. Armed with six funnel weapons and equipped with a psycommu system to control them, the Jagd Doga was basically an improved Geara Doga outfitted for Newtype use. Only two units are confirmed to have been built and deployed: one unit, painted in dark blue with a large antenna on the head, was piloted by strengthened human/artificial Newtype Gyunei Guss, and was typically armed with a beam assault rifle for mid- and short-range combat; the second unit, painted red, was piloted by newly-discovered Newtype youth Quess Paraya, and was typicall armed with a large, mega Gatling beam gun for heavy firepower."

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#### 2.07.6 MSN-04 Sazabi

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"Despite its large size and heavy armor, the Sazabi was equipped with enough thrusters and verniers to make it extremely maneuverable compared to mass-produced frontline mobile suits. It was equipped with a relatively high-output generator, but most of its power was used to fire its abdomen-mounted mega particle gun, whose beam was wide enough and powerful enough to destroy several mobile suits with a single shot. The Sazabi's armament was rounded out by a pair of beam sabers, a large shield carrying three missiles and a large, hand-carried beam tomahawk, and a beam shotrifle, which operated like a beam rifle version of a shotgun."

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#### 2.07.7 RMS-116H Hobby Hi-Zack

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"With the introduction of newer and more advanced mobile suit designs being used by frontline troops of the Earth Federal Forces, some older models were refurbished for civilian use and sold as surplus items on the open market. One such model was the RMS-106 Hi-Zack, which was stripped of its armaments and weapon capabilities, had its armor slightly modified, and redesignated RMS-116H Hobby Hi-Zack. Sold to mobile suit collectors and enthusiasts, the Hobby Hi-Zack was considered a "sports" machine, as it retained the speed and maneuverability of its previous military-use form. One such Hobby Hi-Zack was owned by Neo Zeon pilot Gyunei Gass, who used this mobile suit to infiltrate Side 1's Londenion colony to retrieve his leader Char Aznable, who had just concluded secret (but ultimately futile) peace negotiations with the Earth Federation during the Second Neo Zeon War."

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### 2.08 Mobile Suit Gundam F91

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#### 2.08.01 F91 Gundam F91

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"The Gundam F91 would perform superbly during the conflict, and its abilities would soon have another surprise in store for Seabook. Being a very high-performance unit, the F91's weapons and systems generated a tremendous amount of heat. This heat was normally dissipated through a set of radiator fins built into the mobile suit's shoulders; however, excessive amounts of heat would sometimes still remain throughout the mobile suit's body. Another method of getting rid of this heat was by "shedding" the heated outermost layer of the Gundam's armor; this had the rather dramatic effect of creating "after-images" of the mobile suit while it was moving. While confronting Crossbone Vanguard leader Karozo Ronah's deadly XMA-01 Rafflesia mobile armor, Seabook would find this ability useful in tricking his enemy into attacking targets that were not where they appeared to be."

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#### 2.08.02 F71 G-Cannon

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"The F71 G-Cannon, developed by the Earth Federal Forces' Strategic Naval Research Institute and manufactured by Anaheim Electronics, was introduced in the early UC 0120s and was considered both a distant descendant of the RX-77 Guncannon series used during the One Year War and a mass-production version of the SNRI's F90S Gundam F90 Support Type recently developed as part of the "Formula Project". The G-Cannon's primary armament was the pair of large 130 mm machinecannons on its shoulders. While intended to be used as a fire support unit, the machinecannons could be removed, leaving the G-Cannon still well-armed enough with vulcan guns, beam guns, and beam sabers, and thus able to maneuver and operate as a good general purpose/close combat unit. When the Crossbone Vanguard force began to conquer Frontier Side in UC 0123, several G-Cannons were among the deployed Federal Forces that fought in vain to repel the invasion."

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#### 2.08.03 RGM-89M Jegan B-Type

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"Introduced in the early UC 0090s, the RGM-89 Jegan soon became the Earth Federal Forces' main frontline mass production mobile suit. But as the Earth Federation slipped into stagnation, the advent of new mobile suit technology wouldn't be actively pursued for almost three decades. Over the years, the old Jegans were constantly overhauled and upgraded to keep them in service. One of the many revised Jegan forms still being used during the Crossbone Vanguard invasion in UC 0123 was the RGM-89M Jegan, known as the "B-Type" Jegan. Despite its improved performance and additional firepower (in the form of a pair of 5-tube rocket packs on the hips), the Jegan B-Type was still outmatched by the smaller and faster new mobile suits fielded by the Crossbone Vanguard."

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#### 2.08.04 RGM-89R Jegan A-Type

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"Introduced in the early UC 0090s, the RGM-89 Jegan soon became the Earth Federal Forces' main frontline mass production mobile suit. But as the Earth Federation slipped into stagnation, the advent of new mobile suit technology wouldn't be actively pursued for almost three decades. Over the years, the old Jegans were constantly overhauled and upgraded to keep them in service. One of the many revised Jegan forms still being used during the Crossbone Vanguard invasion in UC 0123 was the RGM-89R Jegan, known as the "A-Type" Jegan. The A-Type was considered the fastest and most maneuverable of the Jegan series, and

it was often piloted by squadron leaders. However, the Jegan A-Type was still outmatched by the smaller and faster new mobile suits fielded by the Crossbone Vanguard."

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#### 2.08.05 RGM-109 Heavygun

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"While the Strategic Naval Research Institute was proceeding with its "Formula Project" to develop smaller, more efficient and high-performance mobile suits for the Earth Federal Forces, civilian contractor Anaheim Electronics was also hard at work on its own smaller, next-generation mobile suit. Their first successful result in this venture was the RGM-109 Heavygun, a mass-produced general purpose unit intended to replace the aging RGM-89 Jegan. Despite its small size and the fact that its reactor output wasn't much greater than the old Jegan's, the Heavygun was faster and more maneuverable, and it was still just as capable of using beam weapons as its larger predecessors. The Heavygun would prove itself to be a popular machine, and it would remain in the service of the Federal Forces for many years, with some units even making their way into civilian and local colony militia forces."

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#### 2.08.06 RXR-44 Guntank R-44

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"One of Anaheim Electronics' earliest attempts to cash in on smaller-scale mobile suit development, the RXR-44 Guntank R-44, introduced sometime in the early UC 0110s, seemed to be rather anachronistic, harkening back to the old RX-75 Guntank series of the One Year War. Unlike its RX-75 ancestor, however, the Guntank R-44 was capable of transforming from its tank-like form into a true mobile suit. Due to its small size, the R-44's 200 mm main cannons had to be loaded manually, and its main body contained enough space for four personnel to fully operate the mobile suit. The design seems to have proved a failure, however, and the R-44 never made it past the prototype stage. It is unknown how many R-44 prototypes were built, but it is confirmed that at least one unit later fell into the ownership of Roy Jung, curator of a war museum at the Frontier IV colony. Roy would take his prized R-44 into battle in a valiant but foolhardy attempt to help repel the Crossbone Vanguard forces invading his home colony in UC 0123."

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#### 2.08.07 XM-01 Den'an Zon

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"The first mobile suit to be mass produced by the Crossbone Vanguard, the XM-01 Den'an Zon was designed to specialize in close combat inside space colonies. Despite its compact size, the Den'an Zon was faster and more maneuverable than most of the mobile suits used by the Earth Federal Forces in the early UC 0120s. The Den'an Zon incorporated many advanced new technologies developed by the Crossbone Vanguard, including the highly effective beam shield for defense and the piledriver-like "shot lancer" weapon for melee combat. Den'an Zons, being the basic unit produced in the most numbers, was typically assigned to low-ranking soldiers, though its design would serve as the basis for the more well-rounded XM-02 Den'an Gei and reconnaissance XM-03 Ebirhu-S mobile suits."

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#### 2.08.08 XM-02 Den'an Gei

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"Based on their standard XM-01 Den'an Zon model, the Crossbone Vanguard's XM-02 Den'an Gei was designed primarily to be used for guerilla warfare. The Den'an Gei did not carry the Vanguard's trademark shot lancer weapon, instead being armed with vulcan guns, an arm beam gun, a grenade rack, a beam saber, and a beam rifle for more well-rounded firepower. This array of heavier firepower made the Den'an Gei more well-suited to hit-and-run strikes used in guerilla-type missions."

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#### 2.08.09 XM-03 Ebirhu-S

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"Derived from the basic XM-01 Den'an Zon, the XM-03 Ebirhu-S was the smallest mobile suit built by the Crossbone Vanguard. Designed specifically for reconnaissance missions, the Ebirhu-S was equipped with an extra bank of advanced sensor and camera systems in its left shoulder. Unlike most other Crossbone Vanguard mobile suits, the Ebirhu-S was not equipped with a beam shield, as its operation would interfere with the reception of the sensitive sensor systems. The Ebirhu-S was also quite heavily armed for a recon unit, mounting a shot lancer, four machineguns, a grenade rack, a hand-carried beam spray gun, and a 4-fingered shot claw, which could be launched like a projectile at a target. To aid in its reconnaissance role, the Ebirhu-S also carried a remote reconnaissance pod equipped with additional sensors. This pod could either be directly remote-controlled or, in the case of Minovsky particle interference, be pre-programmed to operate on its own. In case the recon pod were to encounter resistance, it was also armed with weapons for automated self-defense."

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#### 2.08.10 XM-04 Berga Dalas

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"The first unit in the Berga series developed by the Crossbone Vanguard, the XM-04 Berga Dalas was designed as a high-performance unit for use by officers. Like the XM-01 Den'an Zon, the Berga Dalas was built for close combat, its primary armament being a shot lancer with an attached pair of machineguns. The Berga Dalas was also very maneuverable, as some of its thrusters were located in the flexible "shelf nozzles" on its backpack. One Berga Dalas unit was piloted by Dorel Ronah, the youngest member of the powerful Ronah family which organized and led the Crossbone Vanguard."

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#### 2.08.11 XM-05 Berga Giros

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"An upgraded version of the XM-04 Berga Dalas, the XM-05 Berga Giros was very identical to its predecessor. Improvements were made to its sensor systems, additional "shelf nozzles" were added to its backpack for more speed and maneuverability, and two additional machineguns were mounted on its shot lancer. Zabine Chareux, assistant to Crossbone Vanguard figurehead Vera Ronah, was the leader of the elite Black Vanguard Squadron, and led his troops in a customized black Berga Giros while escorting Vera's XM-07 Vigna Ghina."

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#### 2.08.12 XM-06 Dahgi Iris

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"A reconnaissance mobile suit designed for use by officers, the

Crossbone Vanguard's XM-06 Dahgi Iris was typically used in conjunction with a team of XM-03 Ebirhu-S recon units in a supervisory and escort role. Unlike most other Crossbone Vanguard mobile suits, the Dahgi Iris was not equipped with a beam shield, as its operation would have interfered with the reception of data by the highly sensitive sensor systems planted all over the mobile suit's body. In its place, the Dahgi Iris carried a standard solid shield, and it was also armed with a scattering beam gun in its torso for additional heavy firepower to complement its beam rifle and beam saber. One Dahgi Iris unit was piloted by Annamarie Brougia, who later defected to the Earth Federal Forces during the Crossbone Vanguard invasion of UC 0123. Annamarie's Dahgi Iris was then repainted into an off-yellow color to more easily distinguish it from its loyal Crossbone counterparts."

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#### 2.08.13 XM-07 Vigna Ghina

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"A prototype for a new line of mobile suits to succeed the Berga series, the first XM-07 Vigna Ghina unit was assigned to Crossbone Vanguard figurehead Berah Ronah. Although only lightly armed with a pair of beam sabers, a beam shield, and a beam rifle, the Vigna Ghina was designed more with speed and maneuverability in mind. A set of eight "fin nozzles" were mounted on its backpack, allowing the Vigna Ghina to more easily facilitate maneuvering in a 360-degree environment. When Berah defects to the Earth Federal Forces during the Crossbone Vanguard invasion of UC 0123, her Vigna Ghina is also given a powerful beam launcher similar to that used by the Gundam F91, capable of delivering a wider and more damaging beam blast than a standard beam rifle. Berah's Vigna Ghina was destroyed in a battle against the mobile armor XMA-01 Rafflesia, piloted by her father, Karozo Ronah."

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#### 2.09 Mobile Suit Victory (V) Gundam

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##### 2.09.01 LM312V04 Victory Gundam

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"Their flagship mobile suit was the LM312V04 Victory Gundam, named after the legendary Federal mobile suits of its heyday, and serving as a symbol of freedom for the League Militaire forces. Built around a Core Fighter base, the Victory Gundam could separate into a "Top Fighter" and "Bottom Fighter", each of which could be docked with a Core Fighter or operated via remote control from another Core Fighter. This modular/docking design not only increased the chances of pilot survivability, thus allowing a pilot to continue fighting if part of his mobile suit is damaged or destroyed, but also allowed for replacement of destroyed Top Fighter or Bottom Fighter modules mid-battle if the need arose."

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##### 2.09.02 LM312V05+SD-VB03A V-Dash Gundam

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"Although performing superbly as a close combat mobile suit, the LM312V04 Victory Gundam was somewhat lacking in terms of heavy firepower, being only armed with standard weapons like vulcan guns, beam sabers, and a beam rifle. As a continuation of its "Victory Project", the League Militaire developed a modification for the standard Victory Gundam Core Fighter that would work as a larger backpack for the mobile suit. This system, called the SD-VB03A

Overhang Pack, mounted a pair of high-powered beam "overhang cannons", thus turning this upgraded LM312V04+SD-VB03A "V-Dash" Gundam into an excellent fire support unit. In addition to a higher-output reactor to power the overhang cannons, the Overhang Pack also mounted a set of more powerful thrusters and additional verniers to help the mobile suit overcome the Pack's additional weight. For additional heavy firepower, the V-Dash Gundam could also carry a large "mega beam rifle" capable of delivering high-powered shots at extremely long ranges. In an emergency, the mega beam rifle could be dropped and the overhang cannons ejected if they were damaged or no longer needed. All of these upgrades helped to make the V-Dash Gundam a much more versatile mobile suit, capable of filling a wider variety of mission roles."

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#### 2.09.03 LM312V06 Victory Gundam Hexa

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"A continuation of the League Militaire's "Victory Project" launched during the Zanscare War, the LM312V06 Victory Gundam Hexa is an upgraded version of the original LM312V04 Victory Gundam. The Hexa is virtually the exact same mobile suit as the original Victory type, the only notable difference being a more sophisticated and sensitive sensor suit and communications system in the head. The Victory Gundam Hexa is distinguished from the original model by its lack of the traditional Gundam "V-fin" on the head, and the addition of two large "rabbit-ear" type communications antennae. The Victory Hexa was originally produced in very limited numbers for use by squad leaders and field commanders, but the model later phased out the original Victory Gundam, becoming one of the League Militaire's mass-produced frontline units used by many of its pilots."

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#### 2.09.04 LM312V06+SD-VB03A V-Dash Gundam Hexa

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"Like its LM312V04 Victory Gundam predecessor, the LM312V06 Victory Gundam Hexa was also upgraded with a SD-VB03A Overhang Pack by the League Militaire during the Zanscare War. With the Hexa's improved sensors and communications combined with the added firepower of the Overhang Pack, the LM312V06+SD-VB03A V-Dash Gundam Hexa was a very popular unit among League Militaire pilots, and was fielded quite commonly during the last weeks of the war."

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#### 2.09.05 LM314V21 Victory 2 Gundam

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"Developed to be the new symbol of freedom for the League Militaire resistance group, the LM314V21 Victory 2 Gundam was the direct descendant of the original LM312V04 Victory Gundam. The Victory 2 Gundam (also called the "V2 Gundam") retained the three-component Core Fighter/Top Fighter/Bottom Fighter transformation and combination system of the original, while incorporating new technologies and an increase in performance. The most significant of these new technologies was the "Minovsky drive" system, a development of the Victory Gundam's Minovsky flight system, but operating like a MS-sized version of a battleship's Minovsky craft system. The Minovsky drive allowed the V2 Gundam to achieve atmospheric flight and hovering abilities, as well as flight in space, without the use of conventional rocket thrusters (although the V2 did still use conventional rocket-style vernier thrusters for some maneuvering). In addition to providing the V2 with its flight thrust, the Minovsky drive could also

be used as an offensive or defensive weapon, as the energies produced by the drive could be manifested as a pair of large "beam wings". These beam wings could be used in a variety of ways, from acting as giant slicing beam weapons, to providing addition beam shield defense for the V2 itself or several other targets at once."

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#### 2.09.06 LM314V23 Victory 2 Buster Gundam

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"One of several "powered up" variants of the basic LM314V21 Victory 2 Gundam, the League Militaire's LM314V23 Victory 2 Buster Gundam (or "V2 Buster", for short) retained the same armament as the basic model, while sporting a tremendous increase in firepower. This additional firepower came in the form of a mega-beam cannon for high-powered, long-range shots, a spray beam pod for taking down several enemies or incoming missiles at closer ranges, and six micromissile launchers. Although the extra equipment increased the V2's weight and caused a minor decrease in speed and performance, the V2 Buster was still quite a powerful mobile suit, operating effectively as a medium- to long-range fire support unit in this form."

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#### 2.09.07 LM314V24 Victory 2 Assault Gundam

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"One of several "powered up" variants of the basic LM314V21 Victory 2 Gundam, the League Militaire's LM314V24 Victory 2 Assault Gundam (or "V2 Assault", for short) was designed as a heavy-duty assault/defense unit. The V2 Assault was equipped with a pair of I-field barrier generators, making this mobile suit almost impossible to touch with beam weapons. As a redundancy, the V2 Assault was also equipped with a set of gold-colored, anti-beam coated armor plates all over its body. Firepower was also increased, in the form of a pair of hip-mounted VSBRs (Variable Speed Beam Rifles) capable of penetrating conventional mobile suit beam shields, and often a hand-carried mega beam rifle similar to that used on the LM312V04+SD-VB03A V-Dash Gundam. Although the extra armor and weapons increased its weight and slowed down its maneuverability, the V2 Assault Gundam was equipped for endurance and a long-haul battle. These optional parts for the V2 Assault were also designed to be interchangeable with the optional parts for the LM314V23 V2 Buster Gundam, thus allowing a mix-and-match combination of parts and weapons as needed for specific mission roles (for example, the Victory 2 Assault-Buster Gundam)"

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#### 2.09.08 V2 Assault-Buster Gundam

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"One of several "powered up" variants of the basic LM314V21 Victory 2 Gundam, the League Militaire's V2 Assault-Buster Gundam combined the mega beam cannon of the LM314V23 V2 Buster Gundam and the offensive/defensive capabilities of the LM312V24 V2 Assault Gundam for increased offensive power. However, equipping both the mega beam cannon and the armor plates significantly cuts down the speed of the V2 Assault-Buster Gundam, making its maximum acceleration almost one full G less than that of the basic LM314V21 Victory 2 Gundam."

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#### 2.09.09 LM111E02 Gun-EZ

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"Developed simulataneously in conjunction with the LM312V04 Victory Gundam, the LM111E02 Gun-EZ was the mass-produced equivalent of its

Victory Project counterpart. Whereas the Victory Gundam was intended to serve as a symbol of the League Militaire spirit, the Gun-EZ was designed to serve as the backbone of their forces. Though lacking the complicated and costly transformation and modular docking systems of the Victory Gundam, the Gun-EZ was quite similar in style in armament. With the stagnation of the Earth Federation at the outbreak of the Zanscare War in UC 0153, the League Militaire's Gun-EZ was a far superior mass-production frontline unit than any (outdated) MS being fielded by the Earth Federal Forces at the time."

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#### 2.09.10 LM111E03 Gunblastor

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"An upgraded version of the LM111E02 Gun-EZ, the LM111E03 Gunblastor was designed primarily for space combat. To fill this role, the Gunblastor was equipped with a pair of "twin tail" booster binders on its backpack, which increased the overall rocket thruster output, maneuverability, and fuel capacity/flight range. With the Gunblastor on an even par with most BESPAs spaceborne mobile suits, almost all of the League Militaire's Gun-EZs were easily refitted into Gunblastors and would continue to serve as the mainstay of their MS forces."

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#### 2.09.11 ZM-S06S Zoloat

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"The first mass-produced mobile suit used by the Zanscare Empire's BESPAs forces, the ZM-S06S Zoloat was designed to function primarily as a space combat unit. In addition to a high performance level (at least, compared to the outdated mobile suits used by the stagnant Earth Federal Forces), the Zoloat was also equipped with a wide variety of weapons, including the new "beam strings" weapon, which could be used both for offense/cutting and grappling targets. The highly dependable and versatile Zoloat would remain in BESPAs service throughout the entire Zanscare War of UC 0153, although its design would serve as the basis for other, more advanced mobile suits, including the ZM-S06G Zollidia, ZM-S08G Zolo, and ZM-S09G Tomliat."

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#### 2.09.12 RGM-119 Jamesgun

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"One of the more successful designs employed by the Earth Federal Forces in the early UC 0100s was the RGM-119 Jamesgun. Considered the distant descendant of the first Federal mass-production mobile suit, the RGM-79 GM, the Jamesgun was nevertheless equipped with more up-to-date weapons, including the highly effective beam shield. Due to its ease of maintenance and operation, the Jamesgun would prove to be a highly popular unit, remaining in the Federal Forces' inventory for several decades. Over time, however, its role would be reduced to such unglamorous tasks as providing security for material transport ships. As a result, the Jamesgun would prove to be a poor match against the modern and far superior mobile suits employed by the Zanscare Empire during their invasion in the early UC 0150s."

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#### 2.09.13 RGM-122 Javelin

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"Introduced shortly after the RGM-119 Jamesgun, the RGM-122 Javelin soon became one of the Earth Federal Forces' primary mainstay mobile suits. Considered a "brother" to the Jamesgun, the Javelin shared many body parts and internal systems with that model. In addition to the



usual vulcan guns, beam sabers, beam shield, and beam rifle, the Javelin also carried two shot lancers - a highly effective close-combat weapon introduced by the Crossbone Vanguard. The Javelin was also highly adaptable, as its shot lancers could be removed and replaced with other weapons or equipment to fill a variety of mission roles. The Javelin would prove to be a popular mobile suit, and it would continue to serve the Federal Forces for several decades. However, it would later prove highly ineffective against the invading Zanscare Empire forces in the early UC 0150s, thus illustrating another symptom of the Earth Federation's continuing slip into stagnation."

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#### 2.09.14 ZM-S06G Zollidia

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"A ground combat variant based closely on the ZM-S06S Zoloat, BESPAs ZM-S06G Zollidia addressed some minor problems found inherent in the Zoloat's design. One of these problems was the fact that the left shoulder's beam shield was ineffective at blocking attacks from the right. To correct this, the Zollidia's left-side beam shield was moved to the left forearm, where it could be more effectively employed for defense. Unlike its ground-use ZM-S08G Zolo cousin, the Zollidia was not equipped with a beam rotor system, as it was designed to operate in conjunction with the Einerad weapons being developed by the Motorad Division."

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#### 2.09.15 ZM-S08G Zolo

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"A ground-use variant of BESPAs ZM-S06S Zoloat, the ZM-S08G Zolo was built as a transforming mobile suit capable of splitting up into two separate components for aerial combat. These two components were called "Top Terminal" and "Bottom Terminal", with the Top Terminal acting as a manned attack helicopter and the bottom terminal carrying additional weapons and operating as a remote-controlled strafing/bombing unit. The Zolo was also the first mobile suit to use a "beam rotor", a device which not only created spinning beam blades that created lift and a control surface similar to a helicopter's rotor, but also doubled as a beam shield. Despite the theoretical advantages of this system, the Zolo would prove to be ineffective in mobile suit combat, and all of the produced units were later phased out of service."

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#### 2.09.16 ZM-S08GC Zolo Kai

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"The ZM-S08GC Zolo Kai was a minor variation on BESPAs standard ZM-S08G Zolo. It was identical to the standard Zolo in every respect with the exception of a sensor scope mounted over the left eye. This sensor scope extended the Zolo Kai's range and allowed it to zoom in better on targets to snipe them from a distance. One unit was known to be operated in Kassarelia by Mathis Walker, but it was destroyed in combat by Uso Evin's LM314V21 Victory 2 Gundam."

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#### 2.09.17 ZM-S09G Tomliat

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"A ground combat mobile suit capable of atmospheric flight, the ZM-S09G Tomliat was designed to address the problems found its predecessor, the ZM-S08G Zolo. Rather than using the costly and complicated separation/docking component system, BESPAs instead opted for a single, fast-transforming body for the Tomliat. With the generator and other

parts incorporated from the Zolo, the Tomliat was relatively low-cost unit in terms of production. The Tomliat, in its attack helicopter mode, was capable of re-entering Earth's atmosphere on its own, and many Tomliats were deployed to Earth in exactly this fashion, rather than be shipped down on shuttles or other transports."

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#### 2.09.18 ZM-S14S Contio

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"A new space combat-use mobile suit developed early in the Zanscare War, BESPAs ZM-S14S Contio was considered very powerful for a production model unit. Its armament consisted of a beam shield, a trio of linked beam guns mounted in its chest, and a pair of wire-guided "shot claws" carried on the shoulders. The shot claws were multi-purpose weapons, capable of conducting ramming, punching, and grappling melee attacks, and each carrying a dual-use beam gun/beam saber. Due to the fact that the shot claws were controlled via cable, the Contio required a highly skilled pilot to effectively handle these weapons. The Contio was also unusual in that its cockpit hatch was located on its back, behind the head, rather than in the traditional front of the torso. Also of note, the Contio's beam shield was originally located behind the left arm's wrist in early production models, but this left the left manipulator hand exposed, and the beam shield was moved to the side of the left forearm in later units."

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#### 2.09.19 ZM-S19S Shy-Tarn

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"BESPAs ZM-S19S Shy-Tarn mobile suit was designed strictly as a defensive unit, intended to serve as a guard for important military or government facilities. Armed with eight heavy beam guns mounted all over its body, the Shy-Tarn was equivalent to an entire team of mobile suits in terms of firepower. Due to the size and number of weapons, the Shy-Tarn suffered heavily in terms of speed and mobility, and thus was relegated to local duty. Without the ability to operate over great distances, combined with its sheer firepower, the Shy-Tarn was well suited in its role as a powerful, last line of defense against invaders."

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#### 2.09.20 ZM-S20S Jabaco

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"In preparation for its Earth Cleansing Project, the Zanscare Empire's BESPAs forces developed several new specialized mobile suits to assist in this operation of "bloodless" genocide. One of these new units was the ZM-S20S Jabaco, designed specifically for close quarters melee combat. Its primary weapon were the pair of heat rods stored in the forearm, backed up by a pair of beam sabers. Although the Jabaco could also carry a beam rifle for ranged firepower, its heat rods alone made this mobile suit a deadly foe up-close. The Jabaco also shared a rather unique design feature in common with the ZM-S14S Contio, that being its rear torso-mounted cockpit access hatch."

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#### 2.09.21 ZM-S21G Bruckeng

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"An upgraded version of the Einerad, the ZM-S21G Bruckeng was designed with more mobility and defense in mind. The Einerad was commonly taken and used by the League Militaire, and BESPAs engineers created this unit to overcome that weakpoint. The overall weight of the Einerad was

lightened and made collapsable to fit on the Bruckeng's backpack, and it could unfold when needed."

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#### 2.09.22 ZM-S22S Rig Shokew

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"Based on the test flight data of the ZMT-S12G Shokew, the ZM-S22S Rig Shokew was a tremendous improvement over its already well-proven predecessor. Mass produced as the next-generation successor to frontline units such as the ZM-S06S Zoloat, the Rig Shokew sported an increase in generator output, thruster power, and armor technology over the original Shokew. Although the right shoulder-mounted hidden beam cannon was removed from the new design, the Rig Shokew carried many other new weapons, including a head-mounted beam strings emitter and two hand-carried "beam fans", as well as hardpoints located on the backpack and legs to carry various other hand weapons. The new Rig Shokew would immediately prove to be as successful as the original, with mass-produced units quickly being fielded to the front lines during the Zanscare War."

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#### 2.09.23 ZM-S24G Gedlav

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"BESPA's ZM-S24G Gedlav mobile suit was designed as a ground combat unit, specifically to be used with the unusual new Einerad weapon. Because of this requirement, the Gedlav was built very compact - a mere 13.8 meters tall. Both arms were equipped with a beam shield, thus closing up the defensive "blind spots" in the sides of the Einerad. When mounted on the Einerad, the Gedlav proved to be a highly mobile and well-protected combat unit. However, when its Einerad was destroyed, a Gedlav would find itself severely lacking in these mobility and defense departments."

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#### 2.09.24 ZM-S27G Domuttlia

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"The last of BESPA's helicopter-like transforming mobile suits, the ZM-S27G Domuttlia was developed during the Zanscare War as a replacement for the ZM-S09G Tomliat. Overall flight performance was improved in the Domuttlia with the addition of extra aerial control surfaces and the relocation of the backpack-mounted thrusters into a large, flexible "tail" for added stability and maneuverability. In addition to standard mobile suit weapons, the Domuttlia was also armed with a "shock-bite" weapon in its head, composed of a pair of pincers, each of which mounted a small beam blade, thus making the Domuttlia a nasty opponent up close. The Domuttlia was also designed with the intention of operating in coordinated combat with ground-based, Einerad-equipped mobile suits."

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#### 2.09.25 ZMT-D11S Abigor

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"BESPA's first transformable mobile suit/mobile armor, the "dual type" ZMT-D11S Abigor was developed and deployed in the early days of the Zanscare War in UC 0153. Despite its large size, the Abigor made the best use of both its forms, achieving high speed and mobility in its mobile armor form while packing a large amount of fighting power in its mobile suit form. The Abigor was equipped with a variety of strange weapons, including a pair of hand-carried beam scythes that could be joined into a single, double-ended weapon which could be spun to act as

a sort of impromptu beam shield. The Abigor also carried a pair of beam blade-generating "beam katarls", as well as a large number of beam net generators, which could be deployed to create an entangling energy web over a large area. In mobile armor mode, the Abigor made good use of this three beam cutter weapons, which could be used at high speed to slice through enemy targets; the beam cutter blade on its back could also fire its beam energy at a target like a normal ranged weapon. Despite its mobility and combat effectiveness, however, the Abigor was deemed by BESPA's test pilots to be rather unremarkable, and its development was soon abandoned. However, its design would soon resurface in other forms, such as the amphibious ZMT-D15M Galguyu."

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#### 2.09.26 ZMT-D15M Galguyu

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"An experimental transformable mobile suit/mobile armor developed for underwater combat, BESPA's ZMT-D15M Galguyu was based loosely on the space-use ZMT-D11S Abigor. Although smaller and much lighter than the big-and-heavy Abigor, the Galguyu was developed around the same basic concept: a high-speed mobile armor form for submarine-like mobility, and a mobile suit form for close combat both underwater and ashore. The mobile armor mode's primary armament were its torpedo launchers; however, being torpedoes, these weapons were good only underwater and completely useless when operating on land. The mobile suit form was armed with a pair of beam guns and a pair of beam sabers, but it proved to be less-than-impressive in combat out of the water. The "nosecone" of the mobile armor mode itself was also a large missile; however, once it was fired, the mobile armor's mode then suffered in terms of hydrodynamics. In the end, like the Abigor, the Galguyu would prove to be a flawed design. Part of this failure is due to the fact that the Galguyu was rushed to the frontlines without prior and proper underwater testing, and the mobile suit's water seals were inadequate, leaving the Galguyu often in the bad situation of "taking on water"."

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#### 2.09.27 ZMT-S12G Shokew

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"Following the success of the ZM-S06S Zoloat and ZM-S08G Zolo mobile suits, the BESPA forces were already hard at work developing the next generation of mass production mobile suits. One of the experimental models developed as part of this project was the ZMT-S12G Shokew, intended as an all-purpose unit capable of operating well in both space and on Earth. Although somewhat lacking in raw speed compared to many other modern mobile suits, the Shokew was developed for agility and maneuverability. Following test flights in space, the Shokew was sent to Earth for testing under full gravity under the care of BESPA's Yellowjacket division. In the end, the Shokew would prove a success in actual combat, and the design would soon be refined and mass produced as the ZM-S22S Rig Shokew."

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#### 2.09.28 ZMT-S13G Godzorla

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"An experimental mobile suit developed early in the Zanscare War, the ZMT-S13G Godzorla was rather unusual for a BESPA design, as its head sensors were built in a multi-segmented lens arrangement. The Godzorla's armaments were considered a little better than a standard ZM-S08G Zolo's, although it lacked the generator power to use its beam weapons effectively, and was thus forced to rely more heavily on close-range combat weapons. And though it was better than the ZMT-S12G Shokew

in terms of mobility and sensor capabilities, the Godzorla's design never made it past the test stage."

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#### 2.09.29 ZMT-S16G Memedorza

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"One of many new experimental mobile suits developed by BESPAs early in the Zanscare War, the ZMT-S16G Memedorza was designed for sustained atmospheric combat. This ability was achieved through the use of the two beam rotors mounted on its shoulders and the turbofan jet engines mounted in its legs. Thus, the Memedorza was able to sustain itself in combat in the atmosphere for extended periods of time, even at high altitudes. Since its beam rotors were mounted on its shoulders, both of the Memedorza's hands were free to use weapons, making this mobile suit highly effective in melee and close-range atmospheric combat."

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#### 2.09.30 ZMT-S28S Gengaozo

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"One of the few BESPAs mobile weapons to be built especially for use by Newtypes, the ZMT-S28S Gengaozo was equipped with the venerable "psycommu" (short for PSYchic COMMUnicator) system used in Newtype weapons since the One Year War. In the Gengaozo's case, its psycommu system allowed the pilot to remote-control the mobile suit's Back Engine Unit, which was a combination sub-flight system and remote weapon. The Back Engine Unit mounted five fire-linked multiple beam launcher weapons. These weapons could be used as the Gengaozo's primary armament while it was mounted on the mobile suit, or while being operated via remote control, be used for sneak attacks or diversionary raids. In the case of loss of the Back Engine Unit, or its not having been retrieved yet, the Gengaozo mobile suit was armed with fairly standard weapons for itself: a beam rifle, two beam shields, and a pair of beam sabers which also doubled as beam maces. Only one Gengaozo test unit is known to have existed; it was piloted by the highly skilled (yet psychologically unstable) Newtype ace pilot Fuala Griffon."

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#### 2.09.31 ZMT-S29 Zanneck

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"In the last days of the Zanscare War, BESPAs fielded many prototype units in battle. One such unit was the ZMT-S29 Zanneck, which in essence was a mobile suit sized version of the Keilas Guilie class attack satellite. Like Keilas Guilie, the Zanneck utilized two particle accelerators to power its powerful mega beam cannon. A similar mega cannon system was also used by the ZMT-S33A Gottrlatan. The Zanneck required a flying saucer base to act as a stabilizer when it fired its cannon. With the powerful beam cannon, the Zanneck was able to hit targets on Earth from high in the atmosphere, or across long distances in a space battle. The blast from the Zanneck's beam cannon could only be deflected by the LM314V21 Victory 2 Gundam's mega beam shield or its wings of light."

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#### 2.09.32 ZMT-S33A Gottrlatan

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"One of the last experimental mobile suits introduced by BESPAs near the end of the Zanscare War in UC 0153, the ZMT-S33A Gottrlatan was designed as a high-performance, all-purpose unit capable of both heavy, long-range strikes and close combat. For long-range firepower, the Gottrlatan was equipped to dock with a specialized mega beam cannon.

This cannon, when deployed in its "cannon form" firing configuration, was capable of destroying scores of mobile suits - or even several battleships - with a single shot. For close combat, the Gottrlatan was equipped with a pair of hand-carried beam tonfas, as well as a large beam cutter blade mounted on its head. Only one Gottrlatan unit is known to have been built, piloted by former League Militaire supporter-turned-traitor Katejina Loos, who would use this deadly mobile suit to destroy countless League Militaire and Earth Federal Forces units."

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#### 2.09.33 ZMT-S34S Rig Contio

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"An experimental mobile suit intended to serve as the next generation replacement for the already well-proven ZM-S14S Contio, the ZMT-S34S Rig Contio boasted a tremendous increase in generator output, thruster power, and overall performance over its predecessor. While similarly armed to the standard Contio, the Rig Contio had its right shoulder shot claw replaced with a variable beam launcher. This weapon, operating in a principle similar to a VSBR (Variable Speed Beam Rifle), was powerful enough to take down an enemy battleship with a single shot. Only one Rig Contio prototype is known to have existed, piloted by BESPAs ace pilot Cronicle Asher in the last days of the Zanscare War."

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#### 2.10 Mobile Fighter G Gundam

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##### 2.10.01 GF4-001NE Pharaoh Gundam IV

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"Neo Egypt's GF4-001NE Pharaoh Gundam IV was piloted by Dahal Muhammad, who was the winner of the 3rd Gundam Fight in FC 16. Dahal returned to the 4th Gundam Fight in FC 20 to represent his nation, but something went terribly wrong. During the Finals, Dahal fought Neo China's Sai Feilong and his GF4-005NC Feilong Gundam and lost his head. However, an accidental explosion in the Pharaoh Gundam's cockpit killed Dahal. More than 40 years later, Dahal's mummified corpse was resurrected by the JDG-00X Devil Gundam and was given its great principle of self-regeneration. The resurrected Dahal went on a rampage and destroyed his country's new Gundam, the GF13-051NE Pharaoh Gundam XIII. Afterwards, Dahal continuously attacked Neo China's Sai Saici and his GF13-011NC Dragon Gundam. Since Sai Saici was the grandson of Shaolin master Sai Feilong, Dahal's spirit wanted a second chance to fight. His resurrected Pharaoh Gundam IV was quite a match for the modern suits of the 13th Gundam Fight. Aside from the standard head vulcans and two mamba whips, the Pharaoh Gundam IV was also equipped with two eye cannons and a chest cannon. Also, its mummy cloth could be used to grab opponents and render them helpless. Since Dahal and his Gundam possessed the ability of self-regeneration, it took a Shining Finger from Domon Kasshu's GF13-017NJ Shining Gundam to finally put the ancient warrior to rest."

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##### 2.10.02 GF12-035NH/GF13-001NH Kowloon Gundam

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"Since Master Asia used lengths of cloth as his primary weapon in standard martial arts, the beam generated kowloon cloth served as the main weapon of the Kowloon Gundam. Master Asia also possessed a powerful ultimate attack, the Choukyuu Haou Den'eidan. He used this

move in conjunction with Domon's GF13-017NJ Shining Gundam to fight off the hordes of Death Army suits that were attacking Tokyo. The master and apprentice were Tokyo's last hope against the Death Army, until it was discovered that Master Asia was a servant of Kyoji Kasshu's JDG-00X Devil Gundam. However, Master Asia also had another secret. Underneath the exterior of the Kowloon Gundam was something far more sinister: the powerful GF13-001NHII Master Gundam."

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#### 2.10.03 GF13-001NHII Master Gundam

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"As the champion of the 12th Gundam Fight and the former King of Hearts, Master Asia (AKA Toho Fuhai) was the most powerful martial artist in the world. He was also the mentor of Neo Japan's Domon Kasshu, but he hid a dark secret: he was a servant of the JDG-00X Devil Gundam. After pretending at first to be Domon's ally, Master Asia revealed the Master Gundam, which was hidden beneath his old GF12-035NH/GF13-001NH Kowloon Gundam. Since Master Asia was powerful enough to destroy mobile suits on his own, the Master Gundam was simply an extension to his superhuman fighting skills. No other mobile fighter in the entire Gundam Fight was more powerful than the Master Gundam, save the Hyper Mode of Domon Kasshu's GF13-017NJII God Gundam. As with the Kowloon Gundam, Master Asia was able to control the Master Gundam without having to use the standard fighting suit of the Mobile Trace System. Since Master Asia used his belt as his main weapon in normal combat, the master cloth served the identical function of the kowloon cloth. The Master Gundam's hands could also extend to far distances and function as a projectile weapon. The hands also contained beam cannons that could emit powerful beams. Master Asia also had several ultimate attacks. One such attack was the Choukyuu Haou Den'eidan, which he also employed in his Kowloon Gundam. He also used the Darkness Finger, a powerful variant on Domon's Shining Finger. Master Asia also had the Juuni Ouhouhai, in which he could attack an enemy with multiple miniature copies of himself. Master Asia's most powerful ultimate attack was the Sekiha Tenkyoken, a ball of powerful energy. Master Asia was also capable of creating a golden Hyper Mode like other fighters."

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#### 2.10.04 GF13-002NGR Zeus Gundam

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"Neo Greece's entry in the 13th Gundam Fight was inspired by the Greek mythology of the ancient world. As befitting a mobile fighter named after a god, the GF13-002NGR Zeus Gundam was equipped with several powerful weapons. Its main armament was a Zeus caliber sword, but it also was equipped with a thunder hammer for use in the ultimate attack 'Thunder of Judgment'. The Zeus Gundam was also equipped with a Hercules mobile chariot, which was similar in appearance to the GF13-001NHII Master Gundam's Fuunsaiki, but different in construction and operation. The Zeus Gundam was also capable of sustained flight thanks to the wings mounted on its back. As the Finals began, the massive Marcelot Cronos was the favorite to win the tournament. However, he was defeated by Domon Kasshu's GF13-017NJII God Gundam. Marcelot would later return to trouble Domon again, and during the Battle Royale he was infested with the JDG-00X Devil Gundam's DG cells and ultimately killed by Domon."

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#### 2.10.05 GF13-003NEL John Bull Gundam

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"Neo England's GF13-003NEL John Bull Gundam was a suit built for a champion. In fact, Gentle Chapman won the 9th, 10th and 11th Gundam Fights consecutively, which gave Neo England control over the United Colonies Federation from FC 40 through FC 56. Chapman's three time winning streak ended when he was defeated in FC 56 in the 12th Gundam Fight by Neo Hong Kong's Master Asia. While the John Bull Gundam was equipped with the standard complement of head vulcans and machinecannons, it was designed to take full advantage of Chapman's sharpshooting skills to bring him back on the path to victory. Its main weapon was a powerful long beam rifle that Chapman could use to accurately shoot his enemy from a distance."

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#### 2.10.06 GF13-006NA Gundam Maxter

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"As a champion boxer, Chibodee's GF13-006NA Gundam Maxter was designed to take advantage of his skills. During battle, the armor mounted on the Maxter's shoulders could be removed and placed over the hand as powerful boxing gloves. The front chest armor could also be removed to reveal a powerful interior. Other weaponry included two hip-mounted Gigantic Magnum guns as well as a shield that could double as a surf board for extended flight. Chibodee's main finishing moves included the Cyclone and Burning Punches, which functioned as their name implies. In one of the first fights in the tournament Chibodee would face a crushing defeat at the hand of Neo Japan's Domon Kasshu and his GF13-017NJ Shining Gundam. This defeat resulted in a desire by Chibodee to beat Domon, even after joining Domon as a member of the Shuffle Alliance. While training in the Guyana Highlands, Chibodee developed his own Hyper Mode and a new final move, the Gounetsu Machinegun Punch. This new move allowed Chibodee to throw multiple punches at an opponent to overwhelm them, but it was ultimately defeated by Domon. Despite two losses to Domon, the Maxter qualified for the Finals and the Battle Royale at the end of the tournament and participated in the final battle against the JDG-00X Devil Gundam."

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#### 2.10.07 GF13-009NF Gundam Rose

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"George was a master fencer, and it is no surprise that the Gundam Rose's main weapon is a chevalier beam saber (though it is also armed with standard vulcan guns). Far more effective were the Gundam Rose's many rose bits, which are mobile weapons controlled by George's concentration. The rose bits can be deployed from many directions to attack an opponent at multiple angles. The bits can work together to form George's final move, the powerful Roses Screamer. In an encounter with Domon's GF13-017NJ Shining Gundam, a decisive winner was not decided due to George stopping the battle to save the Eiffel Tower from destruction. As a member of the Shuffle Alliance, George also trained in the Guyana Highlands and developed a Hyper Mode and a new final move, the Roses Hurricane. This new move caused the rose bits to spin around rapidly and create a cyclone of energy that trapped the opponent and rendered him helpless. However, using a new move of his own, Domon was able to counter the Roses Hurricane. The Gundam Rose entered the Finals and the Battle Royale and participated in the final battle against the JDG-00X Devil Gundam."

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#### 2.10.08 GF13-011NC Dragon Gundam

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"The Dragon Gundam was equipped with a variety of weapons that made it



a formidable match for any opponent, including the undefeated Domon Kasshu. The Gundam's arms, called Dragon claws, were extendable and able to grab an opponent from a long distance and shoot fire. The Dragon Gundam was also equipped with a long braid called a benpato, which could be used as a close combat stinging weapon. The Gundam also carried a dozen feilong flags, which were used for the finishing move known as the Houka Kyouten Juuzetsujin. This move involved planting the feilong flags around an opponent to trap them, allowing Sai to move in and finish them off. This nearly unbeatable move was countered by Domon Kasshu, but the match between him and Sai ended in a draw. Throughout the 13th Gundam Fight Sai would hang around Domon as a friend and member of the Shuffle Alliance. He also trained in the Guyana Highlands and developed his own Hyper Mode and a new finishing move, the Shin Ryuusei Kochouken. This ultimate Shaolin attack created a pair of butterfly wings and makes the Gundam much more powerful, but it also required the sacrifice of the pilot's life. In a battle with Domon's GF13-017NJII God Gundam, Sai performed the move but managed to survive. Despite a draw and a loss to Domon, the Dragon Gundam qualified for the Finals and the Battle Royale and participated in the final battle against the JDG-00X Devil Gundam."

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#### 2.10.09 GF13-012NN Viking Gundam

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"Neo Norway's GF13-012NN Viking Gundam utilized the boats used by the Vikings of ancient history. The Viking Gundam was able to fight in the water or land, much like Neo Denmark's GF13-026ND Mermaid Gundam. However, unlike the transforming Mermaid Gundam, Eric's Viking Gundam used a boat. The Viking Gundam was armed with 16 vulcan guns which were spread across its body. It was also armed with 4 harpoons, which it could use to impale its opponents. The Viking Gundam could also attack with a nearly unlimited supply of heat oars which were stored in the boat. Eric qualified for the Finals in Neo Hong Kong, but he was defeated early on by Neo Germany's Schwarz Bruder and his GF13-021NG Gundam Spiegel."

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#### 2.10.10 GF13-013NR Bolt Gundam

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"While the Bolt Gundam was very powerful, at first the government of Neo Russia wouldn't allow Argo to even fight. In an ingenious tactic they would draw Gundam Fighters to Neo Russia for a fight and then detain them in prison for the rest of their lives. In this manner they could eliminate their competition and get into the Finals without even fighting. This technique was used until Argo fought against Domon Kasshu and his GF13-017NJ Shining Gundam. The Bolt Gundam's main armament consisted of four head-mounted vulcan guns and one Graviton hammer for close range attacks. Like the rest of the Shuffle Alliance, Argo trained in the Guyana Highlands and developed a Hyper Mode and a new final move: the Zakaretsu Gaia Crusher. This powerful attack could make the ground spike up to either surround an enemy or impale him. Despite a draw with Domon, Argo qualified for the Finals and Battle Royale and participated in the final battle against the JDG-00X Devil Gundam."

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#### 2.10.11 GF13-017NJ Shining Gundam

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"The Shining Gundam's ultimate attacks included the powerful Shining Finger and the devastating Shining Finger Sword. Usually used as a

finishing move, the Shining Finger focused heat in the Gundam's right hand, which was used to crush an opponent's head and disable his Gundam, thereby ending the match. The more powerful Shining Finger Sword required extreme stress and rage on Domon's part. This true power of the Shining Gundam was designated a 'Super Mode' and was unreliable in nature due to Domon's feelings being the key to activating it. Even with the Super Mode, the Shining Gundam proved ineffective against Kyoji Kasshu's JDG-00X Devil Gundam and Master Asia's GF13-001NHII Master Gundam. Under the tutelage of mysterious Neo German fighter Schwarz Bruder, Domon was able to learn the 'Clear Tranquility of Water' technique in the Guyana Highlands. This technique placed Domon in a state of absolute calm and allowed him to activate the Super Mode at will. In a final battle with the Master Gundam in the Guyana Highlands, Domon used this technique to activate the final form of the Shining Gundam: the golden Hyper Mode. The Shining Gundam was subsequently destroyed in the battle, and Domon transferred to the more powerful GF13-017NJII God Gundam for the Gundam Fight Finals in Neo Hong Kong."

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#### 2.10.12 GF13-017NJII God Gundam

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"Although Neo Japan created the GF13-017NJ Shining Gundam for use in the 13th Gundam Fight, they were also developing the God Gundam for use exclusively in the Finals. This new Gundam's ability levels were much higher than the Shining Gundam's, and its Hyper Mode made it the most powerful Gundam in the entire Gundam Fight. The God Gundam's armaments included the standard vulcan guns, two machinecannons and two beam sabers. Whereas the Shining Gundam had the Shining Finger as a finishing move, the God Gundam featured the more powerful Bakunetsu God Finger. The God Gundam featured several other signature attacks, which Domon designed while fighting his friends from the Shuffle Alliance. The Bushin Sapou God Shadow allowed Domon to split the God Gundam into several copies of itself to counter Chibodee Crocket's Gounetsu Machinegun Punch, and the spinning God Slash Typhoon countered George de Sand's Roses Hurricane. The fast-moving God Field Dash countered Argo Gulksii's Zakuretsu Gaea Crusher. The Bakunetsu God Slash used a beam saber and was a counter to the moves of assassin Kyril Mekirel. The most powerful of the God Gundam's attacks was the Sekiha Tenkyoken, the ultimate finishing move of the Toho Fuhai School of Martial Arts."

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#### 2.10.13 GF13-020NK Zebra Gundam

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"Neo Kenya's entry in the 13th Gundam Fight was designed was close combat unit and lacked any long range weapons. It was equipped with only one javelin and a defensive shield. Despite the light armaments, pilot Conta N'Doul was an effective fighter. One of Conta's trademark attacks involved using his extendable javelin to launch himself into the air with the sun behind him to blind his opponent. While his opponent was blinded, Conta would throw his shield as a distraction and then move in to attack with his javelin. Though Conta fought several matches in the Finals, he was finally beaten by Domon Kasshu's GF13-017NJII God Gundam. After the 13th Gundam Fight ended, Conta returned as part of the World Gundam Federation to defend Earth from the JDG-00X Devil Gundam."

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#### 2.10.14 GF13-021NG Gundam Spiegel

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"The fighter representing Neo Germany in the 13th Gundam Fight was a man shrouded in mystery. Never before had anyone seen the face of the masked Schwarz Bruder, who seemingly appeared at random in many places at the right time. Schwarz's GF13-021NG Gundam Spiegel was armed with several melee weapons which suited his fighting style. The Gundam Spiegel's main armament consisted of two spiegel blades that were mounted underneath the arm and deployed in a forward position for combat. Schwarz's lightning fast movements allowed him to use his spiegel blades to score multiple hits on an opponent at any one time. The Gundam Spiegel was also equipped with an iron net and many small throwable messergranz knives. The Gundam Spiegel's Ultimate Attack, Sturm Und Drang, was performed by Schwarz spinning around rapidly in the air like a top."

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#### 2.10.15 GF13-030NIN Cobra Gundam

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"Neo India's GF13-030NIN Cobra Gundam featured a rare combination of human pilot and animal. Pilot Chandra Sijiema rode atop a giant cobra snake to control the Cobra Gundam in its cobra mode. The Cobra Gundam's design also included a cobra pot that Chandra could hide in or use as a weapon. The Cobra Gundam was armed with a flame-thrower, but its main armament was a peepo sword. Chandra's basic attack involved wrapping himself around an opponent in cobra mode and then separating from the tail. In mobile fighter mode, Chandra could attack his disabled opponent and beat him. This type of attack proved successful until he faced Domon Kasshu's GF13-017NJII God Gundam in the Finals. To escape Chandra's trap, Domon dislocated his own shoulder to give him maneuvering room to fly out of the coiled tail. Later, Chandra would return with several other defeated opponents to get his revenge on Domon. Despite losing to Domon, Chandra qualified for the Battle Royale, but he was killed by DG cell infested Marcelot Cronos's GF13-002NGR Zeus Gundam."

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#### 2.10.16 GF13-037NCA Lumber Gundam

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"Neo Canada's GF13-037NCA Lumber Gundam relied on the raw power of its pilot, former space policeman Andrew Graham. In terms of raw power, Graham and his Lumber Gundam were the strongest in the 13th Gundam Fight, followed closely by Argo Gulskii and his GF13-013NR Bolt Gundam. The powerful Lumber Gundam was equipped with the standard armament of two head vulcans, but it was also equipped with two machinecannons. However, Graham's preferred methods of attack were with his bare hands or his two lumber axes. Aside from strength, Graham also shared a personal connection with Argo. In FC 55, Graham's wife Norma was accidentally killed when Argo's space pirate ship rammed into the space station Graham and his wife worked on in Saturn's orbit."

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#### 2.10.17 GF13-049NM Tequila Gundam

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"Neo Mexico's GF13-049NM Tequila Gundam was designed to take advantage of the skills of its powerful pilot, Chico Rodriguez. Unlike other Gundams, the Tequila Gundam was equipped with ten head vulcans in its sombrero, as well as two beam tridents. All Gundam Fighters had reasons for entering the 13th Gundam Fight, and for Chico, his reason was to escape to Earth with his sister Gina. After Gina contracted a

terminal disease on the Neo Mexico colony, Chico became a Gundam Fighter so that they could go down to Neo Mexico on Earth and spend what time they had left on the ocean. However, Neo Mexico did not like the idea of its Gundam Fighter escaping and killing off his opponents outside the Gundam Fight. This changed after an encounter with Domon Kasshu and his GF13-017NJ Shining Gundam. After convincing Chico to join him in a Gundam Fight, Domon partially destroyed the Tequila Gundam so that Chico could escape and live with his sister. To the eyes of the Neo Mexican authorities, Chico died valiantly fighting for his country."

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#### 2.10.18 GF13-050NSW Nobel Gundam

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"Neo Sweden's entry featured a deceptive facade: the image of a Japanese schoolgirl's uniform. However, this innocent appearance was contrasted by the incredible agility and power of pilot Allenby Beardsley, the only female Gundam Fighter in the tournament. The Nobel Gundam's light frame made it incredibly agile, putting Allenby on the same level of agile fighters like Master Asia, Domon Kasshu, Schwarz Bruder and Sai Saici. The Nobel Gundam was lightly armed with two head vulcans and beam-generated ribbons and hoops. But these light armaments did not encompass the Nobel Gundam's true power. The military of Neo Sweden developed a 'Berserker System' to broadcast waves directly to Allenby and tap her latent fighting power, bringing it up to 120%. While in Berserker Mode, Allenby became even faster and more powerful, but she free control of her movements. Neo Sweden used the Berserker System to bring Allenby many victories, until she faced Domon's GF13-017NJII God Gundam. Domon was able to reach Allenby's mind in Berserker Mode, which caused the system to overload. Afterwards, Allenby became a close friend of Domon's and assisted him in training for new battles. Allenby's abilities greatly interested Neo Hong Kong's mayor Wong Yun Fat, who later kidnapped her and infected her with DG cells. The infected 'Devil Allenby' was forced to become the pilot of the Walter Gundam, one of the Four Heavenly Kings of the JDG-00X Devil Gundam. After recovering from DG cell infection, Allenby fought with the World Gundam Federation in the final battle against the Devil Gundam."

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#### 2.10.19 GF13-051NE Pharaoh Gundam XIII

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"Neo Egypt's entry in the 13th Gundam Fight was a continuation of earlier designs, such as the GF4-001NE Pharaoh Gundam IV, which was used by Dahal Muhammad in FC 16 to win the 3rd Gundam Fight. However, the GF13-051NE Pharaoh Gundam XIII piloted by Kaure Ramses didn't make it far in the 13th Gundam Fight. At some point, Dahal and his Pharaoh Gundam IV were resurrected by the JDG-00X Devil Gundam, and Dahal soon went on a rampage. On one night, he attacked the Pharaoh Gundam XIII and destroyed both the Gundam and its crew."

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#### 2.10.20 GF13-052NT Minaret Gundam

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"Neo Turkey's GF13-052NT Minaret Gundam was designed as a close combat mobile fighter and lacked ranged weapons such as the standard head vulcans. Its main armament came in the form of an powerful energized minaret scimitar. Like Neo Mexico's GF13-049NM Tequila Gundam, the Minaret Gundam was targeted by its own government, but for different reasons. While Chico Rodriguez was hunted for avoiding the Gundam

Fight, Saette Gyuzelle was wanted for attacking his own country and destroying parts of the historic city of Istanbul. However, Saette's actions were not of his own free will. At one point in the tournament, Saette was attacked by the JDG-00X Devil Gundam and infected with the Devil Gundam's DG cells. Afterwards, Saette would lose control of the Minaret Gundam and regain consciousness after it completed its destructive rampage. As Neo Turkey hunted him, Saette encountered his former lover Rain Mikamura. After discovering his infection, Rain pleaded with her partner Domon Kasshu to spare Saette. Their encounter ultimately led to a Gundam Fight, but the DG cells overwhelmed Saette and took control. After Domon defeated the Minaret Gundam with his GF13-017NJ Shining Gundam, Saette was cured of the DG cell infection and pardoned by Neo Turkey's government."

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#### 2.10.21 GF13-053NMO Temjin Gundam

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"Neo Mongolia's entry in the 13th Gundam Fight was designed as a close combat mobile fighter. Kill Harn's GF13-053NMO Temjin Gundam was armed only with two temjin scimitars, which were somewhat similar to Neo Turkey's GF13-052NT Minaret Gundam. The lack of ranged weapons proved to be disastrous for Kill when he faced Chibodee Crocket's GF13-006NA Gundam Maxter in Manhattan, New York. Though Kill was about to sever Chibodee's head, Chibodee panicked from his encounter with the JDG-00X Devil Gundam and blew off both of the Temjin Gundam's arms and disabled its head before stopping his furious attack. After the 13th Gundam Fight ended, Kill returned as part of the World Gundam Federation to defend Earth from the JDG-00X Devil Gundam."

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#### 2.10.22 GF13-055NI Neros Gundam

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"Much like Neo China, Neo Italy has a long history of combat, most notably the Roman Empire of the ancient world. While the GF13-055NI Neros Gundam may have been in the tradition of the old Roman Empire, Gundam Fighter Michelo Chariot was not. As a Mafia boss, Michelo and his gang of thugs terrorize Neo Italy, and Michelo used his Neros Gundam for these acts of terror. The Neros Gundam's armament consisted of two head-mounted vulcan guns and 16 satyricon beams placed throughout the body. The beams on the right leg could be fired in unison to form a powerful beam attack known as Silver Legs. Michelo's battle with Domon Kasshu was the first of the 13th Gundam Fight, and he was disqualified when Domon destroyed the Neros Gundam's head. Despite being arrested by the police, Michelo shows up again at the Gundam Fight Finals in Neo Hong Kong as a lackey of the traitorous Master Asia. Having sold his soul to the JDG-00X Devil Gundam and being infected with DG cells, Michelo acquired new powers and new final move: the Rainbow Legs. In the Finals, Michelo faced Domon in combat again, and his Neros Gundam strangely transformed into the Gundam Heaven's Sword after being defeated by Domon's GF13-017NJII God Gundam."

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#### 2.10.23 GF13-066NO Nether Gundam

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"For the 13th Gundam Fight, Neo Holland took an interesting strategic approach to get to the Finals: not participating at all in the Gundam Fight. To accomplish this, the Nether Gundam was designed as a transforming mobile suit that could become a windmill, which is what it did for 11 months. By hiding out and not fighting anyone, pilot

Paul Bauhoben technically qualified for the Finals. However, this devious tactic could not make up for his poor skills as a fighter. Though the Nether Gundam was armed with mega beam cannons and possessed the ultimate attack Nether Typhoon, it was simply inferior to everything else. In every match he fought, Paul was quickly and easily defeated by his superior opponents. After the 13th Gundam Fight ended, Neo Holland deployed 39 mass produced versions of the Nether Gundam as part of the World Gundam Federation that fought to defend Earth from the JDG-00X Devil Gundam."

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#### 2.10.24 GF13-073NPO Gundam Magnat

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"Neo Poland's entry in the 13th Gundam Fight was the victim of poor weapons design. Chelsea Walesa's GF13-073NPO Gundam Magnat was armed only with forearm-mounted vulcans and two beam cannons. The lack of melee weapons placed the Gundam Magnat at a disadvantage. This was evidenced when Walesa fought Neo France's George de Sand and his GF13-009NF Gundam Rose. George, frightened by his experiences with the JDG-00X Devil Gundam, mercilessly attacked Walesa and beheaded the Gundam Magnat, thus disqualifying it."

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#### 2.10.25 GF13-083NCB Arachno Gundam

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"As the 13th Gundam Fight began, Neo Cuba dispatched Frank Gastro and the GF13-083NCB Arachno Gundam to increase its low ranking from the previous Gundam Fight. This unremarkable suit took a visual cue from Cuba's famous 20th century dictator Fidel Castro. The Arachno Gundam's armament consisted of six retractable tarantula claws (stored in the back), two head vulcans and one tomahawk. However, the Arachno Gundam never made it far in the Gundam Fight. Early on, Gastro was challenged by Neo France's George de Sand and his GF13-009NF Gundam Rose. As soon as their fight began, it was interrupted by Domon Kasshu and his GF13-017NJ Shining Gundam. Against the rules, Domon proposed that George and Gastro both attack him. Gastro accepted the offer, and his Arachno Gundam's head was destroyed by Domon's beam saber. As dictated by the Gundam Fight regulations, Gastro was disqualified and not allowed to continue in the tournament. After the 13th Gundam Fight ended, Gastro returned as part of the World Gundam Federation to defend Earth from the JDG-00X Devil Gundam."

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#### 2.10.26 Mirage Gundam

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"As a candidate for entry in the 13th Gundam Fight, Jean-Pierre Mirabeau's Mirage Gundam was designed for powerful offensive attacks. It was equipped with four mega beam cannons in its chest, along with missile launchers in its forearms and legs. In FC 59, Neo France held a competition between Gundam Fighters to determine who would represent the nation in the upcoming 13th Gundam Fight. In one of the final matches, Mirabeau faced George de Sand's Gundam Rose. Mirabeau was known for his unfair tactics, and in that battle he placed himself in front of the arena's audience to prevent George from attacking. The King was so disgusted by this that he declared George the Gundam Fighter by default. In his anger, Mirabeau attempted to murder the King, and George's attempt to stop him sent missiles into the crowd. After the Tragedy of Versailles, Mirabeau was sentenced to 1,000 years in prison in Neo France's space colony. However, in FC 60 he escaped with his Mirage Gundam and went down to Earth, where he met Master

Asia and the JDG-00X Devil Gundam. After devoting himself to the Devil Gundam, Mirabeau traveled to the Guyana Highlands to fight George. The power of the DG cells created an extra missile launcher on the Mirage Gundam's back, with a nearly unlimited supply of missiles. George ultimately defeated Mirabeau and used his power as a member of the Shuffle Alliance to cleanse Mirabeau of the DG cells."

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#### 2.10.27 Grand Gundam

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"As the 13th Gundam Fight continued, the JDG-00X Devil Gundam created Four Heavenly Kings for its protection: GF13-001NHII Master Gundam, Grand Gundam, Gundam Heaven's Sword and Walter Gundam. The Grand Gundam first appeared when three of the Heavenly Kings attempted to stop Domon Kasshu from reaching the Gundam Fight Finals on time. The monstrous Grand Gundam came with several armaments, including two grand horns which could be used to impale an opponent. While the Grand Gundam usually stood on four legs, it could switch to two and use its massive front legs to crush an opponent. The four hands on the main body could also shoot out as projectile weapons or to help it move its massive frame. They also doubled as grand bombers, which could fire nearly unlimited ammunition charges. After its initial appearance, the Grand Gundam returned again during the Finals. While George de Sand fought Gentle Chapman's GF13-003NEL John Bull Gundam, the Grand Gundam appeared out of a cloud of black mist. George barely managed to repel the Grand Gundam with his rose bits. The Grand Gundam returned again when Chapman attacked Domon's GF13-017NJII God Gundam on Lantao Island. Chibodee Crocket and George came to Domon's aid and managed to destroy the Grand Gundam, but their own Gundams were heavily damaged in the battle."

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#### 2.10.28 Gundam Heaven's Sword

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"As the 13th Gundam Fight continued, the JDG-00X Devil Gundam created Four Heavenly Kings for its protection: GF13-001NHII Master Gundam, Grand Gundam, Gundam Heaven's Sword and Walter Gundam. The Gundam Heaven's Sword first appeared when three of the Heavenly Kings attempted to stop Domon Kasshu from reaching the Gundam Fight Finals on time. The transformable Gundam Heaven's Sword came with two modes: a standard mobile fighter mode, and a flying attack mode. The Gundam Heaven's Sword was capable of absorbing energy in its attack mode and using it to perform its two ultimate attacks Wind Fire and Heaven's Tornado with its wings. The Gundam Heaven's Sword appeared during the Finals when Domon was fighting with Michelo Chariot's GF13-055NI Neros Gundam. Domon barely managed to repel Michelo, and Michelo's new Gundam returned to attack Domon during the Battle Royale on Lantao Island. Domon was aided by Argo Gulskii and Sai Saici, and they managed to destroy the Gundam Heaven's Sword by using their ultimate attacks in Hyper Mode."

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#### 2.10.29 JDG-00X Devil Gundam

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"The constantly evolving Devil Gundam came with several armaments, including head vulcans powerful enough to destroy a mobile fighter and a beam cannon that could destroy many mobile suits at once. However, it usually fought by creating the mass produced Death Army mobile suit line, Gundam Head weapon or the Gundams of the Four Heavenly Kings. This was accomplished with the use of the nanotech DG cells, which had

the power to create weapons, resurrect corpses, control living humans and repair the Devil Gundam. The Devil Gundam was secretly moved to the Shinjuku area of Neo Japan's Tokyo, and this eventually caught the attention of the Neo Japan space colony. Gundam Fighter Domon Kasshu and his partner Rain Mikamura were sent to investigate and eventually discovered that Master Asia had become a servant of the Devil Gundam. After the Devil Gundam left Tokyo, it followed Domon Kasshu to South America's Guyana Highlands, where he had gone to train to fight Master Asia. After a fierce battle, Domon destroyed the Devil Gundam with his GF13-017NJ Shining Gundam."

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#### 2.10.30 JMF1336R Rising Gundam

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"When Neo Japan designed the GF13-017NJ Shining Gundam for the 13th Gundam Fight, they had also developed the GF13-017NJII God Gundam for use in the Finals. However, the research used to develop those mobile fighters also produced the JMF1336R Rising Gundam, which did not participate in the Gundam Fight. As the Battle Royale began, the Rising Gundam saw action when it was piloted by Rain Mikamura in battle to assist Domon. When Domon was under attack by Allenby Beardsley's GF13-050NSW Nobel Gundam, Rain came to his aid in the Rising Gundam. However, what she ended up facing was the Walter Gundam, one of the JDG-00X Devil Gundam's 'Four Heavenly Kings'. The Rising Gundam was well equipped for battle, which compensated for the fact that Rain was not a Gundam Fighter. Standard armament included two head mounted vulcan guns, a machinecannon, a heat naginata and a beam bow. The beam bow was used for one of the Rising Gundam's ultimate attacks, the Rising Arrow. Another ultimate attack included the Rising Finger, which shot out a ball of energy similar to the Bakunetsu God Finger used by the God Gundam. The Rising Gundam only saw combat one time against the Walter Gundam, and it was severely damaged at the end of the battle."

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### 2.11 New Mobile Report Gundam Wing

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#### 2.11.01 XXXG-01W Wing Gundam

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"When the five scientists who designed the XXXG-00W0 Wing Gundam Zero in AC 180 went their separate ways, each of them took copies of the plans for their original Gundam design. Doctor J, who went into hiding in the L1 colonies, then went on to design and build his own Gundam based on their original plans. Of the five Gundams that would be built, Doctor J's XXXG-01W Wing Gundam most closely resembled the original Wing Zero in form and armament. Packing beam sabers, vulcan guns and machinecannons, its weaponry was topped off by its powerful "buster rifle," capable of firing an energy beam wide enough to destroy several enemy mobile suits in a single shot. The buster rifle's only drawback was that it was only good for three shots before it needed to be recharged. "Gundam 01," as it was code-named by the OZ forces, was also capable of transforming into a fighter-like "bird mode" for added mobility and atmospheric flight."

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#### 2.11.02 XXXG-00W0 Wing Gundam Zero

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"Before there were five Gundams, there was only one - and it existed



strictly on paper. It was AC 180 - fifteen years before they would send their own respective custom-built Gundams to wage guerilla warfare on Earth - and the five eccentric scientists Doctor J, Professor G, Instructor H, Doktor S and Master O, had just completed designing the first mobile suit of that era, the OZ-00MS Tallgeese. Seeing their work being put to oppressive use in the form of mass-produced Leos - and spawned by the assassination of space colony political leader Heero Yuy - the five scientists decided to design their own mobile suit which could overpower OZ's forces. This mobile suit was the XXXG-00W0 Wing Gundam Zero, and it was a design to truly be feared. In addition to being extremely maneuverable, the Wing Zero was a transformable mobile suit, capable of transforming into a fighter-like "Neo-Bird mode" for added speed and mobility. Sporting Gatling-like machinecannons, wing-mounted vulcan guns and beam sabers, its firepower was topped by an extremely powerful twin buster rifle, capable of wiping out entire groups of mobile suits in a single shot."

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#### 2.11.03 XXXG-01H Gundam Heavyarms

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"When the five scientists who designed the XXXG-00W0 Wing Gundam Zero in AC 180 went their separate ways, each of them took copies of the plans for their original Gundam design. Doktor S, who went into hiding in the L3 colonies, then went on to design and build his own Gundam based on their original plans. Built with the support of the Barton Security Group, Doktor S's XXXG-01H Gundam Heavyarms was intended to be used in the originally planned Operation Meteor, which involved dropping a space colony on Earth. Doktor S and his assistants, not wanting their Gundam to be used as a tool for mass murder, killed the Heavyarms' intended pilot, Trowa Barton. One of the mobile suit's mechanics, a mysterious and nameless young man, assumed Trowa's identity and took the Heavyarms to Earth in the "new" Operation Meteor, foregoing the colony drop and instead using the Gundam directly against OZ's military forces."

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#### 2.11.04 XXXG-01H2 Gundam Heavyarms Kai

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"Though the improvements made to the Gundam Heavyarms Kai appeared minor, they would give the mobile suit the edge it needed to deliver its firepower against the spacebound forces of White Fang's Virgo II mobile dolls and the mobile suits of the World Nation military. The addition of several vernier thrusters gave the Heavyarms stability in a zero-gee environment, and its new double beam Gatling gun increased its primary firepower to an even more devastating level."

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#### 2.11.05 XXXG-01SR Gundam Sandrock

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"Of the five Gundams launched in the "new" Operation Meteor, "Gundam 04" (as the Sandrock was code-named by OZ) was the most heavily armored, further lending to its durability despite its almost indestructible gundanum alloy construction. The Sandrock was also the strongest - better built to handle its two very large and heavy "heat shotels," which worked as both an excellent pair of melee weapons and as throwing weapons. The heat shortels could also be coupled with the Sandrock's shield to form a "cross-crusher," a large pincer-like weapon capable of snapping mobile suits in two. Topped off by a pair of head vulcan guns and two large missiles, the Gundam Sandrock was nothing but tough through-and-through."

#### 2.11.06 XXXG-01D Gundam Deathscythe

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"Gundam 02," as the Deathscythe was code-named by OZ forces, was equipped with standard vulcan guns and machinecannons for ranged weapons. However, its primary armament was its large, deadly beam scythe, capable of slicing through enemy mobile suits like a knife through hot butter. The Deathscythe also carried a "buster shield," which mounted two solid blades and a beam blade and could be launched spinning into a target for a rather messy, destructive effect. But in order to use these weapons effectively, the Deathscythe was also equipped with a "hyper jammer" ECM system, making the Gundam invisible to various types of electronic sensors, thus allowing the mobile suit to slip in and attack when the enemy isn't looking. The Deathscythe's pilot, Duo Maxwell, became well known as the "God of Death" for his mastery of these stealthy strikes."

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#### 2.11.07 XXXG-01D2 Gundam Deathscythe Hell

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"The new Deathscythe Hell was a considerable improvement over its original form, with a more powerful twin beam scythe (which mounted a small rocket engine to give it more force when swung against multiple targets), increased speed and mobility, improved hyper jammers, and an "active cloak" system which served as both a optical/visual cloaking system (making the Gundam literally invisible to an enemy's naked eye) and as an external layer of beam-deflecting armor. These improvements allowed Duo to continue his fight against both the militaristic OZ and the radical civilian "White Fang" rebels, putting the Gundam Deathscythe Hell on an almost equal footing with White Fang's newest AI-controlled mobile dolls."

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#### 2.11.08 XXXG-01S Shenlong Gundam

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"Constructed with nearly-indestructible gundanum alloy, "Gundam 05" (as it was code-named by OZ's forces) was armed with the standard head vulcan guns, but being a mobile suit for close combat, it carried a beam glaive as a primary weapon. "Shen long" is Chinese for "god dragon," and the Shenlong Gundam lived up to its name, as its other main weapon was its "dragon fang," composed of the flexibly long right arm and a "dragon head" claw. The dragon fang arm worked effectively both as a grappling and a striking weapon, and it also mounted a pair of flamethrowers, giving the dragon a little more "bite." The Shenlong also carried a "shenlong shield," which doubled as a good throwing weapon. With the same deadly ferocity as his own martial arts skills, Wufei would use his Nataka as his sword of justice against OZ."

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#### 2.11.09 XXXG-01S2 Altron Gundam

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"The improvements given to the new XXXG-01S2 Altron Gundam were very dramatic. The old beam glaive was replaced with a double-ended twin beam trident, and both arms were outfitted with the highly effective "dragon fang" extending arms and claws (hence the Altron name, taken from the Chinese "ertou long" or "two-headed dragon"). Along with increased mobility, the Altron also mounted a pair of beam cannons on a "stinger tail," giving it effective ranged firepower for space combat (as well as being able to cover its rear). These upgrades turned the

resurrected "Nataku" into an incredible force, allowing Wufei to continue his fight for justice against oppression."

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#### 2.11.10 OZ-00MS Tallgeese

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"It was in the year AC 175 when OZ, an affiliate of the Romefeller Foundation, was charged with designing and building the first combat-capable mobile suit of that Era. The results exceeded all expectations, as the OZ-00MS Tallgeese proved so powerful that no ordinary pilot could handle it. Although equipped with a pair of beam sabers and a shell-firing "dobergun," the Tallgeese's biggest advantage was its size and speed. Being a large and heavy mobile suit, it required an enormous amount of thrust for jumping and maneuvering. However, its designers equipped it with a tremendous vernier rocket system that gave it enough thrust to maintain flight on its own - over three times the acceleration of OZ's later air combat model mobile suit, the OZ-07AMS Aires. However, the sheer stress and G-forces placed upon the pilot made the Tallgeese too much of a "wild horse" for anyone to handle, and the mobile suit was disassembled and put into storage, ostensibly to serve as a "museum piece."

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#### 2.11.11 OZ-00MS2 Tallgeese II

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"As the military and political conflicts plaguing the Earth Sphere in AC 195 were coming to an end, Treize Khushrenada, leader of OZ and the World Nation, decided to lead his soldiers personally into the final battle. Using spare parts left over from the OZ-00MS Tallgeese's development, Treize built the OZ-00MS2 Tallgeese II. Treize's mobile suit was technically identical to the original OZ-00MS Tallgeese used by former OZ pilot Zechs Merquise. The only differences between the two mobile suits were purely cosmetic: a blue-on-white paint scheme, and a Gundam-style face and "plume" on the head."

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#### 2.11.12 OZ-13MS Gundam Epyon

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"Rather than incorporating ranged weapons used by "cowardly" soldiers with no warrior's sense of fulfillment, Treize armed the Epyon with only two weapons: a razor-sharp, retractable tentacle heat rod - effective for both grappling and slicing enemies at high speed - and a large beam sword, connected directly to the mobile suit's generator via a power cable. These "duelist's" weapons were the only weapons a "true" soldier would need, and Treize, seeing the personal philosophies he lived by embodied in the Gundam pilots, waited until the day he could give his perfect weapon to one of these perfect soldiers. In addition to these melee weapons, the Epyon could transform into a mobile armor mode for atmospheric flight and added speed and mobility."

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#### 2.11.13 OZ-13MSX1 Vayeate

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"The Vayeate, built on the same basic frame as its Mercurius twin, was armed only with a large beam cannon. This cannon was designed to provide a damaging blow almost equivalent to that of the XXXG-01W Wing Gundam's powerful buster rifle. To overcome the problem of the buster rifle's limited charge, the scientists designed a large energy collector, providing the Vayeate's beam cannon with a virtually limitless "ammunition" charge."

#### 2.11.14 OZ-13MSX2 Mercurius

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"When the five scientists who built the Gundam mobile suits plaguing OZ during AC 195 were captured, OZ put them to work developing new technologies for its next generation of mobile weapons - giving them the ability to tackle the Gundam problem. Two testbed units were built, the OZ-13MSX1 Vayeate and the OZ-13MSX2 Mercurius. Whereas the Vayeate was designed as an offensive mobile suit, the Mercurius was designed primarily as a defensive unit. Since the Mercurius ("mercurius" being Greek for "speaker" or "orator") was intended to be as powerful as the infamous Gundams - and needed proper combat test data for future mobile doll programming - OZ forced captured Gundam pilot Heero Yuy to be the Mercurius' test pilot. The Mercurius, built on the same basic frame as its Vayeate twin, was armed only with a small beam gun and a "crash shield," which was simply a large shield mounting a beam saber for close combat. The Mercurius' most important tool, however, was its group of "planet defenders," which were small hovering units whose positions and deployment could be remote-controlled by the Mercurius' pilot. The planet defenders generated an almost-impenetrable energy field, capable of absorbing all but the most powerful energy weapon attacks. The planet defenders could be used to protect the Mercurius itself, or another unit - such as its offensive-roll Vayeate brethren."

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#### 2.11.15 SK-12SMS Taurus

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"Introduced shortly after the appearance of the dreaded Gundams, OZ's newest mobile suit, the OZ-12SMS Taurus (named after the second Zodiac sign meaning "bull") was a truly advanced unit, being designed primarily for space combat but also serving well as a transformable fighter in atmosphere. Its mobility and high speed made the Taurus one of the most respected and feared mobile suits to be developed by OZ. However, the Taurus was also designed with the new "mobile doll" system, turning the normally manned Taurus into an unmanned, highly-reactive and accurate machine controlled by an AI system. Though it would eventually be supplanted by the first dedicated mobile doll unit, the OZ-02MD Virgo, the Taurus would find its way into the service of many factions, including the White Fang revolutionary army, the defense forces of the pacifist Sanc Kingdom, and even the secret Mariemaia Army the following year."

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#### 2.11.16 WMS-03 Maganac

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"Despite the expansion of the Earth Alliance's spheres of influence and military strength, some pockets of people in the Earth Sphere continued to resist despite the overwhelming odds. One of these groups was the Maganac Corps ("maganac" being taken from the Tagalog word for "family"), a band of Arabic freedom fighters operating primarily out of the Middle East region of Earth. They built their own frontline mobile suit, the WMS-03 Maganac, and it proved itself to be slightly more formidable than OZ's mainstay unit, the OZ-06MS Leo, in terms of fighting ability and firepower (as well as due to the more disciplined skills of the Maganac pilots). The Maganac Corps would operate their Maganac units for several years, hiding from the Earth Alliance and OZ at times while resisting fiercely at others. Many of the Maganac Corps' members also customized their own Maganacs in one way or another, either cosmetically, or in the case of the Corps' squad leaders, with

additional armor and weapons."

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#### 2.11.17 WMS-03 Maganac Abdul Custom

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"As the Maganac Corps of the Middle East region waged an underground war of resistance against the encroaching military control of OZ and the United Earth Sphere Alliance, many Maganac Corps members and squad leaders customized their Maganac mobile suits. One such customized model was operated by Abdul, a squad leader whose Maganac featured large shoulder armor that mounted additional thrusters. Its left forearm could also be fitted with a shell-firing cannon, turning Abdul's Maganac into a sort of fire-support unit."

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#### 2.11.18 WMS-03 Maganac Ahmad Custom

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"As the Maganac Corps of the Middle East region waged an underground war of resistance against the encroaching military control of OZ and the United Earth Sphere Alliance, many Maganac Corps members and squad leaders customized their Maganac mobile suits. One such customized model was operated by Ahmad, a squad leader whose Maganac was only altered cosmetically with heavier shoulder and skirt armor."

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#### 2.11.19 WMS-03 Maganac Auda Custom

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"As the Maganac Corps of the Middle East region waged an underground war of resistance against the encroaching military control of OZ and the United Earth Sphere Alliance, many Maganac Corps members and squad leaders customized their Maganac mobile suits. One such customized model was operated by Auda, a squad leader whose Maganac was easily distinguished by its large left claw arm, which was armored with gundanium alloy and highly effective in swatting and tearing apart enemy mobile suits."

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#### 2.11.20 WMS-03 Maganac Rasid Kurama Custom

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"As the Maganac Corps of the Middle East region waged an underground war of resistance against the encroaching military control of OZ and the United Earth Sphere Alliance, many Maganac Corps members and squad leaders customized their Maganac mobile suits. One such customized model was operated by Rasid Kurama, leader of the Maganac Corps. In addition to a "commander's antenna" on the head and stylized shoulder armor similar to that on the XXXG-01SR Gundam Sandrock, Rasid's Maganac also mounted a pair of head-mounted vulcan guns for close-range combat."

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#### 2.11.21 OZ-06MS Leo

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"First introduced into service in AC 175, the Leo was slowly upgraded over the years leading up to the outbreak of total war in AC 195. By that time, the Leo had actually changed very little from earlier models. The primary reason for the Leo's long service record was its simple adaptability: in addition to a wide variety of hand weapons, the Leo could be outfitted with a winged thruster pack for limited atmospheric flight capability."

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#### 2.11.22 OZ-06MS Leo Early Type

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"An older version of the OZ-06MS, the Leo Early Type was almost completely identical to the standard unit used in AC 195, with only minor (cosmetic) differences. Despite its age, this version of the Leo was still in use in more remote areas of Earth, including Colonel Bunto's breakaway nation in former China."

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#### 2.11.23 OZ-06MS Leo Space Type

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"Requiring a mobile suit force to help police (read "blockade") travel and commerce between the space colonies, OZ and the Earth Alliance adapted the standard Leo for space use with the addition of a booster backpack equipped with rocket and vernier thrusters. This Leo variant also carried a beam rifle similar to that of the standard Leo, except that it was fitted with a radar disc for targeting in place of the usual optical sensor."

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#### 2.11.24 OZ-07AMS Aries

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"Another early design produced by OZ during the After Colony Era, the OZ-07AMS Aries was built expressly for aerial combat. Mounting a pair of large jet engine housings on its shoulders and aerodynamic control surfaces, the Aries (named after the first Zodiac sign meaning "ram") was fully capable of independent atmospheric flight. It was also OZ's first variable mobile suit/jet fighter, as its legs deployed for walking and folded up into its body for flight. The Aries could also be loaded with a limited number of chainrifles and missile pods on its external wing hardpoints."

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#### 2.11.25 OZ-07MS Tragos

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"One of the earliest mobile suits manufactured by OZ, the OZ-07MS Tragos was designed primarily as a heavy fire support unit. In addition to being able to mount a pair of large cannons, the Tragos also had the option of a hovercraft system fitted over its legs, making it faster and more mobile on open and flat terrain. If necessary, the hover system could be ejected, allowing the Tragos to walk on its legs like a normal mobile suit. The Tragos is also the only OZ-produced mobile suit not named after a sign of the Zodiac - "tragos" means "goat" in Greek, though it could be considered a substitute for the tenth Zodiac sign of Capricorn, meaning "sea-goat"."

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#### 2.11.26 OZ-08MMS Cancer

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"Developed in the early AC 190s, OZ's first amphibious mobile suit was the OZ-08MMS Cancer. The Cancer, despite its lack of legs, could operate underwater, changing into a submarine-like form for speed and maneuverability. Using hydrojet engines in its main body for propulsion, its maneuvering was handled by a ring of reversible side-spinning propeller blades on each arm. The arms also each mounted a large pincer-like claw, which could be used to grapple targets, and each claw contained a pair of torpedo launchers, giving the Cancer the ability to deliver a nasty blow to anything it grabbed. The general shape of the Cancer resembled its namesake, with "cancer" being the

fourth Zodiac sign meaning "crab".

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#### 2.11.27 OZ-06MS Leo Cannon Type

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"An upgraded version of the OZ-06MS, the Leo Cannon Type was identical to the standard model used in AC 195 except for the addition of a pair of beam cannons on the shoulders. The Leo Cannon Type was usually used by officers and unit commanders."

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#### 2.11.28 OZ-02MD Virgo

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"Following the development of new offensive and defensive mobile suit systems at OZ's lunar base in AC 195, Romefeller's Engineer Tubarov went to Luna to take charge of the design and construction of OZ's new "mobile doll" units, which were remotely-commanded, unmanned mobile suits operated by an artificial intelligence system. Incorporating the destructive self-powering beam cannon design from the OZ-13MSX1 Vayeate and the planet defender system from the OZ-13MSX2 Mercurius, Tubarov built his new OZ-02MD Virgo mobile dolls. Scores of these soulless mechanical troops were dispatched to Earth, wiping out armed resistance opposing the rule of the Romefeller Foundation. Romefeller's new ideal was centered around the mobile doll, in their vain attempt to bring "peace" and "order" to Earth without a high cost in human lives. With tremendous firepower as well as the ability to shrug it off, the Virgos became the unstoppable new symbol of Romefeller's power. The Virgo was named after the sixth sign of the Zodiac, meaning "virgin"... perhaps an appropriate name considering that it doesn't need a human inside it to function."

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#### 2.11.29 OZ-09MMS Pisces

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"The OZ-09MMS Pisces (named after the twelfth Zodiac sign meaning "fish") was considered a state-of-the-art amphibious mobile suit when it was introduced into service by OZ in the early AC 190s. Unlike the Cancer, however, the Pisces was a truly transformable mobile suit, changing from a submarine form into a "complete" mobile suit with legs, allowing it to stand on the ocean floor or even walk ashore for amphibious assaults. Its main drive propellers turned into "fingers" for the Pisces' "hands" when in mobile suit mode, although they limited in their ability to handle and manipulate objects. The Pisces mounted a half-dozen torpedo launchers in each shoulder, giving it more firepower than the Cancer."

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#### 2.11.30 OZ-12SMS Taurus

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"Introduced shortly after the appearance of the dreaded Gundams, OZ's newest mobile suit, the OZ-12SMS Taurus (named after the second Zodiac sign meaning "bull") was a truly advanced unit, being designed primarily for space combat but also serving well as a transformable fighter in atmosphere. Its mobility and high speed made the Taurus one of the most respected and feared mobile suits to be developed by OZ. However, the Taurus was also designed with the new "mobile doll" system, turning the normally manned Taurus into an unmanned, highly-reactive and accurate machine controlled by an AI system. Though it would eventually be supplanted by the first dedicated mobile doll unit, the OZ-02MD Virgo, the Taurus would find its way into the service of

many factions, including the White Fang revolutionary army, the defense forces of the pacifist Sanc Kingdom, and even the secret Mariemaia Army the following year."

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#### 2.11.31 WF-02MD Virgo II

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"As OZ-02MD Virgo mobile dolls marched across Earth, annihilating all armed resistance to the Romefeller Foundation's new world order in AC 195, new trouble was brewing among the space colonies. Armed civilian radicals, calling themselves the "White Fang," staged a military revolution against OZ, and subsequently they took over OZ's lunar mobile doll factory. OZ Engineer Tubarov, despite the obvious success of the Virgo, had already been hard at work developing a new-and-improved version of his technological terror. However, his death during the battles taking place inside the lunar factory left his work unfinished. When White Fang secured control of the base, they found the plans and parts for the improved-model Virgo. White Fang finished assembly of this new line of mobile doll with the parts available, giving it their own model number and naming it WF-02MD Virgo II. Like its predecessor, the Virgo II relied on planet defenders to deflect incoming weapons attacks, although its powerful but slow-firing beam cannon could be replaced with a more normal, rapid-firing beam rifle. The Virgo IIs would become the mainstay of White Fang's mobile weapon force in their "Artemis Revolution" against Earth and the oppressive Romefeller Foundation."

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#### 2.12 New Mobile Report Gundam Wing: Endless Waltz

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##### 2.12.01 Tallgeese III

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"The Tallgeese III was a major improvement over the previous Tallgeese and Tallgeese II designs. For close combat, the Tallgeese III mounted a large shield which contained a retractable heat rod similar to that previously used on Zechs' OZ-13MS Gundam Epyon. The traditional pair of beam sabers remained intact, though the addition of a pair of head-mounted vulcan guns for close-range defense was a minor improvement. The Tallgeese III's primary weapon was its mega cannon, which replaced the original Tallgeese's dober gun. The mega cannon was extremely powerful - almost as powerful as the Wing Gundam Zero's twin buster rifle. Zechs used the Tallgeese III's mega cannon to destroy the Mariemaia Army's MO-III asteroid base with one shot."

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##### 2.12.2 MMS-01 (OZ-17MS) Serpent

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"The MMS-01 Serpent, like its Leo predecessor, was a versatile mobile suit capable of being equipped for both space and land combat. Built of the new-and-improved neo-titanium alloy, the Serpent was physically almost as tough as the gundanum-armored Gundams, but much less expensive to produce. Armed with shoulder missile launchers, the Serpent could also carry a variety of hand-carried weapons, such as a bazooka, a large beam cannon or a double-barreled Gatling gun similar to that carried by the XXXG-01H2 Modified Gundam Heavyarms. Since the Earth Sphere United Nation had scrapped all of its military weapons - including mobile suits - the Serpent was not armed with any hand-to-hand combat weapons."



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## 2.13 After War Gundam X

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### 2.13.01 GT-9600 Gundam Leopard

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"During the Seventh Space War, the Old Earth Federation developed and deployed three advanced new mobile suit designs to counter the Space Revolutionary Army. One of these new units was the GT-9600 Gundam Leopard, and like its brethren GW-9800 Gundam Airmaster and GX-9900 Gundam X, it was equipped with a "flash system", enabling a Newtype pilot to mentally remote-control a large number of bit mobile suits (or "mobile bits") - in the Leopard's case, the FT-9600 GT-Bit. Although incapable of atmospheric flight, the Leopard was equipped with a set of gliding wheels in its feet, allowing it to "drive" on the ground at high speeds. The Leopard was also massive armored and armed, with its primary weapon being a large-caliber "inner arm Gatling" which was fitted over the left arm when in use. A multitude of additional armaments, including various missiles, grenade launchers, and shell-firing weapons, made the Gundam Leopard a literal walking fortress."

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### 2.13.02 GT-9600-D Gundam Leopard Destroy

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"During a battle against the New Federation's massive (and beam weapon-proof) NRX-010 Gabul mobile suit, Roybea Loy's GT-9600 Gundam Leopard was heavily damaged, as his was the only unit among the Freeden's mobile suit complement armed with a significant number of conventional, non-beam weapons. Following the battle, the Freeden's ever-resourceful mobile suit mechanic, young Kidd Salsamille, set to work to rebuild Roybea's suit. The refurbished unit was renamed GT-9600-D Gundam Leopard Destroy, and its weaponry loadout was overhauled, replacing many of its old conventional arms with a greater number of beam weapons. As a result, the Leopard Destroy's armament was now considered more "well-balanced", thus helping Roybea to better use his Gundam against the increasingly powerful New Federation military."

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### 2.13.03 GW-9800 Gundam Airmaster

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"During the Seventh Space War, the Old Earth Federation developed and deployed three advanced new mobile suit designs to counter the Space Revolutionary Army. One of these new units was the GW-9800 Gundam Airmaster, and like its brethren GX-9900 Gundam X and GT-9600 Gundam Leopard, it was equipped with a "flash system", enabling a Newtype pilot to mentally remote-control a large number of bit mobile suits (or "mobile bits") - in the Airmaster's case, the FW-9800 GW-Bit. The Airmaster was also unique in that it was one of the first mobile suits to be equipped with the "TransSystem", a design concept which enabled the Airmaster to transform into a fighter-like craft capable of atmospheric flight. Although only lightly armed with vulcan guns and a pair of "buster" beam rifles, the Airmaster was quite nimble as an aerial combat unit."

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### 2.13.04 GW-9800-B Gundam Airmaster Burst

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"While the crew of the Vulture ship Freeden were aiding in the defense of the Kingdom of Estardo against an invasion by the New Earth Federation, Witz Sou's GW-9800 Gundam Airmaster was heavily damaged during an intense dogfight against the New Federation's superior NRMA-006 Gadeel mobile armors. After the battle, the Estardo government offered to assist the Freeden crew with their repairs and supplies, and Witz accepted the offer. Kidd Salsamille, the Freeden's young mobile suit mechanic, worked side-by-side with engineers in the Estardo military to rebuilt Witz's trashed mobile suit. The result was the GW-9800-B Gundam Airmaster Burst, sporting not only a snazzy new blue-on-white paint job, but an increase in armor and firepower. The original Airmaster's nose vulcan guns were replaced with beam guns, and a pair of additional beam cannons were mounted on each wing. Although the Airmaster Burst was heavier than its original form, speed and maneuverability were not sacrificed, as additional jets were also installed in the wings to compensate for the extra bulk as well as improve performance. With these improvements, Witz's reborn Airmaster Burst was more than capable of holding its own against the New Federations Gadeels and other aerial combat units."

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#### 2.13.05 GX-9900 Gundam X

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"During the Seventh Space War, the Old Earth Federation developed and deployed three advanced new mobile suit designs to counter the Space Revolutionary Army. One of these new units was the GX-9900 Gundam X (or "GX"), and like its brethren GW-9800 Gundam Airmaster and GT-9600 Gundam Leopard, it was equipped with a "flash system", enabling a Newtype pilot to mentally remote-control a large number of bit mobile suits (or "mobile bits") - in the GX's case, the FX-9900 GX-Bit. The GX was also the most powerful of the Gundams, being armed with a "satellite cannon" capable of destroying a space colony with a single shot. The satellite cannon was powered by a super-microwave energy beam transmitted from a solar power station on Earth's moon; however, the GX required a Newtype pilot to use its flash system to contact the lunar station and power the weapon. As an added safety feature to prevent wanton use of the satellite cannon, the GX required the use of a removable "G-controller", which not only served as the pilot's main control stick in the cockpit, but also acted as a "key" to activate the Gundam X and was used to arm and fire the satellite cannon. The GX was also armed with more standard weapons for conventional combat, such as a beam sword, vulcan guns in the chest, and a "buster" beam rifle that could double as a shield."

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#### 2.13.06 GX-9900-DV Gundam X Divider

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"During the military chaos wracking Earth in AW 0015, a band of Vultures based on the land battleship Freeden encountered a remnant of the Space Revolutionary Army in the form of the powerful RMSN-008 Bertigo mobile suit and its Newtype pilot, Caris Nautilus. Garrod Ran's GX-9900 Gundam X was severely damaged by the Bertigo's remote bit weapons, and it had to be overhauled and rebuilt to return to combat readiness. Its satellite cannon was damaged beyond repair and had to be scrapped, but Kid Salsamille, the Freeden's resourceful young mobile suit mechanic, rebuilt the GX and gave it an extra beam sword, a salvaged, space battleship-grade 2-barrel beam machinegun, extra vernier thrusters, and a "divider" shield which not only mounted 13 linked beam guns (also called a "beam harmonica"), but also mounted thrusters and control surfaces to put it back into the air. Renamed

the GX-9900-DV Gundam X Divider, this rebuilt mobile suit would prove to be even more effective than its namesake in terms of conventional maneuverability and firepower. Initially, the GX Divider still required the G-controller unit for activation and operation; however, with the absence of the satellite cannon (and the Freedon crew's only handy G-controller being needed to operate their newly-captured GX-9901-DX Gundam Double X), Kid soon modified the GX Divider's cockpit panel so that it could be activated without a G-controller."

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#### 2.13.07 GX-9901-DX Gundam Double X

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"The Double X was a great improvement over its GX-9900 Gundam X predecessor. It mounted a much more powerful twin satellite cannon, as well as improved hyper beam swords and a wide variety of hand armaments. However, one critical difference between the Double X and the GX was its lack of a flash system; instead, the recorded brainwaves of Jamil Neate - stored in the computer of his wrecked original Gundam X which was recovered by the New Federation - were recorded in the Double X's control computer, allowing a non-Newtype pilot to activate the satellite system and fire the Double X's twin satellite cannon. Like the Gundam X, a G-controller unit was required to activate the Double X and fire the twin satellite cannon. Fortunately for Garrod, his G-controller that he used on his old GX was compatible with the Double X, allowing him to use its devastating weapon. In the last battle between the New Earth Federation and Space Revolutionary Army, the Double X was severely damaged in a final duel with the Frost brothers."

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#### 2.13.08 NRX-0013 Gundam Virsago

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"Presumably the first Gundam mobile suit built after the devastating 7th Space War, the New Federation's NRX-0013 Gundam Virsago was also presumably built with the same type of lunar titanium alloy materials used on previous Gundam units (although this theory has yet to be proven). The Gundam Virsago's main armament was its extremely powerful megasonic gun, giving this MS a destructive firepower second only to the GX-9900 Gundam X - and not requiring the use of a Newtype pilot or a flash system/satellite system. Piloted by telepathic Newtype-wannabe Shagia Frost, this rather spooky-looking Gundam's visage fit his dark and conniving personality, and the Virsago was often referred to as the "Ghost Gundam". The Virsago was later upgraded to the NRX-0013-CB Gundam Virsago Chest Break."

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#### 2.13.09 NRX-0013-CB Gundam Virsago Chest Break

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"With the New Earth Federation planning to go to space and with Garrod Ran stealing the GX-9901-DX Gundam Double X, Shagia Frost found himself out classed. Thus the NRX-0013 Gundam Virsago was upgraded to the NRX-0013-CB Gundam Virsago Chest Break. The back wings were upgraded for use with the satellite system collectors to be used in conjunction with his brother Olba's NRX-0015-HC Gundam Ashtaron Hermit Crab. The chest was upgraded with two opening doors and a powerful 3-barrel megasonic gun. With its combined firepower the Gundam Virsago Chest Break proved to be a greater challenge for Garrod and the Vultures. The upgraded Virsago was severely damaged in the last battle between the New Earth Federation and Space Revolutionary Army, and Shagia himself was crippled."

2.13.10 NRX-0015 Gundam Ashtaron

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"Presumably completed before development of the GX-9901-DX Gundam Double X began, the New Earth Federation's NRX-0015 Gundam Ashtaron was a fairly heavy mobile suit capable of transforming into a flight-capable mobile armor form. Despite its size and bulk, the Ashtaron was equipped with sufficient thrust to allow it to not only fly and maneuver at high speeds, but also to carry Shagia Frost's NRX-0013 Gundam Virsago on its back in MA mode. The Ashtaron's primary armament were its pair of "atomic scissors" claws, which not only served as large and powerful grappling/striking melee weapons in both modes, but were also armed with beam cannons for equally flexible ranged attacks. Piloted by Shagia's younger brother, Olba Frost, the Gundam Ashtaron would prove to be an extremely difficult menace to the Vulture crew of the land battleship Freedon in AW 0015. The Ashtaron was later upgraded to the NRX-0015-HC Gundam Ashtaron Hermit Crab."

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2.13.11 NRX-0015-HC Gundam Ashtaron Hermit Crab

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"As the New Earth Federation's goal became more focused on space conquest, as well as the theft of the GX-9901-DX Gundam Double X, Olba Frost's NRX-0015 Gundam Ashtaron was in dire need of an upgrade. Thus the Ashtaron was upgraded into the NRX-0015-HC Gundam Ashtaron Hermit Crab. The Hermit Crab retained its mobile armor mode, but the devastating atomic scissors were upgraded. The Frost brothers also installed an optional satellite cannon for use in its mobile armor mode. The Hermit Crab functioned as a turret in this mode, allowing Shagia's NRX-0013-CB Gundam Virsago Chest Break to collect the energy from the moon and fire the satellite cannon. The Frost brothers would use this new weapon indiscriminately against both sides of the war in space, but ultimately they were outgunned by the Gundam Double X's twin satellite cannon."

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2.13.12 DT-6800A Daughtress

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"A mass-produced, general purpose mobile suit built by the Old Earth Federation prior to the 7th Space War, the DT-6800A Daughtress was the Old Federation's mainstay unit, equally capable of combat duties in both ground- and space-based environments. Although the Daughtresses saw most of the action in the early days of the 7th Space War, they were mostly kept on the rear lines near the end of the war, as the final battles were fought using the more powerful Gundam-series mobile suits. As a result, a surprisingly high number of Daughtress units survived the cataclysmic end of the war, with these units falling into the hands of nearly every major and minor power in existence on post-apocalyptic Earth. The Daughtress was also utilized by the New Earth Federation in its campaigns to conquer the world and re-unify it."

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2.13.13 DT-6800C Daughtress Command

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"One of the many variations of the Daughtress series was the DT-6800C Daughtress Command, which was usually given to higher ranking officers and ace pilots. Like the DT-6800A Daughtress, the Daughtress Command was moved to the rear lines after the introduction of the Gundam type mobile suits. Not surprisingly, many Daughtress Commands survived and

fell into the hands of civilians. In AW 0015, one unit was used by Rantu Aiko in a failed attempt to get back Newtype Tiffa Adill from Garrod Ran. Unfortunately for Rantu, he chased Garrod to an Old Earth Federation base where Garrod discovered a fully intact GX-9900 Gundam X. The Daughtress Command was also utilized by the New Earth Federation in its campaigns to conquer the world and re-unify it."

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#### 2.13.14 DT-6800W Daughtress Weapon

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"The DT-6800W Daughtress Weapon was another step in the Old Earth Federation's improvement to the Daughtress series. The Daughtress Weapon was equipped with a 500 mm cannon for long to mid-range assaults. Like the rest of the Daughtress series, many of these units survived the 7th Space War and fell into the hands of virtually every power on the Earth. The Daughtress Weapon was also utilized by the New Earth Federation in its campaigns to conquer the world and re-unify it."

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#### 2.13.15 NRX-009 (NR-001) Valient

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"One of the first mass-produced, general purpose mobile suits built by the New Earth Federation military, the NRX-009 Valient was designed as a multi-role unit capable of both ground and aerial combat. Intended as a replacement for the aging DT-6800A Daughtress series, the Valient's design soon proved its worth, and its model number was changed to NR-001 as production of the Valient went into full swing. The Valient was outfitted with a good balance of weaponry for its multi-role duties, particularly in aerial combat, as both of its arms were free to act and use weapons while in flight."

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#### 2.13.16 NRX-016 Rasveyt

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"In the military chaos of AW 0015, the Frost brothers were charged with the task of eliminating the stolen GX-9901-DX Gundam Double X, as well as testing potential Newtypes for the Newtype Research Facility. As part of their secret plan to eliminate all Newtypes, they sent three potential pilots to their deaths in failed attempts to destroy the Double X. On their fourth attempt, they sent out the NRX-016 Rasveyt, piloted by Abel Bauer. Unlike the previous units, the Rasveyt was equipped with the flash system used by the Old Earth Federation's Gundam type suits. The Rasveyt's armament consisted of a simple beam rifle and beam saber, but combined with the five Rasveyt bits it proved to be a powerful foe. Unlike the Gundam types, all of the Rasveyt units looked alike, making it difficult to determine which one had an actual human pilot. With the help of Tiffa Adill, Garrod Ran was able to cripple Bauer's unit and force him to escape. As the last of the New Federation's potential Newtypes, Bauer was killed by Shagia Frost."

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#### 2.13.17 NRX-018-2 Daughtress Neo

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"The New Earth Federation continued development of mobile suits and one of the last models that was built was the NRX-018-2 Daughtress Neo. The Daughtress Neo was a mass production mobile suit based on the Old Earth Federation's DT-6800A Daughtress. The suit's main armament consisted of a beam cutter which could also be used as a wired beam gun. Additional armament included a beam rifle. The Daughtress Neo was introduced late

in AW 0015, with the majority of them being used in space to fight the Space Revolutionary Army."

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#### 2.13.18 DT-6800HMC Daughtress High Mobility Command "Wise Wallaby"

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"The DT-6800HMC Daughtress High Mobility Command "Wise Wallaby" was one of many variations of the Old Earth Federation's Daughtress line of mobile suits. Aside from the commander's crest mounted on the head, it was otherwise identical to the DT-6800HM Daughtress High Mobility "Fire Wallaby". As was the case with other models, many Wise Wallaby units survived the 7th Space War and ended up in the hands of various parties. One such unit was used in AW 0015 by fierce mercenary pilot Ennil El."

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#### 2.13.19 DTM-7000 Daughseat

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"The Old Earth Federation's DTM-7000 Daughseat was specifically designed for aquatic combat. The Daughseat had a unique ability of being able to launch out it's hand and grab other mobile suits similar to the atomic scissors of the NRX-0015 Gundam Ashtaron. Though the Daughseats had beam guns mounted in their hands they were mostly used for above the water assaults because beams had less than half their power in the water. Underwater, the Daughseats had to rely on the torpedoes and their hands underwater, though they could also be equipped with anti-air torpedoes. Many of these units managed to survive the 7th Space War, with the majority of them ending up in the hands of the Orcs. The Orc leader Doza Bale would later create a new innovation in radar: the D-Navi system. The D-Navi system combined a dolphin's brain with a computer and proved to be the best underwater radar. However, equipping the Daughseats with D-Navi systems proved difficult because of all the debris from the war that was in the ocean, as well as the effort of capturing a live dolphin for its brain."

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#### 2.13.20 GX-9900-GB G-Bit D.O.M.E.

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"Prior to the 7th Space War, the first Newtype code named D.O.M.E. was taken apart on a genetic level and made into a base on the moon where the satellite system was located. In order to protect the secret of D.O.M.E., the Old Earth Federation constructed the GX-9900-GB G-Bit D.O.M.E., which was based on the FX-9900 GX-Bit. The G-Bit D.O.M.E. featured the same armaments as the GX-Bit, but it was also equipped with the buster rifle and chest vulcan gun used by the GX-9900 Gundam X. With the extreme Newtype powers of D.O.M.E. they protected the base as an automated defense system, not allowing anyone to get near it. Following the cataclysmic end of the 7th Space War, the G-Bits would protect D.O.M.E. for 15 years until the New Earth Federation and Space Revolutionary Army began fighting for control of it."

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#### 2.13.21 RMS-006 Jenice

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"The mainstay mobile suit used by Space Revolutionary Army during the 7th Space War, the RMS-006 Jenice was worthwhile as a mass-produced, general-purpose unit for the average soldier. Surprisingly, many Jenice units which had reached Earth during the war survived the cataclysmic final battles. In the aftermath of this apocalypse, Jenice units found their way into the hands of anyone and everyone (good or bad) who

needed it. Not surprisingly, many Jenice units were often modified or cosmetically customized by their pilots/owners, with such units as the Crockas Special, Slash Buffalo, and the RMS-006G Ennil El Custom as examples."

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#### 2.13.22 RMS-007G Juragg Cold Climate Type "Polar Bear"

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"The RMS-007G Juragg Cold Climate Type "Polar Bear" was one of the numerous mobile suits constructed by the Space Revolutionary Army during the 7th Space War. The Juragg was mainly constructed for use in snowy areas, where it would be difficult for standard mobile suits to operate in. The Juragg's main armament consisted of a beam machinegun, but it also carried a beam saber. It could be equipped with an optional jet ski to allow fast movement on the snow. It is unknown exactly how many of these units were produced, but Fort Severn managed to get a hold of a large number of them for their army."

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#### 2.13.23 RMS-009 Septem

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"This Space Revolutionary Army mass produced mobile suit was similar in many ways to the RMS-006 Jenice. However, one improvement that it featured was the addition of high speed hovering systems in the legs. These hovering systems allowed the Septem to hover over the ground at high speed and provided an advantage in combat. A similar hovering system was used in the Old Earth Federation's high mobility "Wallaby" variants of its Daughtress series of mobile suits. The Septem's armament consisted of a machinegun mounted in the torso, as well as optional handheld giant bazookas and machineguns. As was the case with other mobile suits, many Septem units survived the 7th Space War and fell into the hands of many parties across the Earth."

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#### 2.13.24 RMS-014 Octave

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"The RMS-014 Octave was the last mobile suit that the Space Revolutionary Army mass produced during the 7th Space War. This high performance mobile suit came with a bevy of armaments that outclassed previous SRA models, as well as the Old Earth Federation's DT-6800A Daughtress. The Octave mounted a 50 mm Gatling cannon in its torso, and other standard armaments included a beam saber. The Octave had several options for handheld weaponry, including a giant bazooka, a 100 mm machinegun and a beam rifle. As was the case with other models, many Octave units survived the war and fell into the hands of civilians and Vultures. Also, the SRA continued to use the Octave as late as AW 0015 because it was so dependable. The SRA used many Octaves in the defense of a spaceport captured from the New Earth Federation. In battle, the Octaves even held up well against the Federation's new NRX-009 (NR-001) Valient mobile suit."

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#### 2.13.25 RMS-019 Crouda

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"Following the apocalyptic end of the 7th Space War, the Space Revolutionary Army found itself lacking in military strength. It would take several years before they returned to their previous fighting levels. The RMS-019 Crouda was the first mobile suit the SRA mass produced after the war. This next generation mobile suit replaced aging models like the RMS-006 Jenice. Aside from being highly maneuverable,

the Crouda's armor was powerful enough to withstand a direct shot from a beam weapon. The Crouda carried fairly standard armament consisting of vulcan guns and beam rifles, but its main innovation was its beam cutter. Mounted on the back, this knife-like cutting weapon could cut mobile suits in half or slice into the hull of a battleship. The Crouda did however have one fatal design flaw: it could be destroyed by a direct shot to its front exhaust port. When hostilities began anew between the SRA and New Earth Federation, the Crouda proved highly effective against its Federation counterpart, the NRX-018-2 Daughtress Neo. A commander type version of the Crouda was also produced, the RMS-019R Crouda Lancerow Custom."

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#### 2.13.26 RMS-019R Crouda Lancerow Custom

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"Following the apocalyptic end of the 7th Space War, the Space Revolutionary Army found itself lacking in military strength. It would take several years before they returned to their previous fighting levels. The RMS-019 Crouda was the first mobile suit the SRA mass produced after the war. This next generation mobile suit replaced aging models like the RMS-006 Jenice. Aside from being highly maneuverable, the Crouda's armor was powerful enough to withstand a direct shot from a beam weapon. The Crouda carried fairly standard armament consisting of vulcan guns and beam rifles, but its main innovation was its beam cutter. Mounted on the back, this knife-like cutting weapon could cut mobile suits in half or slice into the hull of a battleship. The Crouda did however have one fatal design flaw: it could be destroyed by a direct shot to its front exhaust port. Former Newtype ace pilot Lancerow Dawell pilot a custom commander's version, but it was identical to the standard Crouda, with the exception of the commander's antennas mounted on the head."

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#### 2.13.27 RMSN-008 Bertigo

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"During the 7th Space War, the Space Revolutionary Army developed various mobile suits and armors for use by Newtype pilots. One such suit was the RMSN-008 Bertigo. This agile mobile suit carried the standard armament of beam rifles, machinecannons and beam sabers, but its most powerful weapon was the bit. These remotely operated beam guns could only be operated by a Newtype, but their power was devastating. The ability of the bits to create an all-range attack would prove too be nearly impossible for a non-Newtype to beat. Before the war's end, the SRA planned to bring a swift end to the battle with its Operation Lilac. In this operation, five Bertigos were supposed to escort the massive Newtype mobile fortress MAN-003 Patulia down to Earth to attack the Federation. However, the five Bertigos were destroyed in atmospheric combat, and the Patulia changed course and crashed elsewhere. It is not known how many Bertigos survived the war, but at least one unit survived until AW 0015 and was piloted by artificial Newtype Carris Nautilus. The effectiveness of the Bertigo was displayed in battle when Carris severely damaged Garrod Ran's GX-9900 Gundam X, which was later repaired and upgraded to the GX-9900-DV Gundam X Divider."

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#### 2.13.28 ENG-001 Estardoth

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"Following the end of the 7th Space War, independent nations such as Estardo produced their own mobile suits. One such model was the ENG-001



Estartodth, which was armed with only a torso-mounted machinecannon. As the New Earth Federation asserted its power in AW 0015, Estardo found itself hopelessly outnumbered by the New Federation's mobile suits. Following a declaration of surrender, Estardo military commander General Lee violated orders to attack the New Federation on his own. His outdated Estartodth was no match against even old mobile suits like the DT-6800A Daughtress, and in the end Lee and the Estartodth were destroyed."

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#### 2.13.29 ENG-002 Pyron

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"With 99% of humanity dead as a result of the 7th Space War, the Old Earth Federation collapsed and left a power vacuums. Independent nations arose again, such as the allied Asian states of Estardo, Gastarl and Northernbell. These nations required mobile suits for defense, and Estardo mass produced the ENG-002 Pyron. This general purpose mobile suit was lightly armed with a torso-mounted machinecannon and a handheld machinegun. In battle, the Pyron could also use a large machinegun mounted on a tripod. The Pyrons were put to the test in AW 0015 when the New Earth Federation began conquering the Earth to re-unify it. Unfortunately, the Pyrons stood no chance against the air and ground superiority of the New Federation."

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#### 2.14 Turn-A Gundam

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##### 2.14.1 Turn A Gundam

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"After several battles, the White Doll became the symbol for the Inglessa Militia and its chief source of military power during the excavation of more mobile suits. Loran first became aware of the White Doll's past when he encountered psychopathic pilot Corin Nander, who referred to the White Doll as a "Gundam". Loran discovered more when assassin Teteth Halleh identified the suit as "Turn A". The Turn A's main propulsion was provided by an I-field Beam Drive System, which left the chest completely hollow and able to hold weapons ranging from missiles to nuclear bombs. When the Willgem began the journey for the Moon, Loran encountered the primitive Adeska tribe, which believed that the Turn A marks the end of their history. It was on the Moon that Loran finally learns the terrible truth behind the Turn A's history."

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##### 2.14.02 MS-06 Borjarnon Gavane Goonny Custom

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"As the war with the Moonrace began in CC 2345, Inglessa leader Guin Sard Lineford directed miner Sid Munzer to search the mountains for mobile suits. His search yielded the AMX-109 Kapool. However, in the nearby Luziana fiefdom, the ruling Borjarno family was doing the same and uncovered two types of mobile suits: the MS-06 Borjarnon and the MS-06 Borjarnon Gavane Goonny Custom. While Gavane's custom unit is grouped together with the standard Borjarnon, there are some exterior differences. Most notably, the Gavane's Borjarnon has a different color scheme and lacks the power cables of the other Borjarnons. It also is has no right arm shield, no spikes on the left shoulder and has a piece of metal on it's head over the monoeye. The Borjarnon's armament consists mainly of three weapons: a bazooka, a standard machinegun, and

a blinding cracker. Though the Borjarnon's ammunition was no match for the armor of Moonrace suits like the JMA-0530 WaDom, it was extremely effective against other suits like the MRC-U11D WaD."

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#### 2.14.03 NRS-P701R Godwin

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"The NRS-P701R Godwin was similar in most respects to the NRS-P701 Gozzo. However, it is unknown if the Godwin was a new design or a reconstructed version of the Gozzo. Like the Gozzo, the Godwin was armed with a railgun mounted on the right shoulder. It lacked the Gozzo's spiked shield and forearm missile launchers, but it was equipped with a heat hawk for close combat. Two units were assigned to former Gozzo pilots Bruno and Jacop. After a failed attempt to assassinate Queen Dianna Soriel, Bruno and Jacop took their Godwins with them and joined the Earth Militia, where they would stay until the end of the war."

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#### 2.14.04 CONCEPT-X 6-1-2 Turn X

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"As a fighting unit, the Turn X was more than a match for any contemporary or excavated suit, including the Turn A itself. The Turn X's construction allowed it to break apart into many pieces, with each one functioning as individual weapons via a psycommu-like system. The Turn X's right arm lacked a hand, but in its place was a manipulator capable of firing a powerful beam, as well as the Shining Finger attack. The Turn X also carried more standard armaments, such as a bazooka and beam rifle. Perhaps one of the Turn X's strangest abilities was the power to suck the energy out of enemy suits, including even that of the pilot! As the 'brother' to the Turn A, the Turn X was also capable of unleashing the apocalyptic Moonlight Butterfly that was used by the Turn A to destroy Earth's advanced technology. Gym would use the Turn X throughout the remainder of the Earth/Moonrace conflict until a final showdown with Loran Cehack's Turn A. In the last battle, both suits (and Gym himself) would become encased in a cocoon after using the Moonlight Butterfly."

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#### 2.14.05 G-838 Mahiroo

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"The G-838 Mahiroo was a mobile suit that was at least 1000 years old. It is unknown who built the Mahiroo, but it's a possibility that it was built before the SYSTEM ?-99 (WD-M01) ? Gundam used the Moonlight Butterfly on the world. Many Mahiroos were discovered in mountain cycles on the Moon and were used exclusively by Gym Ghingnam's forces. The Mahiroo's main weapon was a beam gun on the shield on it's right arm. It also had two blades on each arm that were used for close range combat situations. The Mahiroos could also be used on the Earth despite some air pressure problems. One of the most interesting features about the Mahiroo was the cockpit system. The Mahiroo was equipped with both a Mobile Trace System and a standard cockpit layout, which a pilot could easily switch between. Many Mahiroos were used in the last days of the war, most famously by overly obese pilot Sweatson Sutero."

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#### 2.14.06 G-M2F (AMX-102) Zssan

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"On one of the Moon mountain cycles that Gym Ghingnam's forces were exploring they discovered the G-M2F (AMX-102) Zssan. Zssan's

specialized in long range bombardments with it's many missiles. It also could be fitted with an optional shoulder missile pod for even more missiles, which could be dropped once depleted for added speed. Though the Zssan lacked any short range weapons, the missile launchers in the legs could fire wire-guided cutters as a devastating short range weapon. Zssan's worked in groups of three for a very good reason. Only one of the three units in a team had a pilot, while the other two were remote controlled. It is unknown exactly how this was done. Six units that Gym left on the Moon would only be used in combat once against Dianna Soreil's forces trying to rebuild their Almaiya ship to return to Earth. All of them were destroyed; five of them by Harry Ord personally and his MRC-F20 SUMO. Gym also took several units down to Earth in his war to conquer the divided planet."

MAHQ.net

#### 2.14.07 GMIF (XM-0754) Bandit

-----  
"The Bandit's only armaments were a beam saber and a 3-tube missile launcher. However, the Bandit could also be equipped with optional missile launchers on the back. When Gym's forces moved to the Earth they brought down the Bandits, but due to the air pressure they were given a flight booster with a missile launcher on it. The missiles mounted on the back were of a large variety: wire-guided, wire missiles, standard missiles and even missiles that broke into other missiles. An unusual feature of the Bandit was that only one unit required a pilot, while the others were operated through other means, possibly a Mobile Doll System or a Flash System."

MAHQ.net

#### 2.14.08 MRC-F20 SUMO

-----  
"Though the SUMO was designed mainly for use in space or on the Moon, it was quite versatile on Earth as well. The addition of a skirt-like flight booster allowed extended flight or flight high in the Earth's atmosphere. The SUMO's armament consisted mainly of a powerful hand beam gun, as well as a heat fan that served as a melee weapon. Another weapon in the SUMO's arsenal was the IF generator, a device that allowed the SUMO to create an I-field. When several SUMO units used their IF generators together, it could create a powerful force field to hold another suit in place."

MAHQ.net

#### 2.14.09 NRS-P701 Gozzo

-----  
"As the war on Earth continued, several factions of the Moonrace on the moon were displeased by Queen Dianna Soriel's actions. To stir up discord among her soldiers, cryogenically-frozen criminal Corin Nander was released and sent to Earth in the TAF-M9 Egel along with his wingmen Bruno and Jacop in the NRS-P701 Gozzo. Little was known about the Gozzo, though it did not appear to be a standard mobile suit produced by the Moonrace. It is possible that it was discovered in a mountain cycle on the Moon. The Gozzo was a small mobile suit, but bigger than the MRC-U11D Walking Dumpling "WaD". The Gozzo's armament consisted of a railgun mounted on the right shoulder, along with two 14-tube missile launchers on both forearms and 3-spike shield mounted on the left shoulder. Both Gozzos were damaged and abandoned by Bruno and Jacop during a mountainside battle with Loran Cehack's SYSTEM ?-99 (WD-M01) ? Gundam."

MAHQ.net

#### 2.14.10 SPA-51 Cannon Illefuto

-----  
"As the war with the Moonrace began in CC 2345, Inglessa leader Guin Sard Lineford directed miner Sid Munzer to search the mountains for mobile suits. His search yielded the AMX-109 Kapool. Also, in the nearby Luziana fiefdom, the ruling Borjarno family was doing the same and uncovered two types of mobile suits: the MS-06 Borjarnon and the MS-06 Borjarnon Gavane Goonny Custom. However, the search for mobile suits was continued elsewhere by civilians. One such suit, the SPA-51 Cannon Illefuto, was discovered by Will Game in a dried up riverbed. In this same area he also discovered a fully intact spaceship, the Willgem, which was named after him. For an ancient suit, the Cannon Illefuto carries a surprisingly power laser cannon mounted over the right arm. While Loran Cehack tried to convince Will to join the Earth Militia, sexy Moonrace assassin Teteth Halleh convinced Will to join with Dianna Counter. Placed under the command of Poe Aijee, Will first took his Cannon Illefuto into battle against the Luziana Militia's MS-06 Borjarnons. Will, an inexperienced pilot, was no match for the Borjarnon pilots and lost his life in the battle."

MAHQ.net

#### 2.14.11 TAF-M9 Eigel

-----  
"As the war on Earth continued, several factions of the Moonrace on the moon were displeased by Queen Dianna Soriel's actions. To stir up discord among her soldiers, cryogenically-frozen criminal Corin Nander was released and sent to Earth in the TAF-M9 Eigel along with his wingmen Bruno and Jacop with their NRS-P701 Gozzo suits. In an encounter with Loran Cehack's SYSTEM ?-99 (WD-M01) ? Gundam, Corin was the first to identify it as a Gundam. The Eigel possessed the ability to transform into a dinosaur-like running mode for high speed movement. The flexible spine it employed allowed the Eigel to extend its head for pouncing attacks. Its main armament consisted of an electrically powered Minchi drill, and Corin used it effectively in combat. Other armaments included an optional beam rifle. The Eigel was destroyed in a volcano during an underground duel between Corin and the Turn A. Only the Minchi drill survived the battle and was used briefly by the Turn A and presumably later by Corin's AMX-109 Kapool Corin Nander Custom."

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#### 2.15 Mobile Suit Gundam SEED

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##### 2.15.01 GAT-X102 Duel Gundam

-----  
"With the outbreak of war, the Earth Alliance's Atlantic Federation began a secret project to develop mobile suits to counter ZAFT's mass-produced ZGMF-1017 GINN as well as operate free of interference from the N-Jammers. One of the first five prototype mobile suits was the GAT-X102 Duel Gundam. As the first prototype, the Duel Gundam served as a testbed for the GAT-X103 Buster Gundam, GAT-X105 Strike Gundam and GAT-X207 Blitz Gundam. As a basic mobile suit, the Duel Gundam was designed for close combat. The armament consisted of two beam sabers, 'Igelstellung' vulcan guns and a combination high-energy beam rifle/grenade launcher. Like the other prototype Gundams, the Duel Gundam was equipped with the new Phase Shift (PS) armor system. When in phase shift mode, the Duel Gundam was nearly impervious to attacks from shell-firing artillery or melee weapons. However, use of phase shift for extended periods of time were a massive drain on the battery-

powered reactor."

MAHQ.net

#### 2.15.02 GAT-X103 Buster Gundam

-----

"With the outbreak of war, the Earth Alliance's Atlantic Federation began a secret project to develop mobile suits to counter ZAFT's mass-produced ZGMF-1017 GINN as well as operate free of interference from the N-Jammers. One of the five prototype mobile suits was the GAT-X103 Buster Gundam. Each prototype Gundam had its own specialty, and the Buster Gundam's was its long-range artillery. The Buster Gundam's main armament consisted of a gun launcher and high-energy rifle. These two could be used independently or both interchangeably combined to form two powerful long-range weapons. The Buster Gundam was also equipped with two 6-barrel missile pod launchers on its shoulders. Like the other prototype Gundams, the Buster Gundam was equipped with the new Phase Shift (PS) armor system. When in phase shift mode, the Buster Gundam was nearly impervious to attacks from shell-firing artillery or melee weapons. However, use of phase shift for extended periods of time were a massive drain on the battery-powered reactor."

MAHQ.net

#### 2.15.03 GAT-X105 Strike Gundam

-----

"With the outbreak of war, the Earth Alliance's Atlantic Federation began a secret project to develop mobile suits to counter ZAFT's mass-produced ZGMF-1017 GINN as well as operate free of interference from the N-Jammers. One of the first five prototype mobile suits was the GAT-X105 Strike Gundam. Whereas the other four Gundams were designed for one specific purpose, the Strike Gundam was developed to function in multiple environments with multiple configurations. These configurations came in the form of three 'mission packs' with varying armaments. Like the other prototype Gundams, the Strike Gundam was equipped with the new Phase Shift (PS) armor system. When in phase shift mode, the Strike Gundam was nearly impervious to attacks from shell-firing artillery or melee weapons. However, use of phase shift for extended periods of time were a massive drain on the battery-powered reactor. The basic version of the Strike Gundam was nearly identical to the GAT-X102 Duel Gundam's initial configuration. Armament consisted of two 'Igelstellung' vulcan guns, a 57 mm beam rifle, shield and two 'Armor Schneider' combat knives."

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#### 2.15.04 GAT-X207 Blitz Gundam

-----

"With the outbreak of war, the Earth Alliance's Atlantic Federation began a secret project to develop mobile suits to counter ZAFT's mass-produced ZGMF-1017 GINN as well as operate free of interference from the N-Jammers. One of the first five prototype mobile suits was the GAT-X207 Blitz Gundam. The Blitz Gundam's design was geared towards melee combat and covert attacks. Like the other prototype Gundams, the Blitz Gundam was equipped with the new Phase Shift (PS) armor system. When in phase shift mode, the Blitz Gundam was nearly impervious to attacks from shell-firing artillery or melee weapons. However, use of phase shift for extended periods of time were a massive drain on the battery-powered reactor."

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#### 2.15.05 GAT-X303 Aegis Gundam

-----

"With the outbreak of war, the Earth Alliance's Atlantic Federation began a secret project to develop mobile suits to counter ZAFT's mass-produced ZGMF-1017 GINN as well as operate free of interference from the N-Jammers. One of the first five prototype mobile suits was the GAT-X303 Aegis Gundam. Unlike the other four Gundams, the Aegis Gundam was constructed with a different frame and was capable of transforming into a mobile armor mode. Like the other prototype Gundams, the Aegis Gundam was equipped with the new Phase Shift (PS) armor system. When in phase shift mode, the Aegis Gundam was nearly impervious to attacks from shell-firing artillery or melee weapons. However, use of phase shift for extended periods of time were a massive drain on the battery-powered reactor."

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#### 2.15.06 ZGMF-X09A Justice Gundam

-----

"This unit is built by ZAFT and piloted by Athrun Zala. Its backpack, the "Sub-bright System," is actually a support vehicle that houses a set of cannons on top and can detach and fly on its own. Like the Freedom Gundam, it is equipped with a Neutron Jammer Canceler, allowing a nuclear reactor to be used for the powerplant instead of a mere battery. This means that the Justice Gundam can operate its Phase Shift system indefinitely."

Dash and PJ

#### 2.15.07 ZGMF-X10A Freedom Gundam

-----

"This unit is built by ZAFT, but piloted by the Earth Alliance's Kira Yamato. The oversized wings on its back house an array of thrusters and can unfurl into ten separate wings. Freedom Gundam carries with it a Neutron Jammer Canceler, which means that it is not effected by the nullification of nuclear reactions by the Neutron Jammers. This means that Freedom Gundam is powered by a conventional nuclear reactor instead of a battery, which gives it an unlimited life span for its Phase Shift armor."

Dash and PJ

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### 2.16 Cybernator

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#### 2.16.1 Cybernator

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The Cybernator first appeared around 2012 AD. Initially introduced as a means of eradicating space pirates from the lunar shipping route, the Cybernator soon became an integral part of the marine corps' mechanized forces replacing the Firestorm XG-9 Solar Tank.

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### 2.17 Metal Combat: Falcon's Revenge

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#### 2.17.01 Garam Mk 2

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When Guido redesigned his ST Garam as Garam Mk 2, he retained most of the original design. This time, however, he has chosen the next generation of systems in order to make Garam bigger, better, stronger and faster than before. Be especially wary of his Rocket Punch, which now carries an internal guidance system and improved destructive power.

#### 2.17.02 Siamang

-----  
The ST Siamang is not particularly strong, but it moves fast and is hard to track. Using speed to his advantage, Chada attempts to make enemy pilots feel foolish so as to cloud their judgement. The ST Siamang uses a particle emission engine specially designed for him by the Alfred Research Center in the ancient city of Kyoto.

#### 2.17.03 Wong

-----  
The ST Wong is equipped with an anti-gravity device developed by the Alfred Research Center, the foremost authority on anti-gravity. This allows him to attack his enemies accurately no matter how much damage he has sustained. Dayan does not hesitate to take advantage of the obstacle that "The Great Wall" presents to the battle ground, climbing up and down the hills and running through the vallies to make excellent use of the maneuverability that his anti-gravity engine provides.

#### 2.17.04 Griffin

-----  
The ST Griffin, by means of its Alfred anti-gravity engine, has the ability to enter space, dropping in and out of the atmosphere at will. Orusoh, who has no regard for his enemies, takes advantage of this ability and actually fights his battles by dropping into the atmosphere. His theory is that anyone who challenges him is foolish, and that if he doesn't destroy them quickly, the heat of re-entry will.

#### 2.17.05 Viscount

-----  
When Carlos rejoined Anubis, he was given complete access to all Xeno-Tech knowledge and materials. After consultation with Zephyr himself, Carlos designed and rebuilt a much more improved version of Baron, calling it Viscount. Improvements Include built-in hyper bazooka in his right hand. This bazooka is designed to have more destructive power than Falcon's. He still carries a shield in his left hand and has improved all of the weak points Falcon attacked before.

#### 2.17.06 Thanatos

-----  
With the advantage of his synaptic connections directly to the ST Thanatos, Anubis has only to think a command and Thanatos responds. Anubis also has a special power that allows him to take the battle into another dimension filled with a hypnotic show of swirling colors and dancing skulls.

#### 2.17.07 Arachnus

-----  
Equipped with a Xeno-Tech HFE (Hydrogen Fusion Engine), the ST Arachnus has truly amazing potential. Its armor and weaponry were designed by Zephyr on the spec provided by Danpe. Little more than this is known.

#### 2.17.08 Groken

-----  
Pamela's ST Groken was designed especially for her, and is of mammoth proportions. It's squid shape is made specifically to function underwater. Groken can fire devastatingly effective shots from the cannons all over her body.

## 2.17.09 Spika

-----  
As this ST has never been known to battle, its intentions are quite unknown.

## ----- 3.0 AC DESIGNS -----

### ----- 3.01 Mobile Suit Gundam -----

#### 3.01.01 RX-78-2 Gundam -----

Name: RX-78-2

Plus/Normal: Plus

Overweight: No

##### Parts

Head: HD-GRY-NX

Core: XXA\_SO

Arms: AN-25

Legs: LN-1001B

Generator: GBG-10000

FCS: TRYX-QUAD

Boosters: B-VR-33

Back Weapon L: WC-CN35

Back Weapon R: WC-01QL

Arm Weapon L: LS-99-MOONLIGHT

Arm Weapon R: WG-RF/5

##### Colors

##### Head:

Base: 50 50 50

Optional: 48 11 12

Detail: 50 50 50

Joint: 50 50 50

##### Core:

Base: 32 32 32

Optional: 32 32 32

Detail: 49 40 00

Joint: 48 11 12

##### Arms:

Base: 50 50 50

Optional: 50 50 50

Detail: 50 50 50

Joint: 15 15 15

##### Legs:

Base: 48 11 12

Optional: 50 50 50

Detail: 50 50 50

Joint: 49 40 00

##### Description:

(Rated by Nedmech)

Decent design for all-around use. Good attack power both in close and at



a range. Plenty of ammo. Good balance of AP/Defense and Mobility. This thing moves around pretty quick, especially in the air.

For Beginner to Expert

Rating: \*\*\*\*\*

3.01.02 MS-06S Zaku II

-----  
Name: Zaku IIS

Plus/Normal: Plus

Overweight: No

Parts

Head: HD-REDEYE

Core: XCH-01

Arms: AN-201

Legs: LNKS-1B46J

Generator: GBG-10000

FCS: TRYX-QUAD

Boosters: B-VR-33

Back Weapon L: WC-CN35

Back Weapon R: M118-TD

Arm Weapon L: LS-99-MOONLIGHT

Arm Weapon R: WG-PB26

Colors

Head:

Base: 45 00 15

Optional: 45 00 15

Detail: 64 43 53

Joint: 45 00 15

Core:

Base: 30 00 00

Optional: 30 00 00

Detail: 15 15 20

Joint: 45 00 15

Arms:

Base: 45 00 15

Optional: 45 00 15

Detail: 00 00 00

Joint: 45 00 15

Legs:

Base: 45 00 15

Optional: 00 00 00

Detail: 30 00 00

Joint: 45 00 15

Description:

(Rated by Nedmech)

Definitely a heavy hitter. Emphasis on HEAVY. A little slow on the ground, but durable enough to compensate for it. Decent mobility in the air. High Firepower, but limited ammo. Should be more than enough for most missions or arena matches, though.

For Intermediate to Expert

Rating: \*\*\*\*

3.01.03 MS-14S (YMS-14) Gelgoog Commander Type

-----  
Name: GelgoogC  
Plus/Normal: Plus  
Overweight: No

Parts

Head: HD-REDEYE  
Core: XCH-01  
Arms: AN-863-B  
Legs: LNKS-1B46J  
Generator: GBG-10000  
FCS: TRYX-QUAD  
Boosters: B-VR-33  
Back Weapon L: N/A  
Back Weapon R: N/A  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-1-KARASAWA

Colors

Head:

Base: 45 00 15  
Optional: 45 00 15  
Detail: 64 43 53  
Joint: 45 00 15

Core:

Base: 30 00 00  
Optional: 30 00 00  
Detail: 15 15 20  
Joint: 45 00 15

Arms:

Base: 45 00 15  
Optional: 45 00 15  
Detail: 00 00 00  
Joint: 45 00 15

Legs:

Base: 45 00 15  
Optional: 00 00 00  
Detail: 30 00 00  
Joint: 45 00 15

Description:

(Rated by Nedmech)

Another slow, heavy beastly. Moves pretty much the same as the MS-06S Zaku II above. Again, good AP/Defense, but a little hard to move. Firepower is decent, although the ammo is a little low. A player with good accuracy could make this work, otherwise you're stuck with just the blade.  
For Experts or those with high accuracy

Rating: \*\*\*

3.01.04 MSM-07S Z'Gok Commander Type  
-----

Name: Z'Gok CT  
Plus/Normal: Plus  
Overweight: No

Parts

Head: HD-08-DISH

Core: XXA\_SO  
Arms: AW-XC65  
Legs: LNKS-1B46J  
Generator: GBG-10000  
FCS: TRYX-QUAD  
Boosters: B-VR-33  
Back Weapon L: WM-AT  
Back Weapon R: M118-TD  
Arm Weapon L: N/A  
Arm Weapon R: N/A

#### Colors

##### Head:

Base: 44 00 00  
Optional: 44 00 00  
Detail: 44 00 00  
Joint: 44 00 00

##### Core:

Base: 44 00 00  
Optional: 44 00 00  
Detail: 00 00 00  
Joint: 00 00 00

##### Arms:

Base: 44 00 00  
Optional: 44 00 00  
Detail: 44 00 00  
Joint: 00 00 00

##### Legs:

Base: 44 00 00  
Optional: 44 00 00  
Detail: 00 00 00  
Joint: 00 00 00

#### Description:

(Rated by Nedmech)

Yet another slow, heavy beastly. Moves pretty much the same as the MS-06S Zaku II and MS-14S above. Again, good AP/Defense, but a little hard to move. The arm weapons are lethal if you can connect with them. Same with the missiles. Although both weapons are tough to use well. The missiles tend to drop when fired, so they are best launched from the air. Also, they are very susceptible to the anti-missile guns on most cores. They work best from behind an enemy. With both weapons, you don't want to be anywhere nearby when they connect or you will receive damage too.

For Experts only

Rating: \*\*

3.01.05 RGM-79 GM

-----  
Name: GM

Plus/Normal: Plus

Overweight: No

#### Parts

Head: HD-01-SRVT  
Core: XXA\_SO  
Arms: AN-101

Legs: LN-D-8000R  
Generator: GBG-10000  
FCS: RATOR  
Boosters: B-VR-33  
Back Weapon L: WC-CN35  
Back Weapon R: N/A  
Arm Weapon L: LS-3303  
Arm Weapon R: WG-MGA1/WG-HG1

#### Colors

##### Earth Federation

###### Head:

Base: 50 50 46  
Optional: 30 30 50  
Detail: 50 50 46  
Joint: 30 30 50

###### Core:

Base: 50 00 00  
Optional: 50 00 00  
Detail: 50 30 00  
Joint: 50 50 46

###### Arms:

Base: 50 50 46  
Optional: 50 50 46  
Detail: 50 00 00  
Joint: 30 30 30

###### Legs:

Base: 50 50 46  
Optional: 50 50 46  
Detail: 50 50 46  
Joint: 50 00 00

##### White Dingo

###### Head:

Base: 40 40 40  
Optional: 30 50 50  
Detail: 40 40 40  
Joint: 30 50 50

###### Core:

Base: 20 20 20  
Optional: 20 20 20  
Detail: 00 00 00  
Joint: 40 40 40

###### Arms:

Base: 40 40 40  
Optional: 40 40 40  
Detail: 20 20 20  
Joint: 30 30 30

###### Legs:

Base: 40 40 40  
Optional: 40 40 40  
Detail: 40 40 40  
Joint: 20 20 20

Description:

(Rated by Nedmech)

Decently manouverable, although a little unstable. A little light on firepower, but OK on ammo. This design will handle most missions and area opponents. The lock-on box is a little small, but the RATOR FCS is a good compromise that works well with both the Chain-Gun and the Machine/Hand-Gun. Easy to handle, aggressive little unit.

For Beginner to Expert

Rating: \*\*\*\*

3.01.06 RX-75-4 Guntank

-----  
Name: Guntank

Plus/Normal: Normal

Overweight: No

Parts

Head: HD-REDEYE

Core: XXA\_SO

Arms: AW-DC/2

Legs: LC-MOS18

Generator: GBG-10000

FCS: TRYX-QUAD

Boosters: N/A

Back Weapon L: WC-GN230

Back Weapon R: WC-GN230

Arm Weapon L: N/A

Arm Weapon R: N/A

Colors

Head:

Base: 50 50 50

Optional: 50 50 50

Detail: 40 40 50

Joint: 40 40 50

Core:

Base: 10 00 20

Optional: 10 00 20

Detail: 50 50 00

Joint: 10 00 20

Arms:

Base: 30 30 30

Optional: 30 30 30

Detail: 30 30 30

Joint: 30 30 30

Legs:

Base: 10 00 20

Optional: 50 00 00

Detail: 10 00 20

Joint: 30 30 30

Description:

(Rated by Nedmech)

Very slow and hard to move. Very stable defensively, though. AP and Defense are OK, but the core and weapon arms make it lower than it could be. Very strong when it comes to firepower, but limited on ammo. Long reload times make taking shots a bit tricky since the weapon may not be

loaded when the target is in sight. Not the best choice for missions, although it could do well in the Arena for those who take the time to learn to use it well.

For Advanced to Expert

Rating: \*\*

3.01.07 RX-77-2 Guncannon

-----  
Name: GCannon

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-01-SRVT

Core: XXA\_SO

Arms: AN-D-7001

Legs: LN-D-8000R

Generator: GBX-XL

FCS: RATOR

Boosters: B-VR-33

Back Weapon L: WC-CN35

Back Weapon R: WR-L24

Arm Weapon L: N/A

Arm Weapon R: WG-1-KARASAWA

Colors

Head:

Base: 50 50 40

Optional: 40 40 50

Detail: 50 50 40

Joint: 40 40 50

Core:

Base: 50 20 00

Optional: 50 20 00

Detail: 50 30 00

Joint: 50 20 00

Arms:

Base: 50 20 00

Optional: 30 30 30

Detail: 50 20 00

Joint: 30 30 30

Legs:

Base: 50 20 00

Optional: 50 20 00

Detail: 50 20 00

Joint: 40 30 20

Description:

(Rated by Nedmech)

Good mobility, although a little unstable when hit. Armor and Defense are good enough to absorb quite a bit of damage. Plenty of firepower and decent ammo for both the Arena and missions. The rockets are hard to use effectively because they can only be aimed manually, but very effective for those that can master them.

For Advanced to Expert

Rating: \*\*\*\*

3.01.08 MS-05B Zaku I

-----  
Name: Zaku I  
Plus/Normal: Plus  
Overweight: No

Parts

Head: HD-2002  
Core: XCA-00  
Arms: AN-201  
Legs: LN-D-8000R  
Generator: GBG-10000  
FCS: TRYX-QUAD  
Boosters: B-T001  
Back Weapon L: M118-TD  
Back Weapon R: WC-CN35  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-MG500

Colors

Principality of Zeon

Head:

Base: 00 30 00  
Optional: 00 30 00  
Detail: 50 00 00  
Joint: 00 30 00

Core:

Base: 00 30 00  
Optional: 00 30 00  
Detail: 00 30 00  
Joint: 00 20 40

Arms:

Base: 00 20 40  
Optional: 00 20 40  
Detail: 00 30 00  
Joint: 00 20 40

Legs:

Base: 00 20 40  
Optional: 00 30 00  
Detail: 00 30 00  
Joint: 00 30 00

Black Tri-Stars

Head:

Base: 10 10 10  
Optional: 10 10 10  
Detail: 50 00 00  
Joint: 10 10 10

Core:

Base: 10 10 10  
Optional: 10 10 10  
Detail: 10 10 10  
Joint: 30 00 30

Arms:

Base: 30 00 30

Optional: 30 00 30  
Detail: 30 00 30  
Joint: 10 10 10

Legs:

Base: 40 40 40  
Optional: 10 10 10  
Detail: 10 10 10  
Joint: 10 10 10

Description:

(Rated by Nedmech)

Kind of low firepower, but decent ammo. Mobility is OK, although a little unstable when hit. Probably a better mission AC than for the Arena. Pretty easy to use.

For Beginner to Expert

Rating: \*\*\*

3.01.09 MS-06F Zaku II

-----  
Name: Zaku II

Plus/Normal: Plus

Overweight: No

Parts

Head: HD-2002  
Core: XCH-01  
Arms: AN-201  
Legs: LNKs-1B46J  
Generator: GBG-10000  
FCS: TRYX-QUAD  
Boosters: B-VR-33  
Back Weapon L: WC-CN35  
Back Weapon R: M118-TD  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-B2120

Colors

First Gundam

Head:

Base: 40 30 20  
Optional: 40 30 20  
Detail: 50 00 00  
Joint: 40 30 20

Core:

Base: 20 20 20  
Optional: 20 20 20  
Detail: 20 20 20  
Joint: 40 30 20

Arms:

Base: 40 30 20  
Optional: 40 30 20  
Detail: 40 30 20  
Joint: 40 30 20

Legs:

Base: 40 30 20  
Optional: 30 30 30



Detail: 30 30 30  
Joint: 30 30 30

8th MS Team

Head:

Base: 23 28 15  
Optional: 23 28 15  
Detail: 30 07 08  
Joint: 23 28 15

Core:

Base: 00 08 00  
Optional: 00 08 00  
Detail: 30 07 08  
Joint: 15 15 20

Arms:

Base: 23 28 15  
Optional: 23 28 15  
Detail: 23 28 15  
Joint: 15 15 20

Legs:

Base: 23 28 15  
Optional: 00 08 00  
Detail: 15 15 20  
Joint: 23 28 15

Description:

(Rated by Nedmech)

Very slow on the ground. A little more mobile in the air. Great armor and defense, though. Firepower is pretty good, and the ammo is decent. The Bazooka is a little hard to use. The projectile is slow, so it has a hard time against faster opponents. Probably a better mission AC and for the Arena.

For Advanced to Expert

Rating: \*1/2

3.01.10 MS-07B Gouf

-----  
Name: Gouf

Plus/Normal: Plus

Overweight: No

Parts

Head: HD-REDEYE  
Core: XCL-01  
Arms: AN-D-7001  
Legs: LN-D-8000R  
Generator: GBG-10000  
FCS: TRYX-QUAD  
Boosters: B-VR-33  
Back Weapon L: WC-CN35  
Back Weapon R: N/A  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WA-Finger

Colors

Head:

Base: 00 00 40

Optional: 00 00 40  
Detail: 50 00 00  
Joint: 00 00 40

Core:

Base: 00 00 30  
Optional: 10 10 10  
Detail: 00 00 30  
Joint: 00 00 30

Arms:

Base: 00 00 40  
Optional: 00 00 40  
Detail: 00 00 40  
Joint: 00 00 40

Legs:

Base: 00 00 40  
Optional: 10 10 10  
Detail: 00 00 30  
Joint: 00 00 30

Description:

(Rated by Nedmech)

Quick and agile, firey little monster! Plenty of ammo and firepower. The FINGER has got to be one of the deadliest guns in the game, at least up close. Range is the only thing that it has against it. The chaingun gives this machine some decent range, but get up close, and this thing rips through others in no time! Decently maneouverable, although somewhat unstable when hit. Good for either mission or Arena use. For Beginner to Expert

Rating: \*\*\*\*\*

3.01.11 MS-09 Dom

-----  
Name: Dom

Plus/Normal: Plus

Overweight: No

Parts

Head: HD-2002  
Core: XCH-01  
Arms: AN-3001  
Legs: LN-3001  
Generator: GBG-10000  
FCS: TRYX-QUAD  
Boosters: B-VR-33  
Back Weapon L: WC-SPGUN  
Back Weapon R: WC-CN35  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-B2180

Colors

Head:

Base: 00 00 00  
Optional: 00 00 00  
Detail: 50 30 30  
Joint: 00 00 00

Core:

Base: 10 00 10  
Optional: 00 00 00  
Detail: 00 00 00  
Joint: 00 00 00

Arms:

Base: 20 00 20  
Optional: 20 00 20  
Detail: 00 00 00  
Joint: 20 00 20

Legs:

Base: 00 00 00  
Optional: 20 00 20  
Detail: 20 00 20  
Joint: 20 00 20

Description:

(Rated by Nedmech)

Hard to maneuver on the ground, although decent while boosting or in the air. Excellent AP and defense as well as stability when hit. Ammo is OK for both Arena and mission combat. Firepower is good too. The slug-gun is devastating at close range, just watch the energy guage while firing and boosting.

For Intermediate to Expert

Rating: \*\*\*

3.01.12 MS-09R Rick Dom

-----  
Name: Rick Dom  
Plus/Normal: Plus  
Overweight: Yes

Parts

Head: HD-2002  
Core: XCH-01  
Arms: AN-3001  
Legs: LN-3001  
Generator: GBG-10000  
FCS: TRYX-QUAD  
Boosters: B-VR-33  
Back Weapon L: WC-SPGUN  
Back Weapon R: N/A  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-B2180

Colors

Head:

Base: 00 00 00  
Optional: 00 00 00  
Detail: 50 30 30  
Joint: 00 00 00

Core:

Base: 10 00 10  
Optional: 00 00 00  
Detail: 00 00 00  
Joint: 00 00 00

Arms:

Base: 20 00 20  
Optional: 20 00 20  
Detail: 00 00 00  
Joint: 20 00 20

Legs:

Base: 00 00 00  
Optional: 20 00 20  
Detail: 20 00 20  
Joint: 20 00 20

Description:

(Rated by Nedmech)

Basically the same as the MS-09 Dom above, only without the chaingun. This version has less ammo, and no machine-gun type weapon, so it's a little less versatile, but basically the same machine. For Intermediate to Expert

Rating: \*\*\*

3.01.13 MS-14A Gelgoog

-----

Name: Gelgoog  
Plus/Normal: Plus  
Overweight: Yes

Parts

Head: HD-X1487  
Core: XCH-01  
Arms: ANKS-1A46J  
Legs: LNKS-1B46J  
Generator: GBG-10000  
FCS: TRYX-QUAD  
Boosters: B-VR-33  
Back Weapon L: N/A  
Back Weapon R: N/A  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-1-KARASAWA

Colors

Head:

Base: 40 40 40  
Optional: 40 40 40  
Detail: 40 40 40  
Joint: 40 40 40

Core:

Base: 46 43 37  
Optional: 46 43 37  
Detail: 46 43 37  
Joint: 46 43 37

Arms:

Base: 40 40 40  
Optional: 40 40 40  
Detail: 40 40 40  
Joint: 40 40 40

Legs:

Base: 40 40 40  
Optional: 40 40 40

Detail: 46 43 37

Joint: 30 30 30

Description:

(Rated by Nedmech)

For being big and heavy with lots of AP and defense, this thing moves surprisingly well. Handles OK on the ground, even better in the air. Ammo is a little low with only the rifle, but a careful pilot could make it work for missions and Arena with good use of the blade.  
For Beginner to Expert

Rating: \*\*\*\*

3.01.14 MSM-03 Gogg

-----  
Name: Gogg

Plus/Normal: Normal

Overweight: No

Parts

Head: HD-08-DISH

Core: XCH-01

Arms: AW-XC5500

Legs: LN-3001C

Generator: GBG-10000

FCS: TRYX-QUAD

Boosters: B-VR-33

Back Weapon L: WM-L201

Back Weapon R: WM-L201

Arm Weapon L: N/A

Arm Weapon R: N/A

Colors

Head:

Base: 20 10 00

Optional: 20 10 00

Detail: 20 10 00

Joint: 20 10 00

Core:

Base: 20 10 00

Optional: 20 10 00

Detail: 20 10 00

Joint: 20 10 00

Arms:

Base: 20 10 00

Optional: 20 10 00

Detail: 40 30 20

Joint: 40 30 20

Legs:

Base: 20 10 00

Optional: 40 30 20

Detail: 20 10 00

Joint: 20 20 20

Description:

(Rated by Nedmech)

Ground mobility is a little sluggish, but it handles OK in the air. Good AP and defense. Excellent firepower with a decent amount of ammo. Good

for either missions or Arena. The only thing to watch out for is draining the energy guage while firing the cannons. Also, the missiles may have a hard time making contact with some opponents. Overall, though, a fairly easy machine to pilot.

For Beginner to Expert

Rating: \*\*\*\*

3.01.15 MSM-04 Acguy

-----  
Name: Acguy

Plus/Normal: Plus

Overweight:

Parts

Head: HD-08-DISH

Core: XCH-01

Arms: AN-863-B

Legs: LNKS-1B46J

Generator: GBG-10000

FCS: TRYX-QUAD

Boosters: B-VR-33

Back Weapon L: WC-CN35

Back Weapon R: WC-01QL

Arm Weapon L: N/A

Arm Weapon R: WG-PB26

Colors

Head:

Base: 00 00 00

Optional: 00 00 00

Detail: 00 00 00

Joint: 00 00 00

Core:

Base: 20 10 10

Optional: 00 00 00

Detail: 00 00 00

Joint: 20 10 10

Arms:

Base: 00 00 00

Optional: 20 10 10

Detail: 20 10 10

Joint: 00 00 00

Legs:

Base: 00 00 00

Optional: 20 10 10

Detail: 20 10 10

Joint: 00 00 00

Description:

(Rated by Nedmech)

Again, another design that is sluggish on the ground, but managable if kept in the air. Good AP and defense with high firepower, but low ammo on the main rifle. The chaingun and cannon make up for the low ammo, however. Decent all-around machine for missions and Arena.

For Beginner to Expert

Rating: \*\*\*1/2

3.01.16 MSM-07 Z'Gok

-----  
Name: Z'Gok

Plus/Normal: Normal

Overweight: No

Parts

Head: HD-08-DISH

Core: XXA\_SO

Arms: AN-XC65

Legs: LN-SSVR

Generator: GBG-10000

FCS: TRYX-QUAD

Boosters: B-VR-33

Back Weapon L: WX-S800GF

Back Weapon R: N/A

Arm Weapon L: N/A

Arm Weapon R: N/A

Colors

Head:

Base: 40 40 50

Optional: 40 40 50

Detail: 40 40 50

Joint: 40 40 50

Core:

Base: 40 40 50

Optional: 40 40 50

Detail: 10 10 20

Joint: 40 40 50

Arms:

Base: 30 30 40

Optional: 10 10 20

Detail: 30 30 40

Joint: 10 10 20

Legs:

Base: 10 10 20

Optional: 10 10 20

Detail: 10 10 20

Joint: 40 40 50

Description:

(Rated by Nedmech)

AP and defense are only so-so for as heavy and slow as this thing is. It handles OK and the ground, but is still a bit sluggish. The boosters keep it moving through the air pretty well, though. High firepower, but watch out for the cannons draining the energy guage. The missiles are very good against a variety of opponents, especially when fired from a longer range. Probably not the best choice for missions due to low ammo, but it would handle most Arena opponents fairly easily.

For Beginner to Expert

Rating: \*\*\*\*

3.01.17 MSM-10 Zock

-----  
Name: Zock

Plus/Normal: Plus

Overweight: No

Parts

Head: HD-REDEYE  
Core: XXA\_SO  
Arms: AN-D-7001  
Legs: LN-3001  
Generator: GBG-10000  
FCS: TRYX-QUAD  
Boosters: B-VR-33  
Back Weapon L: WC-IR24  
Back Weapon R: WC-IR24  
Arm Weapon L: N/A  
Arm Weapon R: WG-1-KARASAWA

Colors

Head:

Base: 30 40 30  
Optional: 30 40 30  
Detail: 50 30 00  
Joint: 30 40 30

Core:

Base: 30 40 30  
Optional: 30 40 30  
Detail: 30 40 30  
Joint: 30 40 30

Arms:

Base: 30 40 30  
Optional: 30 40 30  
Detail: 30 40 30  
Joint: 50 30 00

Legs:

Base: 30 40 30  
Optional: 30 40 30  
Detail: 30 40 30  
Joint: 30 40 30

Description:

(Rated by Nedmech)

A little slow on the ground, but the boosters make up for it. Good AP and defense with very high firepower and ammo. Excellent for missions or Arena. This thing will chew through most opponents very quickly and is fairly easy to handle.  
For Beginner to Expert.

Rating: \*\*\*\*\*

3.01.18 YMS-15 Gyan

-----  
Name: Gyan

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-D-9066  
Core: XXA\_SO  
Arms: AN-D-7001  
Legs: LN-SSVT



Generator: GBG-10000  
FCS: FBMB-18X  
Boosters: B-VR-33  
Back Weapon L: WM-S60/6  
Back Weapon R: WM-S60/6  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: N/A

Colors

Head:

Base: 40 40 40  
Optional: 40 40 40  
Detail: 50 00 00  
Joint: 40 40 40

Core:

Base: 20 20 40  
Optional: 40 40 40  
Detail: 20 20 40  
Joint: 40 40 40

Arms:

Base: 40 40 40  
Optional: 40 40 40  
Detail: 40 40 40  
Joint: 40 40 40

Legs:

Base: 40 40 40  
Optional: 20 20 40  
Detail: 20 20 40  
Joint: 40 40 40

Description:

(Rated by Nedmech)

Very agile, but very unstable when hit. Pretty low on AP and defense, but it should be quick enough to avoid getting hit most of the time. The missiles are OK, but not the easiest to use. They seem to be easy for enemies to avoid or shoot down. This is basically a blading machine with lots of support missiles. Pretty hard to use well, but could be very effective when mastered.

For Experts only

Rating: \*

3.01.19 MSN-02 Zeong

-----

Name: Zeong

Plus/Normal: Normal

Overweight: Yes

Parts

Head: HD-D-9066  
Core: XCL-01  
Arms: AN-101  
Legs: LF-205-SF  
Generator: GBG-XR  
FCS: FBMB-18X  
Boosters: B-P351  
Back Weapon L: WC-ST120  
Back Weapon R: WC-ST120

Arm Weapon L: N/A  
Arm Weapon R: WA-Finger

Colors

Head:

Base: 20 00 30  
Optional: 20 00 30  
Detail: 30 00 00  
Joint: 20 00 30

Core:

Base: 10 00 30  
Optional: 10 00 30  
Detail: 20 00 30  
Joint: 20 00 30

Arms:

Base: 20 00 30  
Optional: 10 00 30  
Detail: 30 00 00  
Joint: 20 00 30

Legs:

Base: 20 00 30  
Optional: 00 00 00  
Detail: 20 00 30  
Joint: 20 00 30

Description:

This is definitely one of the ugliest machines I've made in quite a while. I absolutely hate that color scheme. However, despite the nasty colors, this thing handles quite well. It's meant to be more of a mid/short range fighter, and it packs a ton of speed and a decent amount of firepower. Slugs fire pretty slowly, but the speed more than makes up for it. Give this one a try.

For Intermediate to Expert.

Rating: \*\*\*\*

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3.02 Mobile Suit Gundam: The 8th MS Team

---

3.02.01 RX-79[G] Gundam Mass Production Ground Type (Gundam [G])

---

Name: RX-79(G)

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-GRY-NX  
Core: XCL-01  
Arms: AN-201  
Legs: LN-D-8000R  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-T001  
Back Weapon L: WM-T0100  
Back Weapon R: WC-CN35  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-AR1000/WG-1-KARASAWA/WG-PB26

Colors

Head:

Base: 40 40 40  
Optional: 48 11 12  
Detail: 40 40 40  
Joint: 40 40 40

Core:

Base: 15 15 25  
Optional: 15 15 25  
Detail: 15 15 25  
Joint: 15 15 25

Arms:

Base: 40 40 40  
Optional: 40 40 40  
Detail: 15 25 30  
Joint: 25 25 25

Legs:

Base: 40 40 40  
Optional: 40 40 40  
Detail: 54 00 00  
Joint: 40 40 40

Description:

Decent AC, considering the fact that it's overweight. The missiles have LOTS of ammo, but low attack power. That power is made up for with the chaingun. You'll be using the blade on the run a lot. The three right arm weapons are interchangeable. Good ammo in the machine gun, high firepower in the Karasawa and grenade launcher. Your pick. For some strange reason, even though I chose those boosters for looks, they work quite well with the AC. All in all, a good AC. For Intermediate to Expert.

Rating: \*\*\*\*

3.02.02 RX-79[G]Ez-8 Gundam Ez8

Name: RX-79Ez8

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-01-SRVT  
Core: XXA\_S0  
Arms: AN-201  
Legs: LN-1001B  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-T001  
Back Weapon L: WC-CN35  
Back Weapon R: WC-CN35  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WA-Finger/WG-1-KARASAWA/WG-PB26

Colors

Head:

Base: 50 50 40  
Optional: 30 00 00

Detail: 50 50 40  
Joint: 50 50 40

Core:

Base: 05 05 05  
Optional: 50 50 40  
Detail: 50 50 40  
Joint: 05 05 05

Arms:

Base: 50 50 40  
Optional: 50 50 40  
Detail: 05 05 05  
Joint: 05 05 05

Legs:

Base: 50 50 40  
Optional: 50 50 40  
Detail: 50 50 40  
Joint: 05 05 05

Description:

Not much better than the RX-79[G]. More firepower by far, but less flexibility. Use only if you're a machinegun freak.  
For Intermediate to Expert.

Rating: \*\*\*1/2

3.02.03 MS-06K Zaku Cannon

-----  
Name: Zaku C

Plus/Normal: Plus

Overweight: No

Parts

Head: HD-REDEYE  
Core: XXA\_SO  
Arms: AN-3001  
Legs: LNKS-1B46J  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WR-L24  
Back Weapon R: WC-GN230  
Arm Weapon L: N/A  
Arm Weapon R: N/A

Colors

Head:

Base: 45 35 25  
Optional: 45 35 25  
Detail: 30 00 00  
Joint: 45 35 25

Core:

Base: 45 35 25  
Optional: 45 35 25  
Detail: 40 00 00  
Joint: 45 35 25

Arms:

Base: 45 35 25  
Optional: 45 35 25  
Detail: 45 35 25  
Joint: 20 10 12

Legs:

Base: 45 35 25  
Optional: 45 35 25  
Detail: 64 64 64  
Joint: 20 10 12

Description:

Very good AC. HIGH firepower and AP. LOW ammo. You'll have a total of 39 shots. That's it. No more. And plus, you have to manually aim the rockets. So that means only 15 shots that have a chance of hitting the opponent (if you're not an expert). No blade either, so when you're out, you're dead. Don't even ATTEMPT to use this AC unless you're an expert.

For Experts only. (and I mean EXPERTS ONLY!!!)

Rating: \*\*\*\*\*

3.02.04 RGM-79[E] GM Type E

-----  
Name: GM TypeE

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-01-SRVT  
Core: XXA\_SO  
Arms: AN-101  
Legs: LN-1001-PX-0  
Generator: GBX-XL  
FCS: RATOR  
Boosters: B-VR-33  
Back Weapon L: WC-CN35  
Back Weapon R: N/A  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-MG500

Colors

Head:

Base: 20 30 30  
Optional: 00 20 00  
Detail: 20 30 30  
Joint: 00 20 00

Core:

Base: 50 00 00  
Optional: 50 00 00  
Detail: 50 50 00  
Joint: 50 00 00

Arms:

Base: 20 30 30  
Optional: 20 30 30  
Detail: 20 30 30  
Joint: 20 20 20

Legs:

Base: 50 00 00  
Optional: 20 30 30  
Detail: 20 30 30  
Joint: 20 20 20

Description:

A pretty good AC. Firing rate is a bit on the slow side. Otherwise, a good overall AC.

For Intermediate to Expert.

Rating: \*\*\*

3.02.05 RGM-79[G] GM Ground Type

-----  
Name: GM TypeG

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-01-SRVT

Core: XXA\_SO

Arms: AN-101

Legs: LN-1001-PX-0

Generator: GBX-XL

FCS: FBMB-18X

Boosters: B-VR-33

Back Weapon L: N/A

Back Weapon R: WM-S69/6

Arm Weapon L: LS-99-MOONLIGHT

Arm Weapon R: WG-AR1000/WG-B2180/WG-XF-wPPk

Colors

Head:

Base: 45 40 40

Optional: 00 00 00

Detail: 45 40 40

Joint: 00 00 00

Core:

Base: 00 00 00

Optional: 00 00 00

Detail: 50 50 00

Joint: 00 00 00

Arms:

Base: 45 40 40

Optional: 45 40 40

Detail: 45 40 40

Joint: 00 00 00

Legs:

Base: 00 00 00

Optional: 45 40 40

Detail: 45 40 40

Joint: 45 40 40

Description:

Nowhere near as good as the other GMs. An OK AC, though.

For Intermediate to Expert.

Rating: \*\*\*

3.02.06 RGM-79[G] GM Sniper

-----  
Name: GM Snipe  
Plus/Normal: Plus  
Overweight: Yes

Parts

Head: HD-01-SRVT  
Core: XXA\_SO  
Arms: AN-101  
Legs: LN-1001-PX-0  
Generator: GBX-XL  
FCS: RATOR  
Boosters: B-VR-33  
Back Weapon L: N/A  
Back Weapon R: N/A  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-1-KARASAWA

Colors

Head:

Base: 44 37 32  
Optional: 16 29 33  
Detail: 44 37 32  
Joint: 16 29 33

Core:

Base: 44 37 32  
Optional: 44 37 32  
Detail: 10 10 10  
Joint: 44 37 32

Arms:

Base: 44 37 32  
Optional: 44 37 32  
Detail: 44 37 32  
Joint: 10 10 10

Legs:

Base: 44 37 32  
Optional: 44 37 32  
Detail: 44 37 32  
Joint: 10 10 10

Description:

An OK AC, but I've made it too many times. It's getting kind of old.  
For Advanced to Expert.

Rating: \*\*\*

3.02.07 RX-75 Guntank Mass Production Type

-----  
Name: Guntank  
Plus/Normal: Normal  
Overweight: No

Parts

Head: HD-REDEYE  
Core: XCH-01  
Arms: AW-GT2000  
Legs: LC-MOS18

Generator: GBX-TL  
FCS: RATOR  
Boosters: N/A  
Back Weapon L: WC-GN230  
Back Weapon R: WC-GN230  
Arm Weapon L: N/A  
Arm Weapon R: N/A

Colors

Head:

Base: 20 20 30  
Optional: 20 20 30  
Detail: 20 20 30  
Joint: 20 20 30

Core:

Base: 20 20 30  
Optional: 20 20 30  
Detail: 20 20 30  
Joint: 20 20 30

Arms:

Base: 20 20 20  
Optional: 20 20 20  
Detail: 20 20 20  
Joint: 20 20 20

Legs:

Base: 50 00 00  
Optional: 20 20 30  
Detail: 20 20 30  
Joint: 20 20 20

Description:

A pretty good tank design. Lots of power and a sizeable amount of ammo.  
For Beginner to Expert.

Rating: \*\*\*\*

3.02.08 MS-06RD-4 Zaku II Prototype

-----  
Name: ZakuII P  
Plus/Normal: Plus  
Overweight: No

Parts

Head: HD-2002  
Core: XCH-01  
Arms: AN-201  
Legs: LN-3001C  
Generator: GBX-TL  
FCS: RATOR  
Boosters: B-VR-33  
Back Weapon L: N/A  
Back Weapon R: N/A  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-AR1000

Colors

Head:

Base: 30 00 40



Optional: 50 00 00  
Detail: 30 00 40  
Joint: 30 00 40

Core:

Base: 00 00 00  
Optional: 00 00 00  
Detail: 00 00 00  
Joint: 30 00 40

Arms:

Base: 50 30 30  
Optional: 50 30 30  
Detail: 50 30 30  
Joint: 10 10 10

Legs:

Base: 50 30 30  
Optional: 00 00 00  
Detail: 00 00 00  
Joint: 50 30 30

Description:

A good firing rate, a powerful laserblade and lots of AP. A decent AC.  
For Intermediate to Expert.

Rating: \*\*\*

3.02.09 MS-07B-3 Gouf Custom

-----  
Name: Gouf

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-2002  
Core: XXA\_SO  
Arms: AN-3001  
Legs: LN-D-8000R  
Generator: GBX-XL  
FCS: RATOR  
Boosters: B-VR-33  
Back Weapon L: WC-CN35  
Back Weapon R: N/T  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WA-Finger

Colors

Head:

Base: 30 30 50  
Optional: 30 30 50  
Detail: 50 00 00  
Joint: 30 30 50

Core:

Base: 10 10 30  
Optional: 10 10 30  
Detail: 10 10 30  
Joint: 10 10 30

Arms:

Base: 30 30 50  
Optional: 30 30 50  
Detail: 30 30 50  
Joint: 20 20 20

Legs:

Base: 30 30 50  
Optional: 10 10 30  
Detail: 00 00 00  
Joint: 00 00 00

Description:

Lots of speed, fast firing rate, great power, a wonderful AC.

Rating: \*\*\*\*1/2

3.02.10 MS-07H8 Gouf Flight Type

-----  
Name: Gouf FT  
Plus/Normal: Plus  
Overweight: Yes

Parts

Head: HD-2002  
Core: XXA\_SO  
Arms: AN-3001  
Legs: LN-D-8000R  
Generator: GBX-XL  
FCS: RATOR  
Boosters: B-VR-33  
Back Weapon L: WC-CN35  
Back Weapon R: N/T  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WA-Finger

Colors

Head:

Base: 30 30 30  
Optional: 30 30 30  
Detail: 50 00 00  
Joint: 30 30 30

Core:

Base: 00 00 00  
Optional: 00 00 00  
Detail: 00 00 00  
Joint: 00 00 00

Arms:

Base: 30 30 30  
Optional: 30 30 30  
Detail: 30 30 30  
Joint: 10 10 10

Legs:

Base: 00 00 00  
Optional: 30 30 30  
Detail: 00 00 00  
Joint: 30 30 30

Description:

Do NOT bother with this AC. It is not worth it. It's simply my Gouf design, just MUCH slower.

For NO ONE!

Rating: \*

---

### 3.03 Mobile Suit Gundam 0080: War in the Pocket

---

#### 3.03.01 RX-78NT-1 Gundam G-4 "Alex"

-----

Name: G-4 Alex

Plus/Normal: Plus

Overweight: No

##### Parts

Head: HD-G780

Core: XXA\_SO

Arms: AN-3001

Legs: LN-SSVR

Generator: GBX-XL

FCS: QX-9009

Boosters: B-VR-33

Back Weapon L: WC-CN35

Back Weapon R: WC-01QL

Arm Weapon L: LS-99-MOONLIGHT

Arm Weapon R: WA-Finger

##### Colors

Head:

Base: 50 50 50

Optional: 48 11 12

Detail: 64 50 00

Joint: 00 00 30

Core:

Base: 00 00 30

Optional: 00 00 30

Detail: 64 50 00

Joint: 25 25 25

Arms:

Base: 50 50 50

Optional: 50 50 50

Detail: 00 00 30

Joint: 15 15 15

Legs:

Base: 50 50 50

Optional: 00 00 30

Detail: 50 50 50

Joint: 50 50 50

Description:

OK AC. Pretty high AP, high ammo, high power, decent range. A bit slow, though.

For Intermediate to Expert.

Rating: \*\*\*

3.03.02 MS-06FZ Zaku Kai

-----

Name: Zaku Kai  
Plus/Normal: Plus  
Overweight: No

Parts

Head: HD-2002  
Core: XXA\_SO  
Arms: AN-3001  
Legs: LNKS-1B46J  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WC-GN230  
Back Weapon R: WR-S50  
Arm Weapon L: LS-3303  
Arm Weapon R: WG-AR1000

Colors

Head:  
Base: 18 25 18  
Optional: 18 25 18  
Detail: 25 00 00  
Joint: 18 25 18

Core:

Base: 00 05 00  
Optional: 20 00 00  
Detail: 10 10 10  
Joint: 00 05 00

Arms:

Base: 18 25 18  
Optional: 00 05 00  
Detail: 00 05 00  
Joint: 10 10 10

Legs:

Base: 18 25 18  
Optional: 00 05 00  
Detail: 00 05 00  
Joint: 17 17 17

Description:

Excellent AC. High AP, High power, and decent ammo make a very good mix.  
For Beginner to Expert.

Rating: \*\*\*\*

3.03.03 MS-14Jg Gelgoog Jaeger

-----

Name: GelgoogJ  
Plus/Normal: Plus  
Overweight: No

Parts

Head: HD-REDEYE  
Core: XCH-01  
Arms: AW-GT2000  
Legs: LNKS-1B46J  
Generator: GBX-XL

FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: N/A  
Back Weapon R: WC-IR24  
Arm Weapon L: N/A  
Arm Weapon R: N/A

Colors

Head:

Base: 50 15 15  
Optional: 50 15 15  
Detail: 10 10 20  
Joint: 50 15 15

Core:

Base: 05 05 10  
Optional: 05 05 10  
Detail: 05 05 10  
Joint: 50 15 15

Arms:

Base: 50 15 15  
Optional: 50 15 15  
Detail: 10 10 20  
Joint: 50 15 15

Legs:

Base: 50 15 15  
Optional: 50 15 15  
Detail: 10 10 20  
Joint: 10 10 20

Description:

No versatility whatsoever. Takes a pro to win with this.  
For Expert only.

Rating: \*\*\*

3.03.04 MSM-03C Hygogg

-----  
Name: Hygogg

Plus/Normal: Plus

Overweight: No

Parts

Head: HD-08-DISH  
Core: XXA\_SO  
Arms: AW-XC65  
Legs: LNKS-1B46J  
Generator: GBX-XL  
FCS: QS-9009  
Boosters: B-VR-33  
Back Weapon L: WR-S100  
Back Weapon R: WM-AT  
Arm Weapon L: N/A  
Arm Weapon R: N/A

Colors

Head:

Base: 30 30 55  
Optional: 30 30 55

Detail: 30 30 55  
Joint: 30 30 55

Core:

Base: 30 30 55  
Optional: 30 30 55  
Detail: 30 30 30  
Joint: 30 30 55

Arms:

Base: 30 30 55  
Optional: 30 30 55  
Detail: 30 30 55  
Joint: 30 30 30

Legs:

Base: 30 30 55  
Optional: 30 30 55  
Detail: 30 30 55  
Joint: 30 30 30

Description:

VERY good AC. Tons of ammo, tons of power, moderate speed. Be conservative with your energy, though.  
For Intermediate to Expert.

Rating: \*\*\*\*\*

3.03.05 MSM-07E Z'Gok-E

-----  
Name: Z'Gok-E  
Plus/Normal: Normal  
Overweight: No

Parts

Head: HD-X1487  
Core: XXA\_SO  
Arms: AW-XC5500  
Legs: LN-SSVR  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: XCS-9900  
Back Weapon R: XCS-9900  
Arm Weapon L: N/A  
Arm Weapon R: N/A

Colors

Head:

Base: 00 00 30  
Optional: 00 00 30  
Detail: 00 00 30  
Joint: 00 00 30

Core:

Base: 00 00 30  
Optional: 30 00 00  
Detail: 00 00 00  
Joint: 00 00 30

Arms:

Base: 40 40 55  
Optional: 00 00 30  
Detail: 00 00 00  
Joint: 00 00 30

Legs:

Base: 00 00 30  
Optional: 00 00 30  
Detail: 40 40 55  
Joint: 00 00 30

Description:

Ridiculously powerful. Good ammo, good speed, excellent firepower.  
For Advanced to Expert.

Rating: \*\*\*\*\*

3.03.06 RGM-79D GM Cold Climate Type

-----  
Name: GM Cold  
Plus/Normal: Plus  
Overweight: Yes

Parts

Head: HD-01-SRVT  
Core: XXA\_SO  
Arms: AN-201  
Legs: LN-1001-PX-0  
Generator: GBX-XL  
FCS: RATOR  
Boosters: B-VR-33  
Back Weapon L: WC-CN35  
Back Weapon R: WC-GN230  
Arm Weapon L: LS-3303  
Arm Weapon R: WG-MGA1

Colors

Head:

Base: 64 64 64  
Optional: 00 30 30  
Detail: 64 64 64  
Joint: 00 30 30

Core:

Base: 00 00 20  
Optional: 00 00 20  
Detail: 00 00 20  
Joint: 00 00 20

Arms:

Base: 64 64 64  
Optional: 64 64 64  
Detail: 64 64 64  
Joint: 00 00 20

Legs:

Base: 64 64 64  
Optional: 64 64 64  
Detail: 00 00 20  
Joint: 64 64 64

Description:

I LOVE THIS AC! Lots of power, fast firing rate, fast boosting speed, excellent strafing, cool color scheme... PERFECTION!

For Beginner to Expert.

Rating: \*\*\*\*\*

3.03.07 RGM-79G GM Command

-----  
Name: GM Com.

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-01-SRVT

Core: XXA\_SO

Arms: AN-201

Legs: LN-1001-PX-0

Generator: GBX-XL

FCS: FBMB-18X

Boosters: B-VR-33

Back Weapon L: N/A

Back Weapon R: WC-CN35

Arm Weapon L: LS-3303

Arm Weapon R: WG-MGA1

Colors

Head:

Base: 50 50 50

Optional: 00 30 30

Detail: 50 50 50

Joint: 00 30 30

Core:

Base: 10 00 20

Optional: 10 00 20

Detail: 10 00 20

Joint: 10 00 20

Arms:

Base: 50 50 50

Optional: 50 50 50

Detail: 50 50 50

Joint: 10 10 20

Legs:

Base: 50 50 50

Optional: 50 50 50

Detail: 10 00 20

Joint: 50 50 50

Description:

The GM Cold Climate Type minus the grenade launcher.

For Intermediate to Expert.

Rating: \*\*\*\*

3.03.08 RGM-79GS GM Command Space Type

-----  
Name: GM CST

Plus/Normal: Plus



Overweight: Yes

Parts

Head: HD-01-SRVT  
Core: XXA\_SO  
Arms: AN-201  
Legs: LN-1001-PX-0  
Generator: GBX-XL  
FCS: FBMB-18X  
Boosters: B-VR-33  
Back Weapon L: N/A  
Back Weapon R: WC-CN35  
Arm Weapon L: LS-3303  
Arm Weapon R: WG-XFwPPk/WG-MGA1

Colors

Head:

Base: 40 36 30  
Optional: 00 20 20  
Detail: 40 36 30  
Joint: 00 20 20

Core:

Base: 00 00 00  
Optional: 00 00 00  
Detail: 00 00 00  
Joint: 00 00 00

Arms:

Base: 40 36 30  
Optional: 40 36 30  
Detail: 40 36 30  
Joint: 00 00 00

Legs:

Base: 40 36 30  
Optional: 40 36 30  
Detail: 00 00 00  
Joint: 40 36 30

Description:

The GM Command plus a laser rifle.  
For Intermediate to Expert.

Rating: \*\*\*

3.03.09 RGM-79SP GM Sniper II

-----  
Name: GMSnipeII

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-01-SRVT  
Core: XXA\_SO  
Arms: AN-201  
Legs: LN-1001-PX-0  
Generator: GBX-XL  
FCS: RATOR  
Boosters: B-VR-33  
Back Weapon L: N/A  
Back Weapon R: WC-CN35

Arm Weapon L: LS-99-MOONLIGHT

Arm Weapon R: WG-XFwPPk/WG-MGA1/WG-RF/5/WG-1-KARASAWA

Colors

Head:

Base: 30 30 40

Optional: 00 40 00

Detail: 30 30 40

Joint: 00 40 00

Core:

Base: 00 00 20

Optional: 00 00 20

Detail: 00 00 20

Joint: 00 00 20

Arms:

Base: 30 30 40

Optional: 30 30 40

Detail: 30 30 40

Joint: 30 30 30

Legs:

Base: 30 30 40

Optional: 30 30 40

Detail: 00 00 20

Joint: 30 30 40

Description:

Lots of power, long range, decent ammo. A great GM in my opinion.  
For Beginner to Expert.

Rating: \*\*\*\*\*

3.03.10 MS-09RII Rick Dom II

-----  
Name: RickDomII

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-2002

Core: XCH-01

Arms: AN-3001

Legs: LN-3001

Generator: GBX-TL

FCS: RATOR

Boosters: B-VR-33

Back Weapon L: WR-L24

Back Weapon R: WC-SPGUN

Arm Weapon L: N/A

Arm Weapon R: WG-B2180

Colors

Head:

Base: 00 00 10

Optional: 50 00 00

Detail: 00 30 00

Joint: 00 00 10

Core:

Base: 30 30 30  
Optional: 00 00 10  
Detail: 00 00 10  
Joint: 00 00 10

Arms:

Base: 30 30 40  
Optional: 00 00 10  
Detail: 30 30 40  
Joint: 00 00 10

Legs:

Base: 00 00 10  
Optional: 30 30 40  
Detail: 00 00 10  
Joint: 30 30 40

Description:

VERY bad weapons mix. Hope you have good aim.  
For Advanced to Expert.

Rating: \*\*\*

3.03.11 MS-18E Kampfer

-----  
Name: Kampher  
Plus/Normal: Plus  
Overweight: Yes

Parts

Head: HD-REDEYE  
Core: XCH-01  
Arms: AN-3001  
Legs: LNKS-1B46J  
Generator: GBX-XL  
FCS: FBMB-18X  
Boosters: B-VR-33  
Back Weapon L: N/A  
Back Weapon R: WC-CN35  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-HG512/WG-B2180

Colors

Head:

Base: 00 00 30  
Optional: 00 00 30  
Detail: 30 00 30  
Joint: 00 00 30

Core:

Base: 00 00 30  
Optional: 20 20 20  
Detail: 20 20 20  
Joint: 00 00 30

Arms:

Base: 00 00 30  
Optional: 00 00 30  
Detail: 00 00 30  
Joint: 20 20 20

Legs:

Base: 00 00 30  
Optional: 20 20 20  
Detail: 20 20 20  
Joint: 20 20 20

Description:

Another one of my favorite designs. With lots of ammo, AP, and a decent firing rate, this AC is perfect for tormenting your enemies. The shotgun will keep your enemies at bay, since it's strong as all get-out and has a wonderful stun effect. The bazooka doesn't work so well with this design, but to each his own. The bazooka just isn't my style.  
For Intermediate to Expert.

Rating: \*\*\*\*\*

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3.04 Mobile Suit Gundam 0083: Stardust Memories

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3.04.01 MS-06F2 Zaku II Type F2

-----  
Name: ZakuII F2  
Plus/Normal: Plus  
Overweight: No

Parts

Head: HD-2002  
Core: XXA\_SO  
Arms: AN-D-7001  
Legs: LNKS-1B46J  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33

Short-range Setup

Back Weapon L: WR-M790  
Back Weapon R: WM-T0100  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-PB26

Mid-range Setup

Back Weapon L: WR-L24  
Back Weapon R: WM-S60/6  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-AR1000

Long-range Setup

Back Weapon L: WC-CM35  
Back Weapon R: WM-SMSS24  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-PB26

Colors

Head:

Base: 35 40 30  
Optional: 35 40 30  
Detail: 40 30 30  
Joint: 35 40 30

Core:

Base: 20 20 20  
Optional: 00 00 00

Detail: 20 20 20  
Joint: 20 20 20

Arms:

Base: 35 40 30  
Optional: 35 40 30  
Detail: 20 20 20  
Joint: 20 20 20

Legs:

Base: 35 40 30  
Optional: 00 00 00  
Detail: 20 20 20  
Joint: 35 40 30

Description:

Pretty good AC, if I do say so myself. They all have great ammo, firepower, and flexibility. Just a bit slow, though. From Beginner to Expert.

Rating: \*\*\*\*\*1/2

3.04.02 MS-14F Gelgoog Marine

-----  
Name: GelgoogM

Plus/Normal: Plus

Overweight: No

Parts

Head: HD-X1487  
Core: XCH-01  
Arms: AN-3001  
Legs: LNKS-1B46J  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WC-CN35  
Back Weapon R: WC-CN35  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WA-Finger

Colors

Head:

Base: 10 10 20  
Optional: 10 10 20  
Detail: 10 10 20  
Joint: 10 10 20

Core:

Base: 25 27 17  
Optional: 25 27 17  
Detail: 25 27 17  
Joint: 25 27 17

Arms:

Base: 10 10 20  
Optional: 10 10 20  
Detail: 10 10 20  
Joint: 10 10 30

Legs:

Base: 10 10 20  
Optional: 10 10 20  
Detail: 05 00 10  
Joint: 10 10 30

Description:

Super machinegun man, go! Lots o' ammo. Lots o' AP. No speed, decent power. Well-rounded (in my opinion). Try it.  
For Beginner to Expert.

Rating: \*\*\*1/2

3.04.03 RX-78GP01 Gundam "Zephyranthes"

-----  
Name: Zephyran  
Plus/Normal: Plus  
Overweight: No

Parts

Head: HD-G780  
Core: XXA\_SO  
Arms: AN-25  
Legs: LN-1001B  
Generator: GBX-XL  
FCS: RATOR  
Boosters: B-VR-33  
Back Weapon L: WC-01QL  
Back Weapon R: WC-CN35  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WA-Finger

Colors

Head:

Base: 50 50 50  
Optional: 48 11 12  
Detail: 50 50 50  
Joint: 50 50 50

Core:

Base: 00 20 40  
Optional: 00 20 40  
Detail: 55 40 00  
Joint: 48 11 12

Arms:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 50 50 50  
Joint: 10 10 10

Legs:

Base: 48 11 12  
Optional: 50 50 50  
Detail: 00 00 00  
Joint: 50 50 50

Description:

Decent AC. Good mix between far and wide.  
For Beginner to Expert.

Rating: \*\*\*\*

### 3.04.04 RX-78GP01-Fb Gundam Full Vernian "Zephyranthes"

-----  
Name: ZephyrFV  
Plus/Normal: Plus  
Overweight: Yes

#### Parts

Head: HD-G780  
Core: XXA\_SO  
Arms: AN-25  
Legs: LN-501  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WC-IR24  
Back Weapon R: WC-CN35  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-1-KARASAWA

#### Colors

##### Head:

Base: 50 50 50  
Optional: 48 11 12  
Detail: 50 50 50  
Joint: 00 00 00

##### Core:

Base: 00 20 40  
Optional: 48 11 12  
Detail: 55 40 00  
Joint: 50 50 50

##### Arms:

Base: 00 20 40  
Optional: 50 50 50  
Detail: 50 50 50  
Joint: 10 10 10

##### Legs:

Base: 50 50 50  
Optional: 48 11 12  
Detail: 48 11 12  
Joint: 10 10 10

#### Description:

Quite a bit better than the regular Zephyranthes. It's much faster, so you'll find the chain gun quite useful, should you run out of energy. Ammo's not too high, but the power makes up for the ammo greatly. Quite a useful AC indeed. For Beginner to Expert.

Rating: \*\*\*\*1/2

### 3.04.05 RX-78GP02A Gundam "Physalis"

-----  
Name: Physalis  
Plus/Normal: Plus  
Overweight: No

#### Parts

Head: HD-G780

Core: XCH-01  
Arms: AN-3001  
Legs: LN-3001C  
Generator: GBX-TL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: N/A  
Back Weapon R: WM-AT  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WA-Finger

Colors

Head:

Base: 40 30 30  
Optional: 40 30 30  
Detail: 10 10 10  
Joint: 00 00 00

Core:

Base: 00 00 25  
Optional: 00 00 25  
Detail: 00 00 25  
Joint: 48 11 12

Arms:

Base: 40 30 30  
Optional: 10 10 10  
Detail: 40 30 30  
Joint: 10 10 10

Legs:

Base: 40 30 30  
Optional: 48 11 12  
Detail: 40 30 30  
Joint: 00 00 00

Description:

HIGH power, even if you don't know how to bladewave that well. But with it's slow speed, it could be just a "strategic" threat in the wrong hands.

For Intermediate to Expert.

Rating: \*\*\*\*\*

3.04.06 RX-78GP03S Gundam "Dendrobium Stamen"

-----  
Name: Stamen

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-G780  
Core: XXA\_SO  
Arms: AN-201  
Legs: LN-D-8000R  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: N/A  
Back Weapon R: WC-GN230  
Arm Weapon L: LS-99-MOONLIGHT



Arm Weapon R: WG-1-KARASAWA

Colors

Head:

Base: 50 50 50  
Optional: 48 11 12  
Detail: 50 50 50  
Joint: 00 00 00

Core:

Base: 00 00 20  
Optional: 48 11 12  
Detail: 55 40 00  
Joint: 50 50 50

Arms:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 50 50 50  
Joint: 05 05 05

Legs:

Base: 50 50 50  
Optional: 00 00 20  
Detail: 50 50 50  
Joint: 05 05 05

Description:

Good speed and power, low ammo. Must be a darn good shot to win.  
For Intermediate to Expert.

Rating: \*\*\*\*

3.04.07 RGC-83 GM Cannon II

-----  
Name: GMCanonII

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-01-SRVT  
Core: XCH-01  
Arms: AN-863-8  
Legs: LN-SSVR  
Generator: GBX-TL  
FCS: TRYX-QUAD  
Boosters: B-VR-33  
Back Weapon L: WC-IR24  
Back Weapon R: WC-IR24  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-RFM118

Colors

Head:

Base: 40 40 60  
Optional: 00 30 50  
Detail: 40 40 60  
Joint: 40 40 60

Core:

Base: 22 20 18

Optional: 22 20 18  
Detail: 50 50 00  
Joint: 40 40 60

Arms:

Base: 22 20 18  
Optional: 22 20 18  
Detail: 22 20 18  
Joint: 40 40 60

Legs:

Base: 22 20 18  
Optional: 40 40 60  
Detail: 40 40 60  
Joint: 22 20 18

Description:

This is one SLOW AC. Mobility might as well be nil. However, it generates a decent amount of the attack power with the cannons. The rifle is a basic finishing weapon, and I really doubt you'll really want to get close enough to blade anyone with this one.

Rating: \*\*\*

3.04.08 RGM-79C GM Kai

-----  
Name: GM Kai

Plus/Normal: Plus

Overweight: No/Yes

Parts

Head: HD-01-SRVT  
Core: XXA-SO  
Arms: AN-101  
Legs: LN-D-8000R  
Generator: GBX-XL  
FCS: RATOR  
Boosters: B-P351  
Back Weapon L: WC-CN35  
Back Weapon R: N/A  
Arm Weapon L: LS-3303  
Arm Weapon R: WG-MGA1/WG-P826

Colors

Head:

Base: 50 50 46  
Optional: 30 30 50  
Detail: 50 50 46  
Joint: 30 30 50

Core:

Base: 50 00 00  
Optional: 50 00 00  
Detail: 50 30 00  
Joint: 50 50 46

Arms:

Base: 50 50 46  
Optional: 50 50 46  
Detail: 50 00 00  
Joint: 30 30 30

Legs:

Base: 50 50 46  
Optional: 50 50 46  
Detail: 50 50 46  
Joint: 50 00 00

Description:

I, um...actually like this AC. I'm not too fond of the double machine gun combination, but the grenade launcher matched with the chain gun and the ls-3303 can work wonders on the enemy. I'm not too sure about this AC in the arena as it does have limited ammo, but it'll definitely prove to be useful to someone.

For Intermediate to Expert.

Rating: \*\*

3.04.09 RGM-79C Powered GM

-----  
Name: Power GM

Plus/Normal: Plus

Overweight: No/Yes

Parts

Head: HD-REDEYE  
Core: XXA-S0  
Arms: AN-201  
Legs: LN-1001B  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WC-CN35  
Back Weapon R: N/A  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-MG500/WG-P826

Colors

Head:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 00 30 50  
Joint: 00 30 50

Core:

Base: 30 20 00  
Optional: 20 00 00  
Detail: 64 64 00  
Joint: 30 20 00

Arms:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 50 50 50  
Joint: 20 20 26

Legs:

Base: 30 20 00  
Optional: 50 50 50  
Detail: 50 50 50  
Joint: 30 20 00

Description:

Meh... This one ain't great, but it'll get the job done. Defense's not great, and neither is the attack power, but it's great for the blade-happy pilots. I personally don't like it, but maybe someone will. For Advanced to Expert.

Rating: \*\*1/2

3.04.10 RGM-79N GM Custom

-----  
Name: GMCustom

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-REDEYE

Core: XXA-S0

Arms: AN-25

Legs: LN-501

Generator: GBX-XL

FCS: RATOR

Boosters: B-P351

Back Weapon L: WC-CN35

Back Weapon R: N/A

Arm Weapon L: LS-99-MOONLIGHT

Arm Weapon R: WG-RF/S

Colors

Head:

Base: 30 30 40

Optional: 30 30 40

Detail: 30 14 00

Joint: 30 14 00

Core:

Base: 30 30 40

Optional: 30 30 40

Detail: 30 14 00

Joint: 30 30 40

Arms:

Base: 30 30 40

Optional: 30 30 40

Detail: 30 30 40

Joint: 20 20 26

Legs:

Base: 30 30 40

Optional: 30 30 40

Detail: 30 30 40

Joint: 20 20 26

Description:

This is a VERY under-equipped AC. But, believe it or not, I like it. It has excellent speed, which does compensate pretty well for its lack of firepower. You'll really want to make all your shots count with this one. For Experts.

Rating: \*\*\*

3.04.11 RGM-79Q GM Quel

-----  
Name: GM Quel  
Plus/Normal: Plus  
Overweight: Yes

Parts

Head: HD-REDEYE  
Core: XXA-S0  
Arms: AN-25  
Legs: LN-501  
Generator: GBX-XL  
FCS: RATOR  
Boosters: B-P351  
Back Weapon L: WC-CN35  
Back Weapon R: N/A  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-RF/S/WG-XFwPPk

Colors

Head:

Base: 30 20 40  
Optional: 30 20 40  
Detail: 30 14 00  
Joint: 30 14 00

Core:

Base: 00 00 10  
Optional: 00 00 10  
Detail: 50 50 00  
Joint: 30 20 40

Arms:

Base: 30 20 40  
Optional: 30 20 40  
Detail: 30 20 40  
Joint: 20 20 30

Legs:

Base: 30 20 40  
Optional: 30 20 40  
Detail: 00 00 10  
Joint: 20 20 30

Description:

Same design as the GM Custom, except for the new color scheme and the optional addition of the laser rifle. I personally prefer the laser rifle to the sniper rifle, as it has faster velocity. A pretty good design, I think.

For Intermediate to Expert.

Rating: \*\*\*1/2

3.04.12 AGX-04 Gerbera Tetra

-----  
Name: GerberaT

Plus/Normal: Normal

Overweight: Yes

Parts

Head: HD-REDEYE  
Core: XCA-00  
Arms: AN-863-8

Legs: LN 502  
Generator: GBG-XR  
FCS: FBM8-18X  
Boosters: B-VR-33  
Back Weapon L: N/A  
Back Weapon R: N/A  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-1-KARASAWA

Colors

Head:

Base: 50 10 10  
Optional: 50 10 10  
Detail: 30 30 00  
Joint: 50 50 10

Core:

Base: 50 10 10  
Optional: 50 10 10  
Detail: 50 10 10  
Joint: 50 10 10

Arms:

Base: 50 10 10  
Optional: 50 10 10  
Detail: 50 10 10  
Joint: 20 20 30

Legs:

Base: 50 10 10  
Optional: 50 10 10  
Detail: 50 10 10  
Joint: 20 20 30

Description:

And coming up next, it's ATTACK...of the broken weapons. If you're looking for the most over-powered weapons ever placed in the game, then hey, you've got your AC. It's fast, ridiculously powerful for its limited ammo, and it's...pink. Yeah, that's right. Pink. Ya wanna fight about it?

For Advanced to Expert.

Rating: \*\*\*

3.04.13 MS-09F/trop Dom Tropen

Name: Dom Trop

Plus/Normal: Plus

Overweight: No/No/No/Yes

Parts

Head: HD-2002  
Core: XCH-01  
Arms: AN-3001  
Legs: LN-3001C  
Generator: GBX-TL  
FCS: RATOR  
Boosters: B-T2  
Back Weapon L: WC-SPGUN  
Back Weapon R: N/A  
Arm Weapon L: LS-99-MOONLIGHT

Colors

Head:

Base: 10 00 20  
Optional: 16 00 00  
Detail: 50 50 00  
Joint: 10 00 20

Core:

Base: 10 00 20  
Optional: 10 00 20  
Detail: 10 00 20  
Joint: 16 00 00

Arms:

Base: 46 00 60  
Optional: 16 00 00  
Detail: 10 00 20  
Joint: 20 20 30

Legs:

Base: 46 00 60  
Optional: 10 00 20  
Detail: 10 00 20  
Joint: 10 00 20

Description:

This is a strange AC, to say the least. It's big and heavy. It is rather versatile since it can carry a machine gun with a great firing rate, or one of the three bazookas (well, one's labeled "grenade launcher", if you wanna be picky) on the game. Each is also paired with an energy slug gun and the moonlight. Very strange combination, but it works quite well. Use often.

For Intermediate to Expert.

Rating: \*\*\*\*

3.04.14 MS-14Fs Gelgoog Marine Commander Type

Name: GelgoogM

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-REDEYE  
Core: XCH-01  
Arms: AN-863-8  
Legs: LNKS-1846J  
Generator: GBX-TL  
FCS: RATOR  
Boosters: B-P351  
Back Weapon L: WC-CN35  
Back Weapon R: N/A  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-1-KARASAWA

Colors

Head:

Base: 50 36 00  
Optional: 50 36 00

Detail: 64 34 34  
Joint: 00 00 00

Core:

Base: 40 00 60  
Optional: 40 00 60  
Detail: 40 00 60  
Joint: 30 30 30

Arms:

Base: 50 36 00  
Optional: 50 36 00  
Detail: 50 36 00  
Joint: 30 30 30

Legs:

Base: 40 00 60  
Optional: 50 36 00  
Detail: 50 36 00  
Joint: 30 30 30

Description:

Ok. Yet another Gelgoog. This one is faster than the first, and it has the Karasawa. Other than that, nothing has really changed.  
For Beginner to Expert.

Rating: \*\*

3.04.15 YMS-16M Xamel

-----  
Name: Xamel

Plus/Normal: Normal

Overweight: No

Parts

Head: HD-2002  
Core: XCH-01  
Arms: AN-3001  
Legs: LN-3001C  
Generator: GBX-XL  
FCS: RATOR  
Boosters: B-P351  
Back Weapon L: XM-X201  
Back Weapon R: WC-GN230  
Arm Weapon L: N/A  
Arm Weapon R: WG-MGA1

Colors

Head:

Base: 50 36 00  
Optional: 50 36 00  
Detail: 64 00 00  
Joint: 50 36 00

Core:

Base: 50 36 00  
Optional: 50 36 00  
Detail: 50 36 00  
Joint: 50 36 00

Arms:



Base: 50 36 00  
Optional: 50 36 00  
Detail: 50 36 00  
Joint: 50 36 00

Legs:

Base: 50 36 00  
Optional: 50 36 00  
Detail: 50 36 00  
Joint: 20 20 30

Description:

This would be a great support AC, if this game supported Co-op gaming... However, even without co-op, this AC can hold its own. It can move very well for its bulk. The missiles fire quite well from a distance, and are quite handy for use as a secondary weapon while changing positions. The MGA won't be used much, but it'll work as a finisher. A pretty good all around AC.

For Intermediate to Expert.

Rating: \*\*\*\*1/2

---

3.05 Mobile Suit Gundam Z (Zeta)

---

3.05.01 MSZ-006 Zeta Gundam

-----  
Name: Z Gundam  
Plus/Normal: Plus  
Overweight: Yes

Parts

Head: HD-G780  
Core: XXA\_SO  
Arms: AN-201  
Legs: LN-101-PX-0  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WC-GN230  
Back Weapon R: WC-XC8000  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WA-Finger

Colors

Head:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 64 50 00  
Joint: 40 00 00

Core:

Base: 00 00 25  
Optional: 40 00 00  
Detail: 64 50 00  
Joint: 50 50 50

Arms:

Base: 00 00 25  
Optional: 40 00 00

Detail: 50 50 50  
Joint: 10 10 10

Legs:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 40 00 00  
Joint: 00 00 25

Description:

An OK AC design. Nothing really outstanding about it, other than the fact that it has lots of power.  
For Intermediate to Expert.

Rating: \*\*\*

3.05.02 RX-178 Gundam Mark II

-----  
Name: Mark II  
Plus/Normal: Plus  
Overweight: Yes

Parts

Head: HD-G780  
Core: XXA\_SO  
Arms: AN-25  
Legs: LN-1001B  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WR-L24  
Back Weapon R: WC-01QL  
Arm Weapon L: LS-200G  
Arm Weapon R: WA-Finger

Colors

Head:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 64 50 00  
Joint: 40 00 00

Core:

Base: 05 05 05  
Optional: 40 00 00  
Detail: 64 50 00  
Joint: 05 05 05

Arms:

Base: 50 50 50  
Optional: 20 20 30  
Detail: 64 36 00  
Joint: 20 20 30

Legs:

Base: 40 00 00  
Optional: 50 50 50  
Detail: 64 36 00  
Joint: 20 20 30

Description:

Pretty strong. Sizable amount of ammo. Another well-rounded AC.  
For Intermediate to Expert.

Rating: \*\*\*\*1/2

### 3.05.03 RX-178+FXA-05D Super Gundam

-----

Name: Super G  
Plus/Normal: Plus  
Overweight: Yes

#### Parts

Head: HD-G780  
Core: XXA\_SO  
Arms: AN-25  
Legs: LN-1001B  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WC-CN35  
Back Weapon R: WM-SMSS24  
Arm Weapon L: LS-200G  
Arm Weapon R: WG-1-KARASAWA

#### Colors

##### Head:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 64 50 00  
Joint: 40 00 00

##### Core:

Base: 05 05 05  
Optional: 40 00 00  
Detail: 64 50 00  
Joint: 05 05 05

##### Arms:

Base: 50 50 50  
Optional: 20 20 30  
Detail: 64 36 00  
Joint: 20 20 30

##### Legs:

Base: 40 00 00  
Optional: 50 50 50  
Detail: 64 36 00  
Joint: 20 20 30

##### Description:

A bit better than the Mark II. Slightly less ammo, much more power,  
much less balance.  
For Intermediate to Expert.

Rating: \*\*\*\*1/2

### 3.05.04 MRX-009 Psycho Gundam

-----

Name: Psycho G  
Plus/Normal: Plus  
Overweight: Yes

Parts

Head: HD-G780  
Core: XXA\_SO  
Arms: AN-101  
Legs: LN-D-8000R  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WC-SPGUN  
Back Weapon R: WC-01QL  
Arm Weapon L: N/A  
Arm Weapon R: WA-Finger

Colors

Head:

Base: 05 05 05  
Optional: 05 05 05  
Detail: 64 50 00  
Joint: 50 50 50

Core:

Base: 05 05 05  
Optional: 40 00 00  
Detail: 64 50 00  
Joint: 05 05 05

Arms:

Base: 05 05 05  
Optional: 05 05 05  
Detail: 05 05 05  
Joint: 40 40 40

Legs:

Base: 05 05 05  
Optional: 05 05 05  
Detail: 40 00 00  
Joint: 05 05 05

Description:

Lots of ammo, not much power, not much speed, no blade. Not too good of an AC.

Rating: \*\*\*

3.05.05 MRX-010 Psycho Gundam Mark II

-----  
Name: Mark II P  
Plus/Normal: Plus  
Overweight: Yes

Parts

Head: HD-G780  
Core: XXA\_SO  
Arms: AN-3001  
Legs: LN-1001B  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WC-SPGUN  
Back Weapon R: WC-XP4000  
Arm Weapon L: LS-99-MOONLIGHT

Arm Weapon R: WA-Finger

Colors

Head:

Base: 25 05 05

Optional: 25 05 05

Detail: 64 50 00

Joint: 40 00 00

Core:

Base: 25 05 05

Optional: 00 00 25

Detail: 40 00 00

Joint: 25 05 05

Arms:

Base: 25 05 05

Optional: 25 05 05

Detail: 00 00 25

Joint: 40 40 40

Legs:

Base: 00 00 25

Optional: 25 05 05

Detail: 64 50 00

Joint: 25 05 05

Description:

Slightly more powerful than the Psycho. Otherwise, it's just a redesigned Psycho.

Rating: \*\*\*

3.05.06 PMX-003 The O

-----  
Name: The O

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-REDEYE

Core: XCH-01

Arms: AN-3001

Legs: LN-3001C

Generator: GBX-TL

FCS: RATOR

Boosters: B-VR-33

Back Weapon L: M118-TD

Back Weapon R: M118-TD

Arm Weapon L: LS-99-MOONLIGHT

Arm Weapon R: WG-1-KARASAWA

Colors

Head:

Base: 43 36 20

Optional: 46 36 20

Detail: 50 34 44

Joint: 46 36 20

Core:

Base: 46 36 20

Optional: 46 36 20  
Detail: 46 36 20  
Joint: 46 36 20

Arms:

Base: 46 36 20  
Optional: 46 36 20  
Detail: 46 36 20  
Joint: 10 10 10

Legs:

Base: 46 36 20  
Optional: 46 36 20  
Detail: 46 36 20  
Joint: 46 36 20

Description:

Lots of range, lots of power, lots of ammo, lots of AP; the only area this AC lacks in is speed, and even that is made up with for the heavy generator. It is overweight, though if you remove one of the ammo packs, he won't be. But then you only have 75 KARASAWA shots instead of 100. Your choice.  
For Intermediate to Expert.

Rating: \*\*\*\*\*

3.05.07 MSA-003 Nemo

-----  
Name: Nemo

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-ZERO  
Core: XCL-01  
Arms: AN-101  
Legs: LN-D-8000R  
Generator: GBX-XL  
FCS: RATOR  
Boosters: B-T2  
Back Weapon L: WC-CN35  
Back Weapon R: N/A  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-XFwPPk

Colors

Head:

Base: 00 00 10  
Optional: 00 20 20  
Detail: 00 20 20  
Joint: 00 00 00

Core:

Base: 00 00 10  
Optional: 00 00 10  
Detail: 50 50 00  
Joint: 00 00 10

Arms:

Base: 00 20 20  
Optional: 00 20 20

Detail: 00 00 10  
Joint: 20 20 30

Legs:

Base: 00 20 20  
Optional: 00 00 10  
Detail: 00 00 10  
Joint: 00 00 10

Description:

Yet another rifle/moonlight/chain gun setup. I'm getting pretty tired of making these.  
For Beginner to Expert.

Rating: \*\*

3.05.08 MSK-008 Dijeh

-----  
Name: Dijeh  
Plus/Normal: Plus  
Overweight: No

Parts

Head: HD-REDEYE  
Core: XXA-SO  
Arms: AN-25  
Legs: LN-3001  
Generator: GBX-XL  
FCS: RATOR  
Boosters: B-VR-33  
Back Weapon L: WC-CN35  
Back Weapon R: N/A  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-1-KARASAWA/WG-B2120

Colors

Head:

Base: 00 33 50  
Optional: 00 33 50  
Detail: 40 20 20  
Joint: 00 33 50

Core:

Base: 00 00 10  
Optional: 30 00 00  
Detail: 40 40 00  
Joint: 00 00 10

Arms:

Base: 00 33 50  
Optional: 00 33 50  
Detail: 00 33 50  
Joint: 30 30 30

Legs:

Base: 00 33 50  
Optional: 00 00 10  
Detail: 00 00 10  
Joint: 00 00 10

Description:

Same rifle/moonlight/chain gun combo, but on a much better frame. This AC makes good use of light and heavy armor, as well as a variety of weapon options. Same combo + better defense = decent AC. For Intermediate to Expert.

Rating: \*\*\*1/2

3.05.09 MSN-00100 Hyaku Shiki

-----  
Name: Hyaku S

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-REDEYE

Core: XCL-01

Arms: AN-201

Legs: LN-1001-PX-0

Generator: GBX-XL

FCS: RATOR

Boosters: B-P351

Back Weapon L: WC-CN35

Back Weapon R: N/A

Arm Weapon L: LS-99-MOONLIGHT

Arm Weapon R: WG-1-KARASAWA/WG-2120

Colors

Head:

Base: 36 36 00

Optional: 36 36 00

Detail: 00 00 00

Joint: 00 00 00

Core:

Base: 00 00 10

Optional: 00 00 10

Detail: 36 36 00

Joint: 00 00 10

Arms:

Base: 36 36 00

Optional: 36 36 00

Detail: 36 36 00

Joint: 00 00 10

Legs:

Base: 36 36 00

Optional: 36 36 00

Detail: 00 00 10

Joint: 00 00 10

Description:

Take the Dijeh, make it lighter and faster, and this is the product of your hard work. Defense is so-so, but the speed combined with the weaponry make this machine pretty lethal. However, be warned...this is not the best AC to fight toe-to-toe with. If you're not careful, you will find yourself getting destroyed by even a slightly more powerful machine. For Advanced to Expert.

Rating: \*\*\*\*1/2



3.05.10 RGM-79R (RGM-179) GM II

-----

Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.05.11 RMS-099 (MSA-099) Rick Dias

-----

Name: RickDias

Plus/Normal: Plus

Overweight: No

Parts

Head: HD-2002

Core: XCH-01

Arms: AN-3001

Legs: LNKS-1846J

Generator: GBX-XL

FCS: RATOR

Boosters: B-VR-33  
Back Weapon L: WC-CN35  
Back Weapon R: N/A  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-XP2000/WG-B2120

Colors

Head:

Base: 00 00 00  
Optional: 30 00 00  
Detail: 20 40 30  
Joint: 00 00 00

Core:

Base: 00 00 00  
Optional: 10 00 15  
Detail: 10 00 15  
Joint: 20 20 30

Arms:

Base: 10 00 15  
Optional: 10 00 15  
Detail: 10 00 15  
Joint: 20 20 30

Legs:

Base: 10 00 15  
Optional: 20 20 30  
Detail: 00 00 00  
Joint: 00 00 00

Description:

This is at best a decent AC. Moves pretty slowly, and the energy pistol is pretty much useless, but it is very defensively sound.  
For Intermediate to Expert.

Rating: \*\*\*

3.05.12 MS-07H Gouf Flight Test Type

Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:  
Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.05.13 RGC-80 GM Cannon

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.05.14 RGM-79SC GM Sniper Custom

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.05.15 RMS-106 Hi-Zack

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.05.16 RMS-117 Galbaldy B

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.05.17 RMV-1 Guntank II

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:  
Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.05.18 RX-77-3 Guncannon Heavy Arms Type

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.05.19 MS-06E Zaku Reconnaissance Type

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:



Rating:

3.05.20 MS-06M (MSM-01) Zaku Marine Type

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.05.21 MS-11 Action Zaku

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.05.22 NRX-044 Asshimar

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:  
Optional:

Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.05.23 ORX-005 Gaplant

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.05.24 PMX-000 Messala

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.05.25 PMX-001 Pallas Athene

Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.05.26 PMX-002 Bolinoak Samaan

Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.05.27 RMS-106CS Hi-Zack Custom

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:  
Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.05.28 RMS-108 Marasai

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.05.29 RMS-154 Barzam

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:



Rating:

3.05.30 RX-110 Gabthley

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.05.31 RX-139 Hambrabi

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.05.32 RX-160 Byarlant

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:  
Optional:

Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.05.33 AMX-003 (MMT-1) Gaza-C

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.05.34 AMX-004 Qubeley

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

---

3.06 Mobile Suit Gundam ZZ (Double Zeta)

---

3.06.01 MSZ-010 Gundam Double Zeta

-----

Name: Double Z

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-G780

Core: XXA\_SO

Arms: AN-K1

Legs: LN-1001

Generator: GBX-XL

FCS: RATOR

Boosters: B-VR-33

Back Weapon L: WM-MVG802

Back Weapon R: WC-WC8000

Arm Weapon L: LS-99-MOONLIGHT

Arm Weapon R: WA-Finger

Colors

Head:

Base: 50 55 50

Optional: 45 00 00

Detail: 64 60 00

Joint: 50 55 50

Core:

Base: 00 00 25

Optional: 45 00 00

Detail: 64 60 00

Joint: 00 00 25

Arms:

Base: 00 00 25

Optional: 50 55 50

Detail: 45 00 00

Joint: 30 30 30

Legs:

Base: 50 55 50

Optional: 00 00 25

Detail: 45 00 00

Joint: 50 55 50

Description:

Great AC. High ammo, long range, pretty strong. Very good indeed.  
For Beginner to Expert.

Rating: \*\*\*\*

3.06.02 MSZ-010S Enhanced ZZ Gundam

-----

Name: ZZ Enhan

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-G780  
Core: XXA\_SO  
Arms: AN-K1  
Legs: LN-1001B  
Generator: GBX-XL  
FCS: RATOR  
Boosters: B-VR-33  
Back Weapon L: WM-MVG802  
Back Weapon R: WC-WC8000  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WA-Finger

Colors

Head:

Base: 50 64 50  
Optional: 45 00 00  
Detail: 64 60 00  
Joint: 50 64 50

Core:

Base: 00 00 25  
Optional: 45 00 00  
Detail: 64 60 00  
Joint: 00 00 25

Arms:

Base: 00 00 25  
Optional: 50 64 50  
Detail: 45 00 00  
Joint: 30 30 30

Legs:

Base: 50 64 50  
Optional: 00 00 25  
Detail: 45 00 00  
Joint: 50 64 50

Description:

Not much different than the ZZ. Slightly more speed and AP. OK design.  
For Intermediate to Expert.

Rating: \*\*\*\*

3.06.03 FA-010S Full Armor Enhanced ZZ Gundam

-----  
Name: ZZ FA En  
Plus/Normal: Plus  
Overweight: Yes

Parts

Head: HD-G780  
Core: XXA\_SO  
Arms: AN-K1  
Legs: LN-SSVR  
Generator: GBX-XL  
FCS: RATOR  
Boosters: B-VR-33  
Back Weapon L: WC-01QL  
Back Weapon R: WM-MVG802  
Arm Weapon L: LS-99-MOONLIGHT

Arm Weapon R: WG-XFwPPk

Head:

Base: 50 64 50  
Optional: 45 00 00  
Detail: 64 60 00  
Joint: 50 64 50

Core:

Base: 00 00 25  
Optional: 45 00 00  
Detail: 64 60 00  
Joint: 00 00 25

Arms:

Base: 00 00 25  
Optional: 50 64 50  
Detail: 45 00 00  
Joint: 30 30 30

Legs:

Base: 50 64 50  
Optional: 00 00 25  
Detail: 45 00 00  
Joint: 50 64 50

Description:

Much stronger than its predecessors. Lots more AP and ammo, too. Much slower, though.  
For Beginner to Expert.

Rating: \*\*\*\*

3.06.04 RGM-86R GM III

Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:  
Optional:  
Detail:  
Joint:

Core:

Base:  
Optional:  
Detail:  
Joint:

Arms:

Base:  
Optional:  
Detail:  
Joint:

Legs:

Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.06.05 AMA-01X Jamru Fin

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:  
Optional:  
Detail:  
Joint:

Core:

Base:  
Optional:  
Detail:  
Joint:

Arms:

Base:  
Optional:  
Detail:  
Joint:

Legs:



Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.06.06 AMX-004-2 Qubeley Mark II  
-----

Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.06.07 AMX-004-3 Qubeley Mark III  
-----

Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.06.08 AMX-004G (AMX-017) Qubeley Mass Production Type

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.06.09 AMX-006 Gaza-D

-----

Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:  
Optional:  
Detail:  
Joint:

Arms:

Base:  
Optional:  
Detail:  
Joint:

Legs:

Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.06.10 AMX-008 Ga-Zowm

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:  
Optional:  
Detail:  
Joint:

Core:

Base:  
Optional:  
Detail:  
Joint:

Arms:

Base:  
Optional:  
Detail:  
Joint:

Legs:

Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.06.11 AMX-009 Dreissen  
-----

Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.06.12 AMX-011 Zaku III  
-----

Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.06.13 AMX-011S Zaku III Custom

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.06.14 AMX-014 Doven Wolf

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:  
Optional:  
Detail:  
Joint:

Arms:

Base:  
Optional:  
Detail:  
Joint:

Legs:

Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.06.15 AMX-015 Geymark

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:  
Optional:  
Detail:  
Joint:

Core:

Base:  
Optional:  
Detail:  
Joint:

Arms:

Base:  
Optional:  
Detail:  
Joint:

Legs:



Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.06.16 AMX-101 Galluss-J  
-----

Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.06.17 AMX-102 Zssa  
-----

Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.06.18 AMX-103 Hamma Hamma

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.06.19 AMX-104 R-Jarja

-----

Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:  
Optional:  
Detail:  
Joint:

Arms:

Base:  
Optional:  
Detail:  
Joint:

Legs:

Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.06.20 AMX-107 Bawoo

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:  
Optional:  
Detail:  
Joint:

Core:

Base:  
Optional:  
Detail:  
Joint:

Arms:

Base:  
Optional:  
Detail:  
Joint:

Legs:

Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.06.21 AMX-109 Kapool  
-----

Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.06.22 AMX-117L Gazu-L  
-----

Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.06.23 AMX-117R Gazu-R

-----

Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.06.24 MS-09G Dowadge

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:  
Optional:  
Detail:  
Joint:

Arms:

Base:  
Optional:  
Detail:  
Joint:

Legs:

Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.06.25 MS-14J ReGelg

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:  
Optional:  
Detail:  
Joint:

Core:

Base:  
Optional:  
Detail:  
Joint:

Arms:

Base:  
Optional:  
Detail:  
Joint:

Legs:



Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.06.26 NZ-000 Quin Mantha

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.06.27 RMS-099B Sturm Dias

Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.06.28 RMS-119 EWAC Zack "Eye-Zack"

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.06.29 RMS-192M Zaku Mariner

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:  
Optional:  
Detail:  
Joint:

Arms:

Base:  
Optional:  
Detail:  
Joint:

Legs:

Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.06.30 MS-06D Desert Zaku

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:  
Optional:  
Detail:  
Joint:

Core:

Base:  
Optional:  
Detail:  
Joint:

Arms:

Base:  
Optional:  
Detail:  
Joint:

Legs:

Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.06.31 MS-09H Dowadge Kai  
-----

Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.06.32 MSM-04N Agguguy  
-----

Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.06.33 MSM-08 Zogok

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:  
Optional:  
Detail:  
Joint:

Core:

Base:  
Optional:  
Detail:  
Joint:

Arms:

Base:  
Optional:  
Detail:  
Joint:

Legs:

Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

---

3.07 Mobile Suit Gundam: Char's Counterattack

---

3.07.1 RX-93 "nu" Gundam

-----  
Name: 'N' Gundam  
Plus/Normal: Plus  
Overweight: Yes

Parts

Head: HD-G780  
Core: XXA\_SO  
Arms: AN-25  
Legs: LN-D-8000R  
Generator: GBX-XL  
FCS: RATOR  
Boosters: B-VR-33  
Back Weapon L: WC-XC8000  
Back Weapon R: WC-GN230  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WA-Finger

Colors

Head:

Base: 50 50 50  
Optional: 50 50 50

Detail: 64 45 00  
Joint: 50 50 50

Core:

Base: 10 10 10  
Optional: 10 10 10  
Detail: 64 45 00  
Joint: 50 50 50

Arms:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 64 45 00  
Joint: 10 10 10

Legs:

Base: 50 50 50  
Optional: 10 10 10  
Detail: 64 45 50  
Joint: 10 10 10

Description:

Very good AC. Decent ammo and speed, high firepower.  
For Beginner to Expert.

Rating: \*\*\*\*1/2

3.07.2 RGM-89 Jegan

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:  
Optional:  
Detail:  
Joint:

Core:

Base:  
Optional:  
Detail:  
Joint:

Arms:

Base:



Optional:  
Detail:  
Joint:

Legs:

Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.07.3 RGZ-91 Re-GZ

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:  
Optional:  
Detail:  
Joint:

Core:

Base:  
Optional:  
Detail:  
Joint:

Arms:

Base:  
Optional:  
Detail:  
Joint:

Legs:

Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.07.4 AMS-119 Geara Doga

---

Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.07.5 MSN-03 Jagd Doga

---

Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.07.6 MSN-04 Sazabi

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:

Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.07.7 RMS-116H Hobby Hi-Zack

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:

Optional:  
Detail:  
Joint:

Legs:

Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

---

3.08 Mobile Suit Gundam F91

---

3.08.01 F91 Gundam F91

-----  
Name: F91

Plus/Normal: Plus

Overweight: Yes

Parts

Head: GD-G780

Core: XCL-01

Arms: AN-25

Legs: LN-1001B

Generator: GBX-XL

FCS: RATOR

Boosters: B-VR-33

Back Weapon L: WC-IR24

Back Weapon R: WC-IR24

Arm Weapon L: LS-99-MOONLIGHT

Arm Weapon R: WA-Finger

Colors

Head:

Base: 50 50 50

Optional: 50 50 50

Detail: 64 45 00

Joint: 50 50 50

Core:

Base: 10 10 30

Optional: 10 10 10

Detail: 10 10 30

Joint: 50 50 50

Arms:

Base: 50 50 50

Optional: 10 10 10

Detail: 50 50 50

Joint: 10 10 10

Legs:

Base: 50 50 50

Optional: 50 50 50

Detail: 64 45 00

Joint: 50 00 00

Description:

Lots of power, good ammo, AP, and speed.  
For Intermediate to Expert.

Rating: \*\*\*\*\*

3.08.02 F71 G-Cannon

-----

Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.08.03 RGM-89M Jegan B-Type

-----

Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:  
Optional:  
Detail:  
Joint:

Core:

Base:  
Optional:  
Detail:  
Joint:

Arms:

Base:  
Optional:  
Detail:  
Joint:

Legs:

Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.08.04 RGM-89R Jegan A-Type

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.08.05 RGM-109 Heavygun

-----

Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:



Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.08.06 RXR-44 Guntank R-44

-----  
Name:

Plus/Normal:  
Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:

Detail:

Joint:

Description:

Rating:

3.08.07 XM-01 Den'an Zon

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.08.08 XM-02 Den'an Gei

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:  
Optional:  
Detail:  
Joint:

Core:

Base:  
Optional:  
Detail:  
Joint:

Arms:

Base:  
Optional:  
Detail:  
Joint:

Legs:

Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.08.09 XM-03 Ebirhu-S

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.08.10 XM-04 Berga Dalas

-----

Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.08.11 XM-05 Berga Giros  
-----

Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:

Detail:

Joint:

Description:

Rating:

3.08.12 XM-06 Dahgi Iris

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.08.13 XM-07 Vigna Ghina

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:  
Optional:  
Detail:  
Joint:

Core:

Base:  
Optional:  
Detail:  
Joint:

Arms:

Base:  
Optional:  
Detail:  
Joint:

Legs:

Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

---

3.09 Mobile Suit Victory (V) Gundam

---

3.09.01 LM312V04 Victory Gundam

-----

Name: V Gundam

Plus/Normal: Plus

Overweight: No

Parts

Head: HD-G780  
Core: XCL-01  
Arms: AN-101  
Legs: LN-D-8000R  
Generator: GBX-XL  
FCS: RATOR

Boosters: B-VR-33  
Back Weapon L: N/A  
Back Weapon R: WC-XP4000/WC-01QL  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WA-Finger

Colors

Head:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 64 60 00  
Joint: 50 50 50

Core:

Base: 50 00 00  
Optional: 50 50 50  
Detail: 20 20 35  
Joint: 20 20 35

Arms:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 50 50 50  
Joint: 00 00 00

Legs:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 20 20 35  
Joint: 50 00 00

Description:

Pretty high AP for the amount of speed it has. Lots of power, too.  
For Intermediate to Expert.

Rating: \*\*\*1/2

3.09.02 LM312V05+SD-VB03A V-Dash Gundam

-----  
Name: V-Dash

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-G780  
Core: XCL-01  
Arms: AN-101  
Legs: LN-D-8000R  
Generator: GBX-XL  
FCS: RATOR  
Boosters: B-VR-33  
Back Weapon L: WC-XC8000  
Back Weapon R: WC-XC8000  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WA-Finger

Colors

Head:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 64 60 00



Joint: 50 50 50

Core:

Base: 50 00 00

Optional: 50 50 50

Detail: 20 20 35

Joint: 20 20 35

Arms:

Base: 50 50 50

Optional: 50 50 50

Detail: 50 50 50

Joint: 00 00 00

Legs:

Base: 50 50 50

Optional: 50 50 50

Detail: 20 20 35

Joint: 50 00 00

Description:

Pretty much the same as the V Gundam, just much more powerful.  
For Advanced to Expert.

Rating: \*\*\*\*

3.09.03 LM312V06 Victory Gundam Hexa

-----  
Name: V Hexa

Plus/Normal: Plus

Overweight: No

Parts

Head: HD-GRY-NX

Core: XCL-01

Arms: AN-101

Legs: LN-D-8000R

Generator: GBX-XL

FCS: RATOR

Boosters: B-VR-33

Back Weapon L: WC-01QL

Back Weapon R: WC-01QL

Arm Weapon L: LS-99-MOONLIGHT

Arm Weapon R: WA-Finger

Colors

Head:

Base: 50 50 50

Optional: 50 50 50

Detail: 64 60 00

Joint: 50 50 50

Core:

Base: 50 00 00

Optional: 50 50 50

Detail: 20 20 35

Joint: 20 20 35

Arms:

Base: 50 50 50

Optional: 50 50 50

Detail: 50 50 50  
Joint: 00 00 00

Legs:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 20 20 35  
Joint: 50 00 00

Description:

More powerful than the regular V, but computing ability is sacrificed.  
For Intermediate to Expert.

Rating: \*\*\*1/2

2.09.04 LM312V06+SD-VB03A V-Dash Gundam Hexa

-----  
Name: V-Dash H

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-GRY-NX  
Core: XCL-01  
Arms: AN-101  
Legs: LN-D-8000R  
Generator: GBX-XL  
FCS: RATOR  
Boosters: B-VR-33  
Back Weapon L: WC-XC8000  
Back Weapon R: WC-XC8000  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WA-Finger

Colors

Head:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 64 60 00  
Joint: 50 50 50

Core:

Base: 50 00 00  
Optional: 50 50 50  
Detail: 20 20 35  
Joint: 20 20 35

Arms:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 50 50 50  
Joint: 00 00 00

Legs:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 20 20 35  
Joint: 50 00 00

Description:

The Hexa and the V-Dash put together. Not much different from either.

For Beginner to Expert.

Rating: \*\*\*\*

3.09.05 LM314V21 Victory 2 Gundam

-----  
Name: Victory2

Plus/Normal: Plus

Overweight: Yes

Parts

Head: GD-G780

Core: XXA\_SO

Arms: AN-K1

Legs: LN-D-8000R

Generator: GBX-TL

FCS: RATOR

Boosters: B-VR-33

Back Weapon L: WC-CN35

Back Weapon R: WM-T0100

Arm Weapon L: LS-99-MOONLIGHT

Arm Weapon R: WG-1-KARASAWA

Colors

Head:

Base: 50 50 50

Optional: 50 50 50

Detail: 64 60 00

Joint: 50 50 50

Core:

Base: 20 20 35

Optional: 20 20 35

Detail: 64 60 00

Joint: 50 50 50

Arms:

Base: 50 50 50

Optional: 20 20 35

Detail: 50 50 50

Joint: 00 00 00

Legs:

Base: 50 50 50

Optional: 20 20 35

Detail: 50 50 50

Joint: 50 00 00

Description:

Pretty good AC. Can kill you with both overwhelming strength and cheap chip damage. Use this to piss your friends off.

For Beginner to Expert.

Rating: \*\*\*\*1/2

3.09.06 LM314V23 Victory 2 Buster Gundam

-----  
Name: V2 Bust

Plus/Normal: Plus

Overweight: Yes

Parts

Head: GD-G780  
Core: XXA\_SO  
Arms: AN-K1  
Legs: LN-D-8000R  
Generator: GBX-TL  
FCS: RATOR  
Boosters: B-VR-33  
Back Weapon L: WM-AT  
Back Weapon R: WC-IR24  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WA-Finger

Colors

Head:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 64 60 00  
Joint: 50 50 50

Core:

Base: 20 20 35  
Optional: 20 20 35  
Detail: 64 60 00  
Joint: 50 50 50

Arms:

Base: 50 50 50  
Optional: 20 20 35  
Detail: 50 50 50  
Joint: 00 00 00

Legs:

Base: 50 50 50  
Optional: 20 20 35  
Detail: 50 50 50  
Joint: 50 00 00

Description:

WOW! WOW! WOW! Superpowerful AC. So powerful, you might just call it cheating. I might even call it better than my Sandrock. Not limited in power, ammo, speed, or AP. However, there can be a slight problem with the limited amount of energy required to run this monster, but in the right hands, it is unstoppable.

For Intermediate to Expert.

Rating: \*\*\*\*\*

3.09.07 LM314V24 Victory 2 Assault Gundam

-----  
Name: V2 Assau

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-G780  
Core: XXA\_SO  
Arms: AN-3001  
Legs: LN-SSVR  
Generator: GBX-TL  
FCS: RATOR  
Boosters: B-VR-33

Back Weapon L: WC-XC8000  
Back Weapon R: WC-XC8000  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WA-Finger

Colors

Head:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 64 60 00  
Joint: 50 50 50

Core:

Base: 20 20 35  
Optional: 20 20 35  
Detail: 64 60 00  
Joint: 50 50 50

Arms:

Base: 50 50 50  
Optional: 64 60 00  
Detail: 20 20 35  
Joint: 00 00 00

Legs:

Base: 50 50 50  
Optional: 20 20 35  
Detail: 64 60 00  
Joint: 50 50 50

Description:

Not as fast or as powerful as the Buster, but still a pretty good AC.  
It also has slightly more AP than the Buster.  
For Intermediate to Expert.

Rating: \*\*\*\*

3.09.08 V2 Assault-Buster Gundam

-----  
Name: V2 As-Bs  
Plus/Normal: Plus  
Overweight: Yes

Parts

Head: HD-G780  
Core: XXA\_SO  
Arms: AN-3001  
Legs: LN-SSVR  
Generator: GBX-TL  
FCS: RATOR  
Boosters: B-VR-33  
Back Weapon L: WM-AT  
Back Weapon R: WC-IR24  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WA-Finger

Colors

Head:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 64 60 00

Joint: 50 50 50

Core:

Base: 20 20 35

Optional: 20 20 35

Detail: 64 60 00

Joint: 50 50 50

Arms:

Base: 50 50 50

Optional: 64 60 00

Detail: 20 20 35

Joint: 00 00 00

Legs:

Base: 50 50 50

Optional: 20 20 35

Detail: 64 60 00

Joint: 50 50 50

Description:

The Buster and the Assault come together to destroy all mankind! Same power, same ammo, more AP, less speed.

For Intermediate to Expert.

Rating: \*\*\*\*\*

3.09.09 LM111E02 Gun-EZ

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.09.10 LM111E03 Gunblastor

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:  
Optional:  
Detail:  
Joint:

Core:

Base:  
Optional:  
Detail:  
Joint:

Arms:

Base:  
Optional:  
Detail:  
Joint:

Legs:

Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.09.11 ZM-S06S Zoloat

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.09.12 RGM-119 Jamesgun

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:



Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.09.13 RGM-122 Javelin

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:

Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.09.14 ZM-S06G Zollidia

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:

Optional:  
Detail:  
Joint:

Legs:

Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.09.15 ZM-S08G Zolo

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:  
Optional:  
Detail:  
Joint:

Core:

Base:  
Optional:  
Detail:  
Joint:

Arms:

Base:  
Optional:  
Detail:  
Joint:

Legs:

Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.09.16 ZM-S08GC Zolo Kai

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.09.17 ZM-S09G Tomliat

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.09.18 ZM-S14S Contio

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:

Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.09.19 ZM-S19S Shy-Tarn

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:

Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.09.20 ZM-S20S Jabaco

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:  
Optional:  
Detail:  
Joint:

Core:

Base:  
Optional:  
Detail:  
Joint:

Arms:

Base:  
Optional:  
Detail:  
Joint:

Legs:

Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.09.21 ZM-S21G Bruckeng

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.09.22 ZM-S22S Rig Shokew

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:



Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.09.23 ZM-S24G Gedlav

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:

Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.09.24 ZM-S27G Domuttlia

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:

Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.09.25 ZMT-D11S Abigor

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.09.26 ZMT-D15M Galguyu

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.09.27 ZMT-S12G Shokew

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.09.28 ZMT-S13G Godzorla

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:

Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.09.29 ZMT-S16G Memedorza

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:

Optional:  
Detail:  
Joint:

Legs:

Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.09.30 ZMT-S28S Gengaozo

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:  
Optional:  
Detail:  
Joint:

Core:

Base:  
Optional:  
Detail:  
Joint:

Arms:

Base:  
Optional:  
Detail:  
Joint:

Legs:

Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.09.31 ZMT-S29 Zanneck

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.09.32 ZMT-S33A Gottrlatan

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:



Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.09.33 ZMT-S34S Rig Contio

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:

Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

---

### 3.10 Mobile Fighter G Gundam

---

#### 3.10.01 GF4-001NE Pharaoh Gundam IV

-----

Name: PharaohIV  
Plus/Normal: Plus  
Overweight: Yes

#### Parts

Head: HD-G780  
Core: XCH-01  
Arms: AN-3001  
Legs: LNKS-1B46J  
Generator: GBX-TL  
FCS: RATOR  
Boosters: B-VR-33  
Back Weapon L: WC-XP4000  
Back Weapon R: WC-01QL  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WA-Finger

#### Colors

Head:  
Base: 50 50 50  
Optional: 50 50 50  
Detail: 64 60 00  
Joint: 50 50 50

Core:  
Base: 14 00 34  
Optional: 50 00 00  
Detail: 64 60 00

Joint: 50 50 50

Arms:

Base: 50 50 50

Optional: 00 00 00

Detail: 00 00 00

Joint: 14 00 34

Legs:

Base: 50 50 50

Optional: 14 00 34

Detail: 50 00 00

Joint: 64 60 00

Description:

An OK AC design. Has lots of ammo, but it's on the slow and weak side.  
For Advanced to Expert.

Rating: \*\*\*

3.10.02 GF12-035NH/GF13-001NH Kowloon Gundam

-----  
Name: Kowloon

Plus/Normal: Plus

Overweight: No

Parts

Head: HD-G780

Core: XCH-01

Arms: AN-25

Legs: LN-3001

Generator: GBX-TL

FCS: FBMB-18X

Boosters: B-VR-33

Back Weapon L: WC-LN350

Back Weapon R: WC-LN350

Arm Weapon L: LS-99-MOONLIGHT

Arm Weapon R: WA-Finger

Colors

Head:

Base: 00 00 00

Optional: 50 00 00

Detail: 64 60 00

Joint: 50 50 50

Core:

Base: 00 00 00

Optional: 50 00 00

Detail: 50 00 00

Joint: 00 00 00

Arms:

Base: 00 00 00

Optional: 14 00 24

Detail: 44 34 24

Joint: 14 00 24

Legs:

Base: 00 00 00

Optional: 00 00 00

Detail: 44 34 24

Joint: 50 00 00

Description:

A big bulk of an AC that's actually pretty quick. Has good range, too.

Useful on all terrains.

From Intermediate to Expert.

Rating: \*\*\*\*1/2

3.10.03 GF13-001NHII Master Gundam

-----  
Name: Master

Plus/Normal: Plus

Overweight: No

Parts

Head: HD-G780

Core: XXA\_SO

Arms: AN-101

Legs: LN-D-8000R

Generator: GBX-XL

FCS: FBMB-18X

Boosters: B-VR-33

Back Weapon L: WC-XP4000

Back Weapon R: WC-XP4000

Arm Weapon L: LS-99-MOONLIGHT

Arm Weapon R: N/A

Colors

Head:

Base: 14 00 24

Optional: 14 00 24

Detail: 50 00 00

Joint: 50 50 50

Core:

Base: 00 00 00

Optional: 00 00 00

Detail: 50 00 00

Joint: 00 00 00

Arms:

Base: 14 00 24

Optional: 00 00 00

Detail: 64 00 00

Joint: 14 16 24

Legs:

Base: 14 00 24

Optional: 14 00 24

Detail: 64 00 00

Joint: 00 00 00

Description:

Quick but weak. Hit 'n' run AC. Bladewave like a madman.

For Experts.

Rating: \*\*\*\*

3.10.04 GF13-002NGR Zeus Gundam

-----  
Name: Zeus  
Plus/Normal: Plus  
Overweight: No

Parts

Head: HD-GRY-NX  
Core: XXA\_SO  
Arms: AN-D-7001  
Legs: LN-D-8000R  
Generator: GBX-TL  
FCS: FBMB-18X  
Boosters: B-VR-33  
Back Weapon L: N/A  
Back Weapon R: N/A  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: N/A

Colors

Head:

Base: 50 50 50  
Optional: 50 00 00  
Detail: 64 60 00  
Joint: 50 50 50

Core:

Base: 64 60 00  
Optional: 50 50 50  
Detail: 64 60 00  
Joint: 50 50 50

Arms:

Base: 50 00 00  
Optional: 50 50 50  
Detail: 50 50 50  
Joint: 25 25 25

Legs:

Base: 50 50 50  
Optional: 64 60 00  
Detail: 00 00 00  
Joint: 50 00 00

Description:

The only thing this Gundam was armed with was a sword. So wadda ya expect? A machine gun? For Armored Core gurus only.  
For Experts.

Rating: \*\*

3.10.05 GF13-003NEL John Bull Gundam  
-----

Name: JohnBull  
Plus/Normal: Plus  
Overweight: No

Parts

Head: HD-G780  
Core: XXA\_SO  
Arms: AN-3001  
Legs: LN-SSVR  
Generator: GBX-XL

FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WC-LN350  
Back Weapon R: WC-CN35  
Arm Weapon L: N/A  
Arm Weapon R: WG-RF/P

Colors

Head:

Base: 00 00 00  
Optional: 50 00 00  
Detail: 64 60 00  
Joint: 50 00 00

Core:

Base: 00 00 00  
Optional: 10 15 20  
Detail: 00 00 00  
Joint: 50 00 00

Arms:

Base: 00 00 00  
Optional: 50 00 00  
Detail: 10 15 20  
Joint: 29 21 39

Legs:

Base: 50 00 00  
Optional: 10 15 20  
Detail: 50 00 00  
Joint: 00 00 00

Description:

An excellent long-range fighter. The rifle chips away most of the enemy's life and the machine guns finish them off.  
For Intermediate to Expert.

Rating: \*\*\*\*

3.10.06 GF13-006NA Gundam Maxter

-----  
Name: Maxter

Plus/Normal: Normal

Overweight: No

Parts

Head: HD-G780  
Core: XXA\_SO  
Arms: ANKS-1A46J  
Legs: LN-SSVR  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: N/A  
Back Weapon R: N/A  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WA-Finger

Colors

Head:

Base: 00 00 15

Optional: 00 00 15  
Detail: 64 60 00  
Joint: 50 50 50

Core:

Base: 50 00 00  
Optional: 10 00 10  
Detail: 64 60 00  
Joint: 10 00 10

Arms:

Base: 50 00 00  
Optional: 50 50 50  
Detail: 64 60 00  
Joint: 20 20 30

Legs:

Base: 50 50 50  
Optional: 50 00 00  
Detail: 10 10 25  
Joint: 15 15 15

Description:

Nice, high AP, tons of ammo and power, but no Burning or Cyclone Punch, unfortunately. You have to work quickly or else you will be pummeled.  
For Beginner to Expert.

Rating: \*\*\*1/2

3.10.07 GF13-009NF Gundam Rose

-----  
Name: Rose

Plus/Normal: Normal

Overweight: Yes

Parts

Head: HD-G780  
Core: XCA-00  
Arms: AN-836-B  
Legs: LN-1001  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: N/A  
Back Weapon R: WM-T0100  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WA-Finger

Colors

Head:

Base: 50 50 50  
Optional: 10 10 25  
Detail: 64 60 00  
Joint: 50 50 50

Core:

Base: 10 10 25  
Optional: 10 10 25  
Detail: 50 50 50  
Joint: 50 00 00

Arms:

Base: 50 50 50  
Optional: 10 10 25  
Detail: 50 50 50  
Joint: 10 10 10

Legs:

Base: 50 50 50  
Optional: 50 00 00  
Detail: 10 10 25  
Joint: 50 50 50

Description:

This AC just makes me wish there were orbital weapons on the PSX Armored Cores. It has good mobility, lots of ammo, but it's lacking in the power department.  
For Advanced to Expert.

Rating: \*\*\*

3.10.08 GF13-011NC Dragon Gundam

-----  
Name: Dragon

Plus/Normal: Normal

Overweight: Yes

Parts

Head: HD-GRY-NX  
Core: XXA\_SO  
Arms: AN-25  
Legs: LN-501  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WC-XC8000  
Back Weapon R: WC-XC8000  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-FG99

Colors

Head:

Base: 64 60 00  
Optional: 50 50 50  
Detail: 64 60 00  
Joint: 50 00 00

Core:

Base: 00 00 10  
Optional: 64 60 00  
Detail: 50 00 00  
Joint: 10 00 00

Arms:

Base: 50 50 50  
Optional: 64 60 00  
Detail: 00 00 10  
Joint: 15 15 20

Legs:

Base: 50 50 50



Optional: 00 00 10  
Detail: 50 00 00  
Joint: 50 00 00

Description:

VERY fast but lacking in AP. You'll spend a lot of time dodging enemy attacks. You have the speed to do so. Hope you can run circles around your opponent because you're dead if you can't.

For Advanced to Expert.

Rating: \*\*\*\*

3.10.09 GF13-012NN Viking Gundam

-----

Name: Viking

Plus/Normal: Plus

Overweight: No

Parts

Head: HD-G780

Core: XCL-01

Arms: AN-25

Legs: LN-1001B

Generator: GBX-XL

FCS: QX-9009

Boosters: B-VR-33

Back Weapon L: WC-LN350

Back Weapon R: WC-LN350

Arm Weapon L: LS-3303

Arm Weapon R: WA-Finger

Colors

Head:

Base: 40 45 50

Optional: 10 15 20

Detail: 64 50 00

Joint: 40 45 50

Core:

Base: 40 45 50

Optional: 40 45 50

Detail: 30 30 35

Joint: 00 00 10

Arms:

Base: 40 45 50

Optional: 30 30 35

Detail: 20 10 00

Joint: 30 30 35

Legs:

Base: 00 00 10

Optional: 40 45 50

Detail: 50 00 00

Joint: 00 00 10

Description:

This Gundam actually had 16 vulcan guns, but the best I can do is three machine guns. A good mix of guns.

For Intermediate to Expert.

Rating: \*\*\*\*1/2

3.10.10 GF13-013NR Bolt Gundam

-----  
Name: Bolt

Plus/Normal: Plus

Overweight: No

Parts

Head: HD-G780

Core: XCL-01

Arms: AN-3001

Legs: LN-SSVR

Generator: GBX-TL

FCS: QX-9009

Boosters: B-VR-33

Back Weapon L: N/A

Back Weapon R: N/A

Arm Weapon L: LS-99-MOONLIGHT

Arm Weapon R: WA-Finger

Colors

Head:

Base: 50 50 50

Optional: 50 50 50

Detail: 64 60 00

Joint: 50 50 50

Core:

Base: 10 10 20

Optional: 10 10 20

Detail: 50 00 00

Joint: 64 60 00

Arms:

Base: 50 50 50

Optional: 10 10 20

Detail: 10 10 20

Joint: 30 30 35

Legs:

Base: 50 50 50

Optional: 10 10 20

Detail: 50 00 00

Joint: 10 10 20

Description:

Decent speed and AP, low ammo.

For Intermediate to Expert.

Rating: \*\*\*

3.10.11 GF13-017NJ Shining Gundam

-----  
Name: Shining

Plus/Normal: Plus

Overweight: No

Parts

Head: HD-G780

Core: XXA\_SO

Arms: AN-25

Legs: LN-501  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WC-01QL  
Back Weapon R: N/A  
Arm Weapon L: LS-3303  
Arm Weapon R: WA-Finger

Colors

Head:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 64 60 00  
Joint: 50 50 50

Core:

Base: 10 10 25  
Optional: 10 10 25  
Detail: 64 60 00  
Joint: 50 00 00

Arms:

Base: 50 50 50  
Optional: 10 10 25  
Detail: 50 00 00  
Joint: 10 10 25

Legs:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 50 00 00  
Joint: 10 10 25

Description:

Very fast. Not much ammo or power, though. Still, with the speed, it's not so easy to kill.  
For Advanced to Expert.

Rating: \*\*\*

3.10.12 GF13-017NJII God Gundam

-----  
Name: God

Plus/Normal: Plus

Overweight:

Parts

Head: HD-G780  
Core: XXA\_SO  
Arms: AN-25  
Legs: LN-1001-PX-0  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WC-01QL  
Back Weapon R: N/A  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WA-Finger

Colors

Head:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 64 60 00  
Joint: 50 50 50

Core:

Base: 50 50 50  
Optional: 10 10 25  
Detail: 64 60 00  
Joint: 50 00 00

Arms:

Base: 50 50 50  
Optional: 25 25 25  
Detail: 50 00 00  
Joint: 25 25 25

Legs:

Base: 50 00 00  
Optional: 50 50 50  
Detail: 50 50 50  
Joint: 50 00 00

Description:

A bit slower, but a bit more power than the Shining. Not much AP,  
though.  
For Experts.

Rating: \*\*\*1/2

3.10.13 GF13-020NK Zebra Gundam

-----  
Name: Zebra

Plus/Normal: Plus

Overweight: No

Parts

Head: HD-G780  
Core: XCL-01  
Arms: AN-K1  
Legs: LN-501  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: N/A  
Back Weapon R: N/A  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: N/A

Colors

Head:

Base: 50 50 50  
Optional: 00 00 00  
Detail: 64 60 00  
Joint: 00 00 00

Core:

Base: 50 50 50  
Optional: 00 00 00  
Detail: 00 00 00

Joint: 00 00 00

Arms:

Base: 25 25 30

Optional: 00 00 00

Detail: 50 50 50

Joint: 20 20 30

Legs:

Base: 25 25 30

Optional: 50 50 50

Detail: 00 00 00

Joint: 00 00 00

Description:

This guy is bare to the blade. His main weapon is the Bladewave. If you can't blade well, don't even bother with this.

For Experts.

Rating: \*\*\*\*

3.10.14 GF13-021NG Gundam Spiegel

-----  
Name: Spiegel

Plus/Normal: Plus

Overweight: No

Parts

Head: HD-G780

Core: XCH-01

Arms: AN-K1

Legs: LN-1001

Generator: GBX-XL

FCS: QX-9009

Boosters: B-VR-33

Back Weapon L: N/A

Back Weapon R: N/A

Arm Weapon L: LS-99-MOONLIGHT

Arm Weapon R: N/A

Colors

Head:

Base: 00 00 00

Optional: 50 50 50

Detail: 64 60 00

Joint: 50 50 50

Core:

Base: 00 00 00

Optional: 00 00 00

Detail: 50 50 50

Joint: 50 50 50

Arms:

Base: 00 00 00

Optional: 00 00 00

Detail: 50 50 50

Joint: 20 20 30

Legs:

Base: 00 00 00

Optional: 50 00 00  
Detail: 50 50 50  
Joint: 50 50 50

Description:

Slower than the Zebra, but it has more AP. Bladewaving is a must.  
For Experts.

Rating: \*\*\*\*

3.10.15 GF13-030NIN Cobra Gundam

-----  
Name: Cobra

Plus/Normal: Plus

Overweight: No

Parts

Head: HD-G780  
Core: XCL-01  
Arms: AN-201  
Legs: LN-2KZ-SP  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: N/A  
Back Weapon R: N/A  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-FG99

Colors

Head:

Base: 50 50 40  
Optional: 50 00 00  
Detail: 50 50 40  
Joint: 50 50 40

Core:

Base: 50 50 40  
Optional: 50 50 40  
Detail: 50 50 40  
Joint: 50 00 00

Arms:

Base: 50 50 40  
Optional: 50 00 00  
Detail: 50 50 40  
Joint: 20 20 30

Legs:

Base: 50 50 40  
Optional: 50 00 00  
Detail: 50 50 40  
Joint: 50 50 40

Description:

It's quick and it has a gun! What could be better? A little low on the  
AP, though.

For Advanced to Expert.

Rating: \*\*\*\*\*

3.10.16 GF13-037NCA Lumber Gundam

-----

Name: Lumber

Plus/Normal: Plus

Overweight: No

Parts

Head: HD-G780

Core: XCH-01

Arms: ANKS-1A46J

Legs: LNKS-1B46J

Generator: GBX-TL

FCS: QX-9009

Boosters: B-VR-33

Back Weapon L: N/A

Back Weapon R: N/A

Arm Weapon L: LS-200G

Arm Weapon R: WA-Finger

Colors

Head:

Base: 40 40 50

Optional: 10 10 30

Detail: 64 60 00

Joint: 10 10 30

Core:

Base: 50 00 00

Optional: 40 40 50

Detail: 64 60 00

Joint: 50 00 00

Arms:

Base: 50 00 00

Optional: 40 40 50

Detail: 64 60 00

Joint: 20 20 30

Legs:

Base: 40 40 50

Optional: 50 00 00

Detail: 50 00 00

Joint: 40 40 50

Description:

LOTS of AP. NO speed. A big, slow guy with only a short-range machinegun and a weak laserblade. Doesn't sound too good, huh? For Advanced to Expert.

Rating: \*\*\*\*

3.10.18 GF13-049NM Tequila Gundam

-----

Name: Tequila

Plus/Normal: Plus

Overweight: No

Parts

Head: HD-GRY-NX

Core: XXA\_SO

Arms: AN-201

Legs: LN-D-8000R

Generator: GBX-TL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: N/A  
Back Weapon R: N/A  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WA-Finger

Colors

Head:

Base: 30 20 10  
Optional: 50 40 30  
Detail: 30 20 10  
Joint: 50 40 30

Core:

Base: 30 20 10  
Optional: 30 20 10  
Detail: 50 00 00  
Joint: 30 20 10

Arms:

Base: 50 40 30  
Optional: 50 40 30  
Detail: 50 40 30  
Joint: 20 20 30

Legs:

Base: 50 40 30  
Optional: 30 20 10  
Detail: 50 40 30  
Joint: 50 40 30

Description:

Relatively fast with a lot of boost to waste. Good amount of ammo,  
decent power, but only two weapons.

For Advanced to Expert

Rating: \*\*\*\*1/2

3.10.19 GF13-050NSW Nobel Gundam

-----  
Name: Nobel

Plus/Normal: Plus

Overweight: No

Parts

Head: HD-G780  
Core: XXA\_SO  
Arms: AN-201  
Legs: LN-501  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: N/A  
Back Weapon R: N/A  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WA-Finger

Colors

Head:



Base: 50 50 50  
Optional: 64 50 00  
Detail: 64 60 00  
Joint: 50 50 50

Core:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 50 00 00  
Joint: 50 00 00

Arms:

Base: 00 00 20  
Optional: 50 50 50  
Detail: 50 00 00  
Joint: 50 50 50

Legs:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 50 00 00  
Joint: 00 00 20

Description:

Just as fast and as agile as the real Nobel Gundam. Low AP, though.  
For Intermediate to Expert.

Rating: \*\*\*\*\*

3.10.20 GF13-051NE Pharaoh Gundam XIII

-----  
Name: PharaohX

Plus/Normal: Normal

Overweight: No

Parts

Head: HD-G780  
Core: XCH-01  
Arms: AN-3001  
Legs: LN-SSVR  
Generator: GBX-TL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: N/A  
Back Weapon R: N/A  
Arm Weapon L: N/A  
Arm Weapon R: WA-Finger

Colors

Head:

Base: 50 50 40  
Optional: 50 50 40  
Detail: 64 60 00  
Joint: 50 50 40

Core:

Base: 50 50 40  
Optional: 64 60 00  
Detail: 50 00 00  
Joint: 00 00 30

Arms:

Base: 50 50 40  
Optional: 64 60 00  
Detail: 00 00 30  
Joint: 20 20 30

Legs:

Base: 50 50 40  
Optional: 00 00 30  
Detail: 64 60 00  
Joint: 00 00 30

Description:

A big guy with lots of ammo. But the only problem is that he has a short range machine gun as his only weapon. So, he basically stinks. No wonder he got taken out so fast by the Gundam IV. For Experts.

Rating: \*\*

3.10.21 GF13-052NT Minaret Gundam

-----  
Name: Minaret

Plus/Normal: Plus

Overweight: No

Parts

Head: HD-D-9066  
Core: XXA\_SO  
Arms: AN-D-7001  
Legs: LN-D-8000R  
Generator: GBX-TL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: N/A  
Back Weapon R: N/A  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: N/A

Colors

Head:

Base: 50 50 50  
Optional: 00 00 30  
Detail: 50 50 50  
Joint: 50 50 50

Core:

Base: 50 50 50  
Optional: 00 00 30  
Detail: 50 00 00  
Joint: 50 50 50

Arms:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 50 50 50  
Joint: 30 20 30

Legs:

Base: 50 50 50  
Optional: 50 50 50

Detail: 50 50 50

Joint: 00 00 30

Description:

A good AC with pretty high AP, unlimited ammo, and medium speed. It only has a laserblade, though.

For Experts.

Rating: \*\*\*1/2

3.10.22 GF13-053NMO Temjin Gundam

-----  
Name: Temjin

Plus/Normal: Plus

Overweight: No

Parts

Head: HD-G780

Core: XCH-01

Arms: AN-201

Legs: LN-D-8000R

Generator: GBX-XL

FCS: QX-9009

Boosters: B-VR-33

Back Weapon L: N/A

Back Weapon R: N/A

Arm Weapon L: LS-99-MOONLIGHT

Arm Weapon R: N/A

Colors

Head:

Base: 50 40 20

Optional: 00 00 00

Detail: 50 40 20

Joint: 00 00 00

Core:

Base: 50 40 20

Optional: 00 00 00

Detail: 50 00 00

Joint: 00 00 00

Arms:

Base: 50 40 20

Optional: 50 40 20

Detail: 50 00 00

Joint: 20 20 20

Legs:

Base: 50 40 20

Optional: 50 40 20

Detail: 50 00 00

Joint: 00 00 00

Description:

Pretty much the same as the Minaret, except for the fact that its much slower with only slightly more AP.

For Experts.

Rating: \*\*1/2

3.10.23 GF13-055NI Neros Gundam

-----  
Name: Neros

Plus/Normal: Plus

Overweight: No

Parts

Head: HD-GRY-NX

Core: XXA\_SO

Arms: AN-K1

Legs: LNKS-1B46J

Generator: GBX-TL

FCS: QX-9009

Boosters: B-VR-33

Back Weapon L: WC-IR24

Back Weapon R: WC-XC8000

Arm Weapon L: N/A

Arm Weapon R: WA-Finger

Colors

Head:

Base: 00 00 00

Optional: 40 50 40

Detail: 50 00 00

Joint: 00 00 00

Core:

Base: 40 50 40

Optional: 50 00 00

Detail: 00 00 00

Joint: 00 00 00

Arms:

Base: 40 50 40

Optional: 40 50 40

Detail: 20 20 30

Joint: 20 20 30

Legs:

Base: 40 50 40

Optional: 50 00 00

Detail: 00 00 00

Joint: 00 00 00

Description:

An AC that is great in every subject except speed. An all-rounder. No blade, though.

For Beginner to Expert.

Rating: \*\*\*\*

3.10.24 GF13-066NO Nether Gundam

-----  
Name: Nether

Plus/Normal: Normal

Overweight: No

Parts

Head: HD-G780

Core: XXA\_SO

Arms: AN-201

Legs: LNKS-1B46J

Generator: GBX-TL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: N/A  
Back Weapon R: N/A  
Arm Weapon L: N/A  
Arm Weapon R: WA-Finger

Colors

Head:

Base: 50 00 00  
Optional: 30 30 30  
Detail: 64 60 00  
Joint: 30 30 30

Core:

Base: 40 10 00  
Optional: 40 10 00  
Detail: 40 10 00  
Joint: 40 10 00

Arms:

Base: 40 10 00  
Optional: 40 10 00  
Detail: 30 30 40  
Joint: 30 30 40

Legs:

Base: 20 10 30  
Optional: 20 10 30  
Detail: 30 30 40  
Joint: 40 10 00

Description:

This guy stinks. He has high AP, but only one weapon. And he's quite heavy. Not worth fighting with or against.

For Experts.

Rating: \*\*

3.10.25 GF13-073NPO Gundam Magnat

-----  
Name: Magnat

Plus/Normal: Plus

Overweight: No

Parts

Head: HD-G780  
Core: XXA\_SO  
Arms: AN-25  
Legs: LN-1001B  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WC-IR24  
Back Weapon R: WC-IR24  
Arm Weapon L: N/A  
Arm Weapon R: WA-Finger

Colors

Head:

Base: 50 40 40  
Optional: 10 10 30  
Detail: 64 60 00  
Joint: 10 10 30

Core:

Base: 10 10 30  
Optional: 50 40 40  
Detail: 64 60 00  
Joint: 50 40 40

Arms:

Base: 10 10 30  
Optional: 50 40 40  
Detail: 64 60 00  
Joint: 30 30 30

Legs:

Base: 10 10 30  
Optional: 50 40 40  
Detail: 64 60 00  
Joint: 50 40 40

Description:

High power, decent ammo and speed, but the lack of a blade keeps it from being perfect.  
For Beginner to Expert.

Rating: \*\*\*\*\*

3.10.26 GF13-083NCB Arachno Gundam

-----  
Name: Arachno  
Plus/Normal: Plus  
Overweight: No

Parts

Head: HD-G780  
Core: XXA\_SO  
Arms: AN-3001  
Legs: LN-D-8000R  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: N/A  
Back Weapon R: N/A  
Arm Weapon L: LS-3303  
Arm Weapon R: WA-Finger

Colors

Head:

Base: 30 30 30  
Optional: 50 36 32  
Detail: 64 60 00  
Joint: 50 36 32

Core:

Base: 50 10 10  
Optional: 50 10 10  
Detail: 64 60 00  
Joint: 50 10 10

Arms:

Base: 50 36 32  
Optional: 64 60 00  
Detail: 50 10 10  
Joint: 20 20 30

Legs:

Base: 50 36 32  
Optional: 50 36 32  
Detail: 64 60 00  
Joint: 50 10 10

Description:

Cuba's Gundam really deserved the low rank it had. This AC is not very good.  
For Intermediate to Expert.

Rating: \*\*\*

3.10.27 Mirage Gundam

-----

Name: Mirage

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-G780  
Core: XXA\_SO  
Arms: AN-25  
Legs: LN-1001B  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WM-MVG802  
Back Weapon R: WM-AT  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: N/A

Colors

Head:

Base: 40 00 40  
Optional: 50 50 30  
Detail: 64 60 00  
Joint: 50 50 30

Core:

Base: 40 00 40  
Optional: 50 00 00  
Detail: 00 30 00  
Joint: 50 50 30

Arms:

Base: 50 50 30  
Optional: 40 00 40  
Detail: 50 00 00  
Joint: 20 20 30

Legs:

Base: 40 00 40  
Optional: 50 50 30

Detail: 50 00 00

Joint: 40 00 40

Description:

A pretty darn good missile man. Not much ammo, but he's powerful. The blade is there to serve the purpose of the mega beam cannon, since no hand weapon fits the part.

From Beginner to Expert.

Rating: \*\*\*\*\*

3.10.28 Grand Gundam

-----  
Name: Grand

Plus/Normal: Normal

Overweight: Yes

Parts

Head: HD-G780

Core: XCH-01

Arms: AW-DC/2

Legs: LF-205-SF

Generator: GBX-TL

FCS: QX-9009

Boosters: B-VR-33

Back Weapon L: WC-XC8000

Back Weapon R: WC-XC8000

Arm Weapon L: N/A

Arm Weapon R: N/A

Colors

Head:

Base: 50 50 50

Optional: 50 50 50

Detail: 64 60 00

Joint: 50 50 50

Core:

Base: 40 30 20

Optional: 40 30 20

Detail: 40 30 20

Joint: 40 30 20

Arms:

Base: 50 50 50

Optional: 50 50 50

Detail: 40 00 40

Joint: 40 00 40

Legs:

Base: 40 30 20

Optional: 40 30 20

Detail: 50 50 50

Joint: 50 00 00

Description:

BIG. VERY BIG. If you need someone that can make the long-range shot, this is your man. He's also, unlike the real version, really fast, too. But, if you'd rather make it as real as possible, you can equip some tank legs on him, even though they totally cramp his style.

For Intermediate to Expert.



Rating: \*\*\*\*\*

### 3.10.29 Gundam Heaven's Sword

-----

Name: H Sword

Plus/Normal: Plus

Overweight: Yes

#### Parts

Head: HD-G780

Core: XXA\_S0

Arms: AN-25

Legs: LN-SSVT

Generator: GBX-XL

FCS: QX-9009

Boosters: B-VR-33

Back Weapon L: WC-XC8000

Back Weapon R: WC-XC8000

Arm Weapon L: LS-99-MOONLIGHT

Arm Weapon R: N/A

#### Colors

Head:

Base: 50 50 50

Optional: 50 50 50

Detail: 64 60 00

Joint: 50 50 50

Core:

Base: 40 00 40

Optional: 40 00 40

Detail: 64 60 00

Joint: 50 50 50

Arms:

Base: 00 00 30

Optional: 50 50 50

Detail: 50 50 50

Joint: 30 30 30

Legs:

Base: 50 50 50

Optional: 50 00 00

Detail: 50 50 50

Joint: 50 50 50

Description:

Really quick, really powerful, but really low AP. Still a pretty good

AC, though.

For Intermediate to Expert.

Rating: \*\*\*\*\*

### 3.10.30 JDG-00X Devil Gundam

-----

Name: Devil

Plus/Normal: Plus

Overweight: No

#### Parts

Head: HD-G780

Core: XXA\_SO  
Arms: AN-3001  
Legs: LNKS-1B46J  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: N/A  
Back Weapon R: WC-XC8000  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WA-Finger

Colors

Head:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 64 60 00  
Joint: 50 50 50

Core:

Base: 50 00 00  
Optional: 00 00 40  
Detail: 00 00 40  
Joint: 50 00 00

Arms:

Base: 50 50 50  
Optional: 50 00 00  
Detail: 50 00 00  
Joint: 30 30 30

Legs:

Base: 00 00 20  
Optional: 00 00 20  
Detail: 00 00 40  
Joint: 40 40 50

Description:

Good power, good speed, good AP, good ammo... this AC is almost totally perfect! He still doesn't top my Sandrock, though...  
For Beginner to Expert.

Rating: \*\*\*\*\*

3.10.31 JMF1336R Rising Gundam

-----  
Name: Rising

Plus/Normal: Plus

Overweight: No

Parts

Head: HD-G780  
Core: XXA\_SO  
Arms: AN-25  
Legs: LN-1001B  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: N/A  
Back Weapon R: WC-CN35  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WA-Finger

Colors

Head:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 64 60 00  
Joint: 50 50 50

Core:

Base: 64 00 00  
Optional: 64 00 00  
Detail: 64 60 00  
Joint: 00 00 30

Arms:

Base: 50 50 50  
Optional: 20 20 30  
Detail: 64 00 00  
Joint: 20 20 30

Legs:

Base: 50 50 50  
Optional: 00 00 30  
Detail: 64 60 00  
Joint: 50 50 50

Description:

With high power, medium speed, medium AP, and high ammo, this AC is your better-than-the-average AC. Unfortunately it can't have a beam bow... For Intermediate to Expert.

Rating: \*\*\*\*

---

3.11 New Mobile Report Gundam Wing

---

Name: Wing

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-01-SRVT  
Core: XCL-01  
Arms: AN-25  
Legs: LN-1001  
Generator: GBX-XL  
FCS: TRYX-QUAD  
Boosters: B-T001  
Back Weapon L: WC-GN230  
Back Weapon R: WC-GN230  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-RFM118

Description:

"Here's the Wing Gundam I put together. I built it to work in AC1, rather than PP, because at the time, that's all I had (I now have everything but Silent Line). As always, it's not a perfect replica, but probably the closest that this game will get. It packs quite a punch, and moves faster than you'd think. Watch out for those "wings!""

Irregular X

Rating: Yet to test

3.11.02 XXXG-00W0 Wing Gundam Zero

-----  
Name: Wing 0

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-G780

Core: XXA-S0

Arms: AN-K1

Legs: LN-501

Generator: GBX-XL

FCS: TRYX-QUAD

Boosters: B-VR-33

Back Weapon L: WC-IR24

Back Weapon R: WC-IR24

Arm Weapon L: LS-99-MOONLIGHT

Arm Weapon R: WG-XFwPPk

Colors

Head:

Base: 33 33 33

Optional: 33 33 33

Detail: 29 27 00

Joint: 05 30 05

Core:

Base: 00 00 22

Optional: 00 29 00

Detail: 00 29 00

Joint: 07 12 27

Arms:

Base: 00 00 22

Optional: 33 33 33

Detail: 30 00 00

Joint: 21 21 21

Legs:

Base: 33 33 33

Optional: 33 33 33

Detail: 33 05 02

Joint: 22 24 25

Description:

"Extremely high power, incredible air and groundspeed, and absolutely lethal in the air. Only to be used with full Plus and Overweight, and ONLY by experts."

DarthLocutus

Rating: Yet to test (DarthLocutus gives it \*\*\*\*\*)

3.11.03 XXXG-01H Gundam Heavyarms

-----  
Name: HeavyArm

Plus/Normal: Plus

Overweight: No

Parts

TV (Kunio Okawara)/Kai version

Head: HD-GRY-NX  
Core: XXA\_SO  
Arms: AN-201  
Legs: LN-SSVR  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WM-L201  
Back Weapon R: WM-X201  
Arm Weapon L: LS-301  
Arm Weapon R: WA-FINGER

Re-Designed (Hajime Katoki) version

Head: HD-GRY-NX  
Core: XXA\_SO  
Arms: AN-201  
Legs: LN-SSVR  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WG-CN35  
Back Weapon R: WM-X201  
Arm Weapon L: LS-1-MOONLIGHT  
Arm Weapon R: WA-FINGER

Colors

Head:

Base: 43 00 03  
Optional: 50 50 50  
Detail: 62 36 06  
Joint: 43 00 03

Core:

Base: 43 00 03  
Optional: 62 36 06  
Detail: 50 50 50  
Joint: 43 00 03

Arms:

Base: 43 00 03  
Optional: 43 00 03  
Detail: 62 36 06  
Joint: 25 25 25

Legs:

Base: 50 50 50  
Optional: 43 00 03  
Detail: 50 50 50  
Joint: 62 36 06

Description:

TV Version:

This is VERY close to the original television design. That means it's slow. Really slow. You won't find yourself walking too much. Boosting is the key to winning with this AC. Has a good amount of ammo, AP and defense like the real Heavyarms.  
For Intermediate to Expert players.

HK Version:

Same speed problem, but worse weapons. You'll really have to be good to win with this setup.

For Expert only.

Rating:

TV Version: \*\*\*1/2

HK Version: \*\*

3.12.04 XXXG-01H2 Gundam Heavyarms Kai

-----  
Name: HArmsKai

Plus/Normal: Plus

Overweight: No

Parts

Head: HD-GRY-NX

Core: XXA\_SO

Arms: AW-GT2000

Legs: LN-SSVR

Generator: GBX-XL

FCS: QX-9009

Boosters: B-VR-33

Back Weapon L: WM-AT

Back Weapon R: WM-MVG802

Arm Weapon L: N/A

Arm Weapon R: N/A

Colors

Head:

Base: 00 00 15

Optional: 50 50 50

Detail: 18 18 25

Joint: 00 00 15

Core:

Base: 00 00 15

Optional: 18 18 25

Detail: 50 50 50

Joint: 00 00 15

Arms:

Base: 00 00 15

Optional: 18 18 25

Detail: 05 05 05

Joint: 05 05 05

Legs:

Base: 50 50 50

Optional: 00 00 15

Detail: 18 18 25

Joint: 00 00 15

Description:

WOW! Big improvement over the original. This is nearly as good (but not quite) as the Sandrock. It's gatling is MUCH more useful than the Finger. And, regardless of ammo, both missiles are extremely handy in all situations. Just be conservative with the ammo. VERY conservative. For Intermediate to Expert.

Rating: \*\*\*\*\*

3.11.05 XXXG-01SR Gundam Sandrock

-----  
Name: Sandrock  
Plus/Normal: Plus  
Overweight: No

Parts

Head: HD-ZERO  
Core: XXA\_SO  
Arms: AN-3001  
Legs: LNKS-1B46J  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WM-AT  
Back Weapon R: M118-TD  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-AR1000

Colors

TV (Kunio Okawara) version

Head:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 35 35 50  
Joint: 48 11 12

Core:

Base: 10 10 10  
Optional: 48 11 12  
Detail: 50 50 00  
Joint: 50 50 50

Arms:

Base: 50 50 50  
Optional: 10 10 10  
Detail: 35 35 50  
Joint: 15 15 15

Legs:

Base: 50 50 50  
Optional: 35 35 50  
Detail: 48 11 12  
Joint: 10 10 10

Re-Designed (Hajime Katoki) version

Head:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 50 50 50  
Joint: 48 11 12

Core:

Base: 43 43 43  
Optional: 48 11 12  
Detail: 50 50 30  
Joint: 50 50 50

Arms:

Base: 50 50 50  
Optional: 43 43 43

Detail: 50 50 50  
Joint: 30 30 30

Legs:

Base: 50 50 50  
Optional: 43 43 43  
Detail: 50 50 50  
Joint: 43 43 43

Kai (space) version

Head:

Base: 15 15 50  
Optional: 15 15 50  
Detail: 50 50 50  
Joint: 48 11 12

Core:

Base: 15 15 50  
Optional: 15 15 50  
Detail: 48 11 12  
Joint: 50 50 50

Arms:

Base: 50 50 50  
Optional: 30 30 30  
Detail: 15 15 50  
Joint: 12 12 12

Legs:

Base: 50 50 50  
Optional: 12 12 12  
Detail: 15 15 50  
Joint: 30 30 30

OAV version

Head:

Base: 00 00 25  
Optional: 00 00 25  
Detail: 50 50 50  
Joint: 48 11 12

Core:

Base: 00 00 25  
Optional: 00 00 25  
Detail: 48 11 12  
Joint: 50 50 50

Arms:

Base: 50 50 50  
Optional: 00 00 00  
Detail: 15 15 25  
Joint: 00 00 00

Legs:

Base: 50 50 50  
Optional: 00 00 00  
Detail: 00 00 25  
Joint: 15 15 25

Description:



My greatest Gundam Wing design, bar none. And to think that I hated this Gundam on the show (fell in love with it on EW, though)... Well, anyway, this is probably the closest you can get to the perfect Gundam remake. It has Sandrock's real weapons, power, and lack of speed. The only thing that sets this remake apart from the original is the lack of shotels, which is very well made up for with the Moonlight bladewave. This is, without a doubt, my greatest AC ever. With high AP, high defense, high firepower, and decent maneuverability, this AC is perfect. While there is a machine gun that looks almost exactly like his, but I put on the AR1000 for added firepower. But it really doesn't matter. Strapped with the AT missiles, if you can see your enemy, they're dead.

For Beginner to Expert.

Rating: \*\*\*\*\*

### 3.11.06 XXXG-01D Gundam Deathscythe

-----  
Name: D.Scythe

Plus/Normal: Plus

Overweight: No

#### Parts

Head: HD-GRY-NX

Core: XXA\_SO

Arms: AN-25

Legs: LN-1001-PX-0

Generator: GBX-XL

FCS: QX-9009

Boosters: B-VR-33

Back Weapon L: WC-01QL

Back Weapon R: WR-S50

Arm Weapon L: LS-99-MOONLIGHT

Arm Weapon R: WA-Finger

#### Colors

##### Head:

Base: 00 00 10

Optional: 40 40 40

Detail: 00 00 10

Joint: 00 00 10

##### Core:

Base: 00 00 10

Optional: 00 00 10

Detail: 30 30 00

Joint: 40 40 40

##### Arms:

Base: 00 00 10

Optional: 40 40 40

Detail: 30 30 00

Joint: 05 05 05

##### Legs:

Base: 00 00 10

Optional: 40 40 40

Detail: 05 05 05

Joint: 24 18 32

OAV version

##### Head:

Base: 15 15 15  
Optional: 40 40 40  
Detail: 15 15 15  
Joint: 15 15 15

Core:

Base: 15 15 15  
Optional: 15 15 15  
Detail: 40 11 12  
Joint: 30 30 30

Arms:

Base: 15 15 15  
Optional: 30 30 30  
Detail: 15 15 15  
Joint: 30 30 30

Legs:

Base: 15 15 15  
Optional: 30 30 30  
Detail: 10 10 10  
Joint: 30 30 30

Description:

Pretty good AC design. Though it doesn't have the trademark beam scythe, it still works pretty well. It has good ammo in the FINGER, and good strength in the back weapons. Only a decent amount of AP, though. This design uses every ounce of weight in the legs. Very well balanced. Rockets make aiming difficult, though.  
For advance to Expert.

Rating: \*\*\*\*

3.11.07 XXXG-01D2 Gundam Deathscythe Hell

-----  
Name: D.Scythe  
Plus/Normal: Plus  
Overweight: No

Parts

Head: HD-GRY-NX  
Core: XXA\_SO  
Arms: AN-25  
Legs: LN-1001-PX-0  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WC-01QL  
Back Weapon R: WR-S50  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WA-Finger

Colors

Head:

Base: 15 15 15  
Optional: 40 40 40  
Detail: 15 15 15  
Joint: 15 15 15

Core:

Base: 15 15 15

Optional: 15 15 15  
Detail: 40 11 12  
Joint: 30 30 30

Arms:

Base: 15 15 15  
Optional: 30 30 30  
Detail: 15 15 15  
Joint: 30 30 30

Legs:

Base: 15 15 15  
Optional: 30 30 30  
Detail: 10 10 10  
Joint: 30 30 30

Description:

Pretty good AC design. Though it doesn't have the trademark beam scythe, it still works pretty well. It has good ammo in the FINGER, and good strength in the back weapons. Only a decent amount of AP, though. This design uses every ounce of weight in the legs. Very well balanced. Rockets make aiming difficult, though.  
For advance to Expert.

Rating: \*\*\*\*

3.11.08 XXXG-01S Shenlong Gundam

-----  
Name: Shenlong  
Plus/Normal: Plus  
Overweight: Yes

Parts

Head: HD-G780  
Core: XXA\_SO  
Arms: AN-D-7001  
Legs: LN-D-8000R  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WC-CN35  
Back Weapon R: WC-CN35  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-FG99

Colors

Head:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 64 60 00  
Joint: 50 50 50

Core:

Base: 48 11 12  
Optional: 64 60 00  
Detail: 64 60 00  
Joint: 00 00 30

Arms:

Base: 50 50 50  
Optional: 00 00 30

Detail: 00 00 30  
Joint: 20 20 20

Legs:

Base: 48 11 12  
Optional: 50 50 50  
Detail: 00 00 30  
Joint: 50 50 50

Description:

Decent AP, decent power, decent speed. Another all-rounder.  
For Beginner to Expert.

Rating: \*\*\*1/2

3.11.09 XXXG-01S2 Altron Gundam

-----  
Name: Shenlong

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-G780  
Core: XXA\_SO  
Arms: AN-D-7001  
Legs: LN-D-8000R  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WC-CN35  
Back Weapon R: WC-CN35  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-FG99

Colors

Head:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 64 60 00  
Joint: 50 50 50

Core:

Base: 48 11 12  
Optional: 64 60 00  
Detail: 64 60 00  
Joint: 00 00 30

Arms:

Base: 50 50 50  
Optional: 00 00 30  
Detail: 00 00 30  
Joint: 20 20 20

Legs:

Base: 48 11 12  
Optional: 50 50 50  
Detail: 00 00 30  
Joint: 50 50 50

Description:

Decent AP, decent power, decent speed. Another all-rounder.

For Beginner to Expert.

Rating: \*\*\*1/2

3.11.10 OZ-00MS Tallgeese

-----

Name: T.GeeseI

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-D-9066

Core: XXA\_SO

Arms: AN-101

Legs: LNKS-1B46J

Generator: GBX-TL

FCS: QX-9009

Boosters: B-VR-33

Back Weapon L: WC-CN35

Back Weapon R: WC-CN35

Arm Weapon L: LS-99-MOONLIGHT

Arm Weapon R: WG-B2120

Colors

Head:

Base: 20 20 20

Optional: 50 50 50

Detail: 50 00 00

Joint: 50 50 50

Core:

Base: 50 50 50

Optional: 20 20 20

Detail: 20 20 20

Joint: 20 20 20

Arms:

Base: 50 50 50

Optional: 20 20 20

Detail: 20 20 20

Joint: 20 20 20

Legs:

Base: 50 50 50

Optional: 20 20 20

Detail: 20 20 20

Joint: 20 20 20

Description:

Great boost power, weapon power, and ammo. Slow running speed.

For Beginner to Expert.

Rating: \*\*\*\*

3.11.11 OZ-00MS2 Tallgeese II

-----

Name: T.GeeseII

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-D-9066

Core: XXA\_SO  
Arms: AN-101  
Legs: LNKS-1B46J  
Generator: GBX-TL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WC-CN35  
Back Weapon R: WC-CN35  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-B2120

Colors

Head:

Base: 00 00 40  
Optional: 50 50 50  
Detail: 64 60 00  
Joint: 50 50 50

Core:

Base: 00 00 40  
Optional: 00 00 40  
Detail: 50 50 50  
Joint: 00 00 40

Arms:

Base: 50 50 50  
Optional: 00 00 40  
Detail: 30 30 30  
Joint: 30 30 30

Legs:

Base: 50 50 50  
Optional: 30 30 30  
Detail: 00 00 40  
Joint: 00 00 40

Description:

Great boost power, weapon power, and ammo. Slow running speed.  
For Beginner to Expert.

Rating: \*\*\*\*

3.11.12 OZ-13MS Gundam Epyon

-----  
Name: Epyon

Plus/Normal: Plus

Overweight: No

Parts

Head: HD-G780  
Core: XXA\_SO  
Arms: AN-25  
Legs: LN-1001B  
Generator: GBX-TL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: N/A  
Back Weapon R: N/A  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WA-FINGER

Colors

Head:

Base: 10 10 10  
Optional: 50 00 30  
Detail: 50 00 30  
Joint: 50 00 30

Core:

Base: 10 10 10  
Optional: 50 00 30  
Detail: 64 60 00  
Joint: 10 10 10

Arms:

Base: 10 10 10  
Optional: 50 00 30  
Detail: 50 00 30  
Joint: 40 40 40

Legs:

Base: 10 10 10  
Optional: 50 00 30  
Detail: 40 40 40  
Joint: 40 40 40

Description:

Relatively fast, good blading rate. A pretty good AC.  
For Intermediate to Expert.

Rating: \*\*\*\*

3.11.13 OZ-13MSX1 Vayate

-----  
Name: Vayate

Plus/Normal: Normal

Overweight: Yes

Parts

Head: HD-REDEYE  
Core: XXA\_SO  
Arms: AN-7001  
Legs: LN-D-8000R  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: M118-TD  
Back Weapon R: WC-SPGUN  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WA-FINGER

Colors

Head:

Base: 00 00 30  
Optional: 20 00 20  
Detail: 00 00 30  
Joint: 00 00 30

Core:

Base: 00 00 30  
Optional: 00 30 40  
Detail: 00 00 30

Joint: 00 00 30

Arms:

Base: 00 00 30

Optional: 00 30 40

Detail: 00 00 30

Joint: 15 15 15

Legs:

Base: 00 00 30

Optional: 00 00 30

Detail: 00 00 30

Joint: 15 15 15

Description:

Great AC. Good mix between long and short range. Though it would be helpful if the Mercurius were around to help with a little defense. You'll have to fight pretty hard to win battles with this AC. For Advanced to Expert.

Rating: \*\*\*\*1/2

3.11.14 OZ-13MSX2 Mercurius

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:



Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.11.15 SK-12SMS Taurus

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.11.16 WMS-03 Maganac

Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.11.17 WMS-03 Maganac Abdul Custom

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.11.18 WMS-03 Maganac Ahmad Custom

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.11.19 WMS-03 Maganac Auda Custom

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:

Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.11.20 WMS-03 Maganac Rasid Kurama Custom

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.11.21 OZ-06MS Leo

-----

Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.11.22 OZ-06MS Leo Early Type

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.11.23 OZ-06MS Leo Space Type

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.11.24 OZ-07AMS Aries

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:



Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.11.25 OZ-07MS Tragos  
-----

Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.11.26 OZ-08MMS Cancer  
-----

Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.11.27 OZ-06MS Leo Cannon Type

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.11.28 OZ-02MD Virgo

-----

Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.11.29 OZ-09MMS Pisces

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:

Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.11.30 OZ-12SMS Taurus

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.11.31 WF-02MD Virgo II

Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

---

3.12 New Mobile Report Gundam Wing: Endless Waltz

---

3.12.1 OZ-00MS2B Tallgeese III

-----  
Name: T.GeeseIII

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-GRY-NX

Core: XXA\_SO

Arms: AN-D-7001

Legs: LN-D-8000R

Generator: GBX-TL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: M118-TD  
Back Weapon R: M228-TD  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-1-KARASAWA

Colors

Head:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 00 00 40  
Joint: 50 50 50

Core:

Base: 50 50 50  
Optional: 00 00 40  
Detail: 50 50 50  
Joint: 50 50 50

Arms:

Base: 50 50 50  
Optional: 00 00 00  
Detail: 50 50 50  
Joint: 50 50 50

Legs:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 50 50 50  
Joint: 00 00 40

Description:

A much better version than the other two. Much more power, though much less ammo. A good AC overall.

For Advanced to Expert.

Rating: \*\*\*\*1/2

3.12.2 MMS-01 (OZ-17MS) Serpent

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

---

### 3.13 After War Gundam X

---

#### 3.13.01 GT-9600 Gundam Leopard

-----

Name: Leopard  
Plus/Normal: Plus  
Overweight: Yes

Parts

Head: HD-G780  
Core: XXA\_SO  
Arms: AN-D-7001  
Legs: LN-1001B  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WC-IR24  
Back Weapon R: WM-AT  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WA-Finger

Colors

Head:  
Base: 00 00 20  
Optional: 50 00 00  
Detail: 64 60 00  
Joint: 00 00 20

Core:  
Base: 00 00 20  
Optional: 00 00 20



Detail: 64 60 00  
Joint: 00 00 20

Arms:

Base: 00 00 20  
Optional: 30 30 40  
Detail: 40 50 50  
Joint: 30 30 40

Legs:

Base: 30 30 40  
Optional: 00 00 20  
Detail: 40 50 50  
Joint: 30 30 40

Description:

Tons of power on top of average speed and AP. Limited on ammo, though.  
For Beginner to Expert

Rating: \*\*\*\*\*

3.13.02 GT-9600-D Gundam Leopard Destroy

-----  
Name: LeopardD

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-G780  
Core: XXA\_SO  
Arms: AN-201  
Legs: LN-D-8000R  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WC-XC8000  
Back Weapon R: WM-AT  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-XFwPPk

Colors

Head:

Base: 00 00 30  
Optional: 00 00 30  
Detail: 64 60 00  
Joint: 00 00 30

Core:

Base: 00 00 00  
Optional: 00 00 30  
Detail: 64 60 00  
Joint: 46 50 50

Arms:

Base: 30 00 00  
Optional: 30 00 00  
Detail: 46 50 50  
Joint: 00 00 00

Legs:

Base: 30 00 00

Optional: 00 00 00  
Detail: 46 50 50  
Joint: 30 00 00

Description:

Slightly more AP and power than the regular Leopard, slightly less ammo.

For Beginner to Expert.

Rating: \*\*\*\*1/2

3.13.03 GW-9800 Gundam Airmaster

-----  
Name: A.Master

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-G780

Core: XXA\_SO

Arms: AN-201

Legs: LN-1001-PX-0

Generator: GBX-XL

FCS: QX-9009

Boosters: B-VR-33

Back Weapon L: WC-CN35

Back Weapon R: WM-MVG802

Arm Weapon L: N/A

Arm Weapon R: WG-XFwPPk

Colors

Head:

Base: 40 00 00

Optional: 40 00 00

Detail: 64 60 00

Joint: 40 00 00

Core:

Base: 46 50 50

Optional: 00 00 00

Detail: 64 60 00

Joint: 40 00 00

Arms:

Base: 40 00 00

Optional: 46 50 50

Detail: 00 00 00

Joint: 00 00 00

Legs:

Base: 46 50 50

Optional: 46 50 50

Detail: 40 00 00

Joint: 00 00 00

Description:

Pretty nimble, but it has a slow running speed. Good amount of ammo, though.

For Beginner to Expert.

Rating: \*\*\*\*

3.13.04 GW-9800-B Gundam Airmaster Burst

-----  
Name: AM Burst  
Plus/Normal: Plus  
Overweight: Yes

Parts

Head: HD-G780  
Core: XXA\_SO  
Arms: AN-201  
Legs: LN-1001-PX-0  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WC-01QL  
Back Weapon R: WC-XC8000  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-XC4

Colors

Head:

Base: 00 00 10  
Optional: 00 00 10  
Detail: 64 60 00  
Joint: 00 00 10

Core:

Base: 46 50 50  
Optional: 00 00 10  
Detail: 64 60 00  
Joint: 00 00 10

Arms:

Base: 46 50 50  
Optional: 00 00 10  
Detail: 00 00 10  
Joint: 00 00 10

Legs:

Base: 00 00 10  
Optional: 00 00 10  
Detail: 46 50 50  
Joint: 46 50 50

Description:

Pretty fast, if I do say so myself. One problem though... all of his weapons are energy! So if you don't know how to be conservative, you're gonna catch a spanking.

For Advanced to Expert.

Rating: \*\*\*\*1/2

3.13.05 GX-9900 Gundam X

-----  
Name: Gundam X  
Plus/Normal: Plus  
Overweight: Yes

Parts

Head: HD-G780  
Core: XXA\_SO

Arms: AN-25  
Legs: LN-1001B  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WC-CN35  
Back Weapon R: WC-LN350  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-1-KARASAWA

Colors

Head:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 64 60 00  
Joint: 50 50 50

Core:

Base: 50 50 50  
Optional: 00 00 20  
Detail: 64 60 00  
Joint: 50 00 00

Arms:

Base: 50 50 50  
Optional: 30 30 30  
Detail: 00 00 20  
Joint: 30 30 30

Legs:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 00 00 20  
Joint: 30 30 30

Description:

Your basic all-rounder AC. What else can I say?  
For Beginner to Expert.

Rating: \*\*\*\*\*

3.13.06 GX-9900-DV Gundam X Divider

-----  
Name: X Divide  
Plus/Normal: Plus  
Overweight: Yes

Parts

Head: HD-G780  
Core: XXA\_SO  
Arms: AN-25  
Legs: LN-1001  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WC-SPGUN  
Back Weapon R: WC-LN350  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-XFwPPk

Colors

Head:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 64 60 00  
Joint: 50 50 50

Core:

Base: 00 00 25  
Optional: 00 00 25  
Detail: 64 60 00  
Joint: 50 00 00

Arms:

Base: 50 50 50  
Optional: 30 30 30  
Detail: 00 00 25  
Joint: 30 30 30

Legs:

Base: 50 50 50  
Optional: 00 00 25  
Detail: 30 30 30  
Joint: 50 50 50

Description:

Not very fast, not too much AP, but lots of strength.  
For Beginner to Expert.

Rating: \*\*\*

3.13.07 GX-9901-DX Gundam Double X

-----  
Name: Double X

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-G780  
Core: XXA\_SO  
Arms: AN-25  
Legs: LN-1001  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WR-L24  
Back Weapon R: WC-CN35  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-RFM118

Colors

Head:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 64 60 00  
Joint: 50 50 50

Core:

Base: 00 00 10  
Optional: 00 00 10  
Detail: 64 60 00  
Joint: 50 00 00

Arms:

Base: 00 00 10  
Optional: 30 30 30  
Detail: 30 30 30  
Joint: 30 30 30

Legs:

Base: 50 50 50  
Optional: 00 00 10  
Detail: 64 60 00  
Joint: 30 30 30

Description:

MUCH better. Has a rapid fire rifle with a sizeable amount of ammo, along with a chain gun and the superpowerful rockets. Still has a small amount of AP, though.

Rating: \*\*\*\*\*

3.13.08 NRX-0013 Gundam Virsago

-----  
Name: Virsago

Plus/Normal: Plus

Overweight: No

Parts

Head: HD-G780  
Core: XXA\_SO  
Arms: AN-25  
Legs: LN-SSVR  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WC-XC8000  
Back Weapon R: WC-01QL  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WA-Finger

Colors

Head:

Base: 40 00 00  
Optional: 00 00 00  
Detail: 64 60 00  
Joint: 00 00 00

Core:

Base: 00 00 00  
Optional: 40 00 00  
Detail: 64 50 00  
Joint: 40 00 00

Arms:

Base: 40 00 00  
Optional: 00 00 00  
Detail: 00 00 00  
Joint: 00 00 00

Legs:

Base: 40 00 00  
Optional: 00 00 00

Detail: 64 50 00

Joint: 40 00 00

Description:

Lots of power, a decent amount of ammo, and a killer color scheme.

What could be better?

For Beginner to Expert.

Rating: \*\*\*\*1/2

3.13.09 NRX-0013-CB Gundam Virsago Chest Break

-----  
Name: VirsagoC

Plus/Normal: Plus

Overweight: No

Parts

Head: HD-G780

Core: XXA\_SO

Arms: AN-25

Legs: LN-SSVR

Generator: GBX-XL

FCS: QX-9009

Boosters: B-VR-33

Back Weapon L: WC-IR24

Back Weapon R: WC-01QL

Arm Weapon L: LS-99-MOONLIGHT

Arm Weapon R: WA-Finger

Colors

Head:

Base: 40 00 00

Optional: 00 00 00

Detail: 64 60 00

Joint: 00 00 00

Core:

Base: 00 00 00

Optional: 40 00 00

Detail: 64 50 00

Joint: 40 00 00

Arms:

Base: 40 00 00

Optional: 00 00 00

Detail: 00 00 00

Joint: 00 00 00

Legs:

Base: 40 00 00

Optional: 00 00 00

Detail: 64 50 00

Joint: 40 00 00

Description:

No difference between this AC and the Virsago. Just a more powerful but much slower beam gun.

For Beginner to Expert.

Rating: \*\*\*\*

3.13.10 NRX-0015 Gundam Ashtaron

-----

Name: Ashtaron

Plus/Normal: Plus

Overweight: No

Parts

Head: HD-G780

Core: XXA\_SO

Arms: AN-3001

Legs: LNKS-1B46J

Generator: GBX-TL

FCS: QX-9009

Boosters: B-VR-33

Back Weapon L: WC-IR24

Back Weapon R: WC-01QL

Arm Weapon L: LS-99-MOONLIGHT

Arm Weapon R: WG-XP2000

Colors

Head:

Base: 00 00 00

Optional: 00 00 00

Detail: 40 00 00

Joint: 40 00 00

Core:

Base: 00 00 00

Optional: 40 00 00

Detail: 30 20 10

Joint: 00 00 00

Arms:

Base: 00 00 00

Optional: 20 00 30

Detail: 20 00 30

Joint: 00 00 00

Legs:

Base: 00 00 00

Optional: 00 00 00

Detail: 40 00 00

Joint: 20 00 30

Description:

Much heavier than the Virsago, but not much of a power difference.

Color scheme isn't that good either.

For Intermediate to Expert.

Rating: \*\*\*

3.13.11 NRX-0015-HC Gundam Ashtaron Hermit Crab

-----

Name: A Hermit

Plus/Normal: Plus

Overweight: No

Parts

Head: HD-G780

Core: XXA\_SO

Arms: AN-101

Legs: LN-3001



Generator: GBX-TL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WC-XC8000  
Back Weapon R: WC-01QL  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WC-XP2000

Colors

Head:

Base: 00 00 00  
Optional: 50 00 00  
Detail: 10 10 10  
Joint: 50 00 00

Core:

Base: 00 00 00  
Optional: 50 00 00  
Detail: 30 20 10  
Joint: 10 10 10

Arms:

Base: 00 00 00  
Optional: 00 00 00  
Detail: 10 10 10  
Joint: 10 10 10

Legs:

Base: 00 00 00  
Optional: 50 00 00  
Detail: 10 10 10  
Joint: 10 10 10

Description:

Basically the same as the Ashtaron, except it has slightly less AP.  
For Intermediate to Expert.

Rating: \*\*\*

3.13.12 DT-6800A Daughtress

Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:

Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.13.13 DT-6800C Daughtress Command

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:

Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

### 3.13.14 DT-6800W Daughtress Weapon

-----

Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.13.15 NRX-009 (NR-001) Valient

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.13.16 NRX-016 Rasveyt

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.13.17 NRX-018-2 Daughtress Neo

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:

Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.13.18 DT-6800HMC Daughtress High Mobility Command "Wise Wallaby"

---

Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:

Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.13.19 DTM-7000 Daughseat

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.13.20 GX-9900-GB G-Bit D.O.M.E.

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.13.21 RMS-006 Jenice

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:



Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.13.22 RMS-007G Juragg Cold Climate Type "Polar Bear"

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:

Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.13.23 RMS-009 Septem

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:

Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.13.24 RMS-014 Octave

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.13.25 RMS-019 Crouda

-----

Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.13.26 RMS-019R Crouda Lancerow Custom

-----

Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.13.27 RMSN-008 Bertigo

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:

Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.13.28 ENG-001 Estardoth

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:

Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.13.29 ENG-002 Pyron

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

---

### 3.14 Turn-A Gundam

---

#### 3.14.01 Turn A Gundam

-----

Name: Turn-A

Plus/Normal: Normal

Overweight: Yes

##### Parts

Head: HD-G780

Core: XXA\_SO

Arms: AN-25

Legs: LN-1001-PX-0

Generator: GBX-XL

FCS: QX-9009

Boosters: B-VR-33

Back Weapon L: WM-AT

Back Weapon R: N/A

Arm Weapon L: LS-99-MOONLIGHT

Arm Weapon R: WG-XFwPPk

##### Colors

Head:

Base: 50 50 40

Optional: 50 50 40

Detail: 50 50 40

Joint: 50 00 00

Core:

Base: 00 00 30

Optional: 00 00 30

Detail: 64 54 00

Joint: 50 00 00

Arms:

Base: 50 50 40

Optional: 50 50 40

Detail: 50 50 40

Joint: 50 50 40

Legs:

Base: 50 50 40

Optional: 50 50 40

Detail: 50 00 00

Joint: 64 54 00

Description:

Fast, powerful, but with weak armor. But unless you're fighting someone else that has the WM-AT on, you'll be just fine.

Rating: \*\*\*\*1/2

#### 3.14.02 MS-06 Borjarnon Gavane Goonny Custom

-----

Name:

Plus/Normal:



Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:  
Optional:  
Detail:  
Joint:

Core:

Base:  
Optional:  
Detail:  
Joint:

Arms:

Base:  
Optional:  
Detail:  
Joint:

Legs:

Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.14.03 NRS-P701R Godwin

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.14.04 CONCEPT-X 6-1-2 Turn X

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.14.05 G-838 Mahiroo

-----

Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:

Detail:

Joint:

Description:

Rating:

3.14.06 G-M2F (AMX-102) Zssan

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.14.07 GMIF (XM-0754) Bandit

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:  
Optional:  
Detail:  
Joint:

Core:

Base:  
Optional:  
Detail:  
Joint:

Arms:

Base:  
Optional:  
Detail:  
Joint:

Legs:

Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.14.08 MRC-F20 SUMO

-----

Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.14.09 NRS-P701 Gozzo

-----

Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.14.10 SPA-51 Cannon Illefuto

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.14.11 TAF-M9 Easel

-----

Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

---

3.15 Mobile Suit Gundam SEED

---



3.15.01 GAT-X102 Duel Gundam

-----

Name: Duel

Plus/Normal: Normal

Overweight: Yes

Parts

Head: HD-G780

Core: XXA\_SO

Arms: AN-201

Legs: LN-D-8000R

Generator: GBX-XL

FCS: QX-9009

Boosters: B-VR-33

Back Weapon L: WC-CN35

Back Weapon R: WM-AT

Arm Weapon L: LS-99-MOONLIGHT

Arm Weapon R: WG-1-KARASAWA

Colors

Head:

Base: 50 50 50

Optional: 00 00 40

Detail: 50 50 50

Joint: 00 00 40

Core:

Base: 00 00 40

Optional: 50 50 50

Detail: 64 30 00

Joint: 30 30 30

Arms:

Base: 50 50 50

Optional: 00 00 40

Detail: 30 30 30

Joint: 30 30 30

Legs:

Base: 50 50 50

Optional: 00 00 40

Detail: 30 30 30

Joint: 30 30 30

Description:

TONS of power. Lots of ammo. Lots of range. Decent AP and speed. A great AC.

For Beginner to Expert.

Rating: \*\*\*\*\*

3.15.02 GAT-X103 Buster Gundam

-----

Name: Buster

Plus/Normal: Normal

Overweight: Yes

Parts

Head: HD-G780

Core: XXA\_SO

Arms: AN-201

Legs: LN-D-8000R

Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WC-CN35  
Back Weapon R: WM-AT  
Arm Weapon L: N/A  
Arm Weapon R: WG-RFM118

Colors

Head:

Base: 50 50 30  
Optional: 00 20 00  
Detail: 50 50 30  
Joint: 00 20 00

Core:

Base: 00 20 00  
Optional: 00 20 00  
Detail: 30 30 30  
Joint: 50 16 16

Arms:

Base: 50 50 30  
Optional: 50 50 30  
Detail: 30 30 30  
Joint: 30 30 30

Legs:

Base: 50 50 30  
Optional: 50 50 30  
Detail: 00 20 00  
Joint: 50 16 16

Description:

Good speed, lots of power, but no laserblade.  
For Beginner to Expert.

Rating: \*\*\*\*\*

3.15.03 GAT-X105 Strike Gundam

-----  
Name: Strike

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-G780  
Core: XXA\_SO  
Arms: AN-25  
Legs: LN-SSVT  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WC-IR24  
Back Weapon R: WC-CN35  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-RFM118

Colors

Head:

Base: 50 50 50

Optional: 50 50 50  
Detail: 64 60 00  
Joint: 50 50 50

Core:

Base: 64 00 00  
Optional: 30 30 30  
Detail: 00 00 00  
Joint: 50 00 00

Arms:

Base: 50 00 00  
Optional: 30 30 30  
Detail: 30 30 30  
Joint: 30 30 30

Legs:

Base: 50 50 50  
Optional: 30 30 30  
Detail: 50 00 00  
Joint: 50 50 50

Description:

Lots of power and speed, but almost no defense! A very difficult AC to win with.

For Advanced to Expert.

Rating: \*\*\*\*\*

3.15.04 GAT-X207 Blitz Gundam

-----  
Name: Blitz

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-G780  
Core: XXA\_SO  
Arms: AN-25  
Legs: LN-502  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: N/A  
Back Weapon R: N/A  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-RFM118

Colors

Head:

Base: 10 10 10  
Optional: 30 30 30  
Detail: 64 60 00  
Joint: 30 30 30

Core:

Base: 10 10 10  
Optional: 10 10 10  
Detail: 50 00 00  
Joint: 20 20 30

Arms:

Base: 10 10 10  
Optional: 20 20 30  
Detail: 50 00 00  
Joint: 20 20 30

Legs:

Base: 10 10 10  
Optional: 10 10 10  
Detail: 20 20 30  
Joint: 50 00 00

Description:

Good amount of AP and speed, not much ammo, and a decent amount of power. Still a good AC, though.

Rating: \*\*\*\*

3.15.05 GAT-X303 Aegis Gundam

-----  
Name: Aegis

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-G780  
Core: XXA\_SO  
Arms: AN-25  
Legs: LN-1001-PX-0  
Generator: GBX-XL  
FCS: RATOR  
Boosters: B-VR-33  
Back Weapon L: WC-CN35  
Back Weapon R: WC-IR24  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-XFwPPk

Colors

Head:

Base: 50 20 30  
Optional: 50 20 30  
Detail: 50 50 00  
Joint: 50 20 30

Core:

Base: 50 20 30  
Optional: 50 20 30  
Detail: 00 00 20  
Joint: 30 30 30

Arms:

Base: 50 20 30  
Optional: 30 30 30  
Detail: 50 20 30  
Joint: 30 30 30

Legs:

Base: 50 20 30  
Optional: 50 20 30  
Detail: 30 30 30  
Joint: 30 30 30

Description:

Good overall AC. Perfect for any player.  
For Beginner to Expert.

Rating: \*\*\*\*

3.15.06 ZGMF-X09A Justice Gundam

-----  
Name: Justice

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-G780

Core: XXA\_SO

Arms: AN-25

Legs: LN-1001

Generator: GBX-XL

FCS: QX-9009

Boosters: B-VR-33

Back Weapon L: WC-CN35

Back Weapon R: N/A

Arm Weapon L: LS-99-MOONLIGHT

Arm Weapon R: WG-XFwPPk

Colors

Head:

Base: 50 00 40

Optional: 50 00 40

Detail: 64 60 00

Joint: 50 00 40

Core:

Base: 10 10 10

Optional: 50 50 50

Detail: 50 00 40

Joint: 50 00 40

Arms:

Base: 50 00 40

Optional: 20 20 30

Detail: 50 50 50

Joint: 20 20 30

Legs:

Base: 50 00 40

Optional: 50 00 40

Detail: 10 10 10

Joint: 50 50 50

Description:

Lots of power, a decent amount of speed and ammo, an all-rounder.  
For Intermediate to Expert.

Rating: \*\*\*

3.15.07 ZGMF-X10A Freedom Gundam

-----  
Name: Freedom

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-G780  
Core: XXA\_SO  
Arms: AN-25  
Legs: LN-1001  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WC-CN35  
Back Weapon R: N/A  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-XFwPPk

Colors

Head:

Base: 50 50 50  
Optional: 50 50 50  
Detail: 64 60 00  
Joint: 50 50 50

Core:

Base: 00 00 20  
Optional: 00 00 20  
Detail: 50 50 50  
Joint: 20 20 50

Arms:

Base: 50 50 50  
Optional: 30 30 40  
Detail: 20 20 50  
Joint: 30 30 40

Legs:

Base: 50 50 50  
Optional: 20 20 50  
Detail: 00 00 20  
Joint: 50 50 50

Description:

Exactly the same as the Justice Gundam.  
For Intermediate to Expert.

Rating: \*\*\*

---

3.16 Cybernator

---

3.16.1 Cybernator

-----

Name: CyberN  
Plus/Normal: Plus  
Overweight: Yes

Parts

Head: HD-REDEYE  
Core: XCL-01  
Arms: AN-201  
Legs: LN-1001B  
Generator: GBX-XL

FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WM-PS-2  
Back Weapon R: WC-CN35  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-PB26

Colors

Head:

Base: 20 30 20  
Optional: 20 30 20  
Detail: 00 00 30  
Joint: 00 00 30

Core:

Base: 20 30 20  
Optional: 20 30 20  
Detail: 20 30 20  
Joint: 20 30 20

Arms:

Base: 20 30 20  
Optional: 20 30 20  
Detail: 50 40 00  
Joint: 30 30 30

Legs:

Base: 30 30 30  
Optional: 20 30 20  
Detail: 20 30 20  
Joint: 20 30 20

Description:

Good speed, good power, good AP. An all-offense AC.  
For Beginner to Expert.

Rating: \*\*\*1/2

---

3.17 Metal Combat: Falcon's Revenge

---

3.17.01 Garam Mk 2

-----  
Name: Garam II  
Plus/Normal: Normal  
Overweight: Yes

Parts

Head: HD-D-9066  
Core: XCH-01  
Arms: AN-3001  
Legs: LN-1001-PX-0  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WC-XP4000  
Back Weapon R: WC-01QL  
Arm Weapon L: N/A  
Arm Weapon R: WG-PB26

Colors

Head:

Base: 00 40 00  
Optional: 40 40 40  
Detail: 64 60 00  
Joint: 00 40 00

Core:

Base: 64 50 00  
Optional: 00 40 00  
Detail: 00 40 00  
Joint: 00 4000

Arms:

Base: 00 40 00  
Optional: 40 40 40  
Detail: 64 50 00  
Joint: 00 40 00

Legs:

Base: 00 40 00  
Optional: 00 40 00  
Detail: 40 40 40  
Joint: 40 40 40

Description:

Not much ammo, not much speed, not much power... matches the Garam perfectly.

For Beginner to Expert.

Rating: \*\*\*

3.17.02 Siamang

-----

Name: Siamang  
Plus/Normal: Plus  
Overweight: Yes

Parts

Head: HD-X1487  
Core: XXA\_SO  
Arms: AN-D-7001  
Legs: LN-SSVT  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WC-XP4000  
Back Weapon R: WC-XP4000  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: N/A

Colors

Head:

Base: 30 00 30  
Optional: 64 60 00  
Detail: 30 00 30  
Joint: 30 00 30

Core:

Base: 64 60 00  
Optional: 30 00 30



Detail: 30 00 30  
Joint: 40 40 40

Arms:

Base: 30 00 30  
Optional: 30 00 30  
Detail: 64 60 00  
Joint: 64 60 00

Legs:

Base: 30 00 30  
Optional: 30 00 30  
Detail: 64 60 00  
Joint: 40 40 40

Description:

Quick but not much power... another perfect match.  
For Beginner to Expert.

Rating: \*\*\*\*

3.17.03 Wong

-----

Name: Wong

Plus/Normal: Normal

Overweight: No

Parts

Head: HD-X1487  
Core: XCH-01  
Arms: AW-XC5500  
Legs: LFH-X5X  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WC-01QL  
Back Weapon R: N/A  
Arm Weapon L: N/A  
Arm Weapon R: N/A

Colors

Head:

Base: 00 50 20  
Optional: 64 60 00  
Detail: 00 50 20  
Joint: 00 50 20

Core:

Base: 00 50 20  
Optional: 40 40 40  
Detail: 40 40 40  
Joint: 40 00 30

Arms:

Base: 00 50 20  
Optional: 40 00 30  
Detail: 00 50 20  
Joint: 40 40 40

Legs:

Base: 00 50 20

Optional: 00 50 20  
Detail: 40 40 40  
Joint: 40 00 30

Description:

Very fast, lots of power... Gee, I'm pretty good at making these mechs.

For Intermediate to Expert.

Rating: \*\*\*\*1/2

3.17.04 Griffin

-----

Name: Griffin

Plus/Normal: Normal

Overweight: Yes

Parts

Head: HD-08-DISH

Core: XXA\_SO

Arms: AW-DC/2

Legs: LN-2KZ-SP

Generator: GBX-XL

FCS: QX-9009

Boosters: B-VR-33

Back Weapon L: WC-01QL

Back Weapon R: WC-LN350

Arm Weapon L: N/A

Arm Weapon R: N/A

Colors

Head:

Base: 40 00 40

Optional: 64 60 00

Detail: 40 00 40

Joint: 40 00 40

Core:

Base: 40 00 40

Optional: 40 00 40

Detail: 50 10 10

Joint: 64 60 00

Arms:

Base: 40 00 40

Optional: 40 00 40

Detail: 64 60 00

Joint: 64 60 00

Legs:

Base: 40 00 40

Optional: 64 60 00

Detail: 40 40 40

Joint: 40 00 40

Description:

VERY powerful, pretty quick, but limited ammo.

For Intermediate to Expert.

Rating: \*\*\*

### 3.17.05 Viscount

-----

Name: Viscount  
Plus/Normal: Plus  
Overweight: Yes

#### Parts

Head: HD-GRY-NX  
Core: XXA\_SO  
Arms: AN-3001  
Legs: LN-SSVT  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WC-XP4000  
Back Weapon R: WC-GN230  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-XP1000

#### Colors

Head:  
Base: 50 50 00  
Optional: 20 00 50  
Detail: 50 50 00  
Joint: 50 50 00

#### Core:

Base: 20 00 50  
Optional: 20 00 50  
Detail: 50 50 00  
Joint: 50 50 00

#### Arms:

Base: 50 50 00  
Optional: 20 00 50  
Detail: 40 40 40  
Joint: 20 00 50

#### Legs:

Base: 50 50 00  
Optional: 50 50 00  
Detail: 40 40 40  
Joint: 20 00 50

#### Description:

Not too much speed, but lots of power. Another perfect match.  
For Beginner to Expert.

Rating: \*\*\*

### 3.17.06 Thanatos

-----

Name: Thanatos  
Plus/Normal: Plus  
Overweight: Yes

#### Parts

Head: HD-2002  
Core: XXA\_SO  
Arms: AN-D-7001  
Legs: LN-D-8000R  
Generator: GBX-XL

FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WM-SMSS24  
Back Weapon R: WC-01QL  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-XP1000

Colors

Head:

Base: 00 50 50  
Optional: 00 50 50  
Detail: 50 20 20  
Joint: 00 50 50

Core:

Base: 00 50 50  
Optional: 50 00 50  
Detail: 50 20 20  
Joint: 00 50 50

Arms:

Base: 00 50 50  
Optional: 50 00 50  
Detail: 50 00 50  
Joint: 00 50 50

Legs:

Base: 00 50 50  
Optional: 50 00 50  
Detail: 40 40 40  
Joint: 00 50 50

Description:

Great firing speed, great power, good moving speed.  
For Beginner to Expert.

Rating: \*\*\*\*\*

3.17.07 Arachnus

-----  
Name: Arachnus  
Plus/Normal: Normal  
Overweight: Yes

Parts

Head: HD-ZERO  
Core: XXA\_SO  
Arms: AW-MG25/2  
Legs: LF-205-SF  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WC-01QL  
Back Weapon R: WM-T0100  
Arm Weapon L: N/A  
Arm Weapon R: N/A

Colors

Head:

Base: 30 00 50  
Optional: 30 00 50  
Detail: 00 50 00

Joint: 50 20 20

Core:

Base: 30 00 50

Optional: 40 40 40

Detail: 50 20 20

Joint: 30 00 50

Arms:

Base: 30 00 50

Optional: 40 40 50

Detail: 40 40 50

Joint: 50 20 20

Legs:

Base: 30 00 50

Optional: 00 50 00

Detail: 40 40 50

Joint: 40 40 50

Description:

Lots of ammo and speed but small amount of power.  
For Intermediate to Expert.

Rating: \*\*\*

3.17.08 Groken

-----  
Name: Groken

Plus/Normal: Normal

Overweight: No

Parts

Head: HD-06-RADAR

Core: XCH-01

Arms: AW-S60/2

Legs: LC-MOS4545

Generator: GBX-TL

FCS: QX-9009

Boosters: N/A

Back Weapon L: WC-IR24

Back Weapon R: WC-CN35

Arm Weapon L: N/A

Arm Weapon R: N/A

Colors

Head:

Base: 00 40 00

Optional: 26 26 50

Detail: 00 40 00

Joint: 26 26 50

Core:

Base: 00 40 00

Optional: 50 20 20

Detail: 50 20 20

Joint: 00 40 00

Arms:

Base: 50 50 00

Optional: 00 40 00

Detail: 50 50 00  
Joint: 64 00 64

Legs:

Base: 00 40 00  
Optional: 00 40 00  
Detail: 50 20 20  
Joint: 40 40 50

Description:

LOTS of power, LOTS of ammo, NO speed.  
For Experts.

Rating: \*\*\*\*\*

3.17.09 Spika

-----  
Name: Spika  
Plus/Normal: Plus  
Overweight: Yes

Parts

Head: HD-D-9066  
Core: XXA\_SO  
Arms: AN-25  
Legs: LN-SSVT  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: WX-S800-GF  
Back Weapon R: WX-S800-GF  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WA-Finger

Colors

Head:

Base: 50 50 30  
Optional: 50 50 30  
Detail: 40 40 40  
Joint: 50 50 30

Core:

Base: 50 30 30  
Optional: 50 30 30  
Detail: 50 30 30  
Joint: 30 30 50

Arms:

Base: 50 30 30  
Optional: 30 30 50  
Detail: 30 30 50  
Joint: 30 30 50

Legs:

Base: 50 30 30  
Optional: 30 30 50  
Detail: 50 50 30  
Joint: 30 30 50

Description:

Lots of power and speed, but not much AP or ammo.

For Advanced to Expert.

Rating: \*\*\*\*\*

3.17.10 Falcon

-----

Name: Falcon

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-REDEYE

Core: XXA\_SO

Arms: AN-101

Legs: LN-1001B

Generator: GBX-XL

FCS: RATOR

Boosters: B-VR-33

Back Weapon L: WC-CN35

Back Weapon R: WM-X201

Arm Weapon L: LS-99-MOONLIGHT

Arm Weapon R: WG-B2120

Colors

Head:

Base: 00 00 40

Optional: 00 00 40

Detail: 50 00 00

Joint: 00 00 40

Core:

Base: 00 00 40

Optional: 40 40 40

Detail: 00 00 40

Joint: 40 40 40

Arms:

Base: 00 00 40

Optional: 00 00 40

Detail: 00 00 40

Joint: 00 00 40

Legs:

Base: 00 00 40

Optional: 00 00 40

Detail: 40 40 40

Joint: 40 40 40

Description:

Very well balanced. A large variety of weapons at his disposal. Good power, too.

For Intermediate to Expert.

Rating: \*\*\*\*1/2

3.17.11 Tornado

-----

Name: Tornado

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-REDEYE  
Core: XXA\_SO  
Arms: AN-K1  
Legs: LN-1001  
Generator: GBX-XL  
FCS: RATOR  
Boosters: B-VR-33  
Back Weapon L: WC-SPGUN  
Back Weapon R: WC-IR24  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-B2120

#### Colors

##### Head:

Base: 20 40 20  
Optional: 20 40 20  
Detail: 50 00 00  
Joint: 20 40 20

##### Core:

Base: 20 40 20  
Optional: 40 40 40  
Detail: 40 40 40  
Joint: 20 40 20

##### Arms:

Base: 20 40 20  
Optional: 20 40 20  
Detail: 20 40 20  
Joint: 40 30 40

##### Legs:

Base: 20 40 20  
Optional: 40 40 40  
Detail: 20 40 20  
Joint: 20 40 20

#### Description:

Basically the same as the Falcon, except for a little more power and a little less ammo.

For Intermediate to Expert.

Rating: \*\*\*\*\*

---

### 3.18 Cyberbots: FullMetal Madness

---

#### 3.18.01 Blodia

-----

Name: Blodia  
Plus/Normal: Plus  
Overweight: No

#### Parts

Head: HD-01-SRVT  
Core: XCL-01  
Arms: AN-D-7001  
Legs: LN-1001B  
Generator: GBX-XL  
FCS: QX-9009



Boosters: B-VR-33  
Back Weapon L: N/A  
Back Weapon R: N/A  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WA-FINGER

Colors

Player 1

Head:

Base: 40 00 00  
Optional: 30 30 30  
Detail: 30 30 30  
Joint: 30 30 30

Core:

Base: 30 30 30  
Optional: 40 00 00  
Detail: 40 00 00  
Joint: 40 00 00

Arms:

Base: 40 00 00  
Optional: 30 30 30  
Detail: 40 00 00  
Joint: 30 30 30

Legs:

Base: 30 30 30  
Optional: 40 00 00  
Detail: 40 00 00  
Joint: 30 30 30

Player 2

Head:

Base: 00 00 40  
Optional: 30 30 30  
Detail: 30 30 30  
Joint: 30 30 30

Core:

Base: 30 30 30  
Optional: 00 00 40  
Detail: 00 00 40  
Joint: 00 00 40

Arms:

Base: 00 00 40  
Optional: 30 30 30  
Detail: 00 00 40  
Joint: 30 30 30

Legs:

Base: 30 30 30  
Optional: 00 00 40  
Detail: 00 00 40  
Joint: 30 30 30

Description:

A sizeable amount of everything. A pretty good AC.  
For Advanced to Expert.

Rating: \*\*\*\*

### 3.18.02 Swordsman

-----

Name: Swordsman

Plus/Normal: Normal

Overweight: No

#### Parts

Head: HD-01-SRVT

Core: XCL-01

Arms: AN-D-7001

Legs: LC-MOS18

Generator: GBX-TL

FCS: QX-9009

Boosters: N/A

Back Weapon L: N/A

Back Weapon R: WM-P4001

Arm Weapon L: LS-99-MOONLIGHT

Arm Weapon R: WA-Finger

#### Colors

##### Player 1

Head:

Base: 00 40 00

Optional: 30 30 30

Detail: 30 30 30

Joint: 30 30 30

Core:

Base: 30 30 30

Optional: 00 40 00

Detail: 00 40 00

Joint: 00 40 00

Arms:

Base: 00 40 00

Optional: 30 30 30

Detail: 00 40 00

Joint: 30 30 30

Legs:

Base: 30 30 30

Optional: 00 40 00

Detail: 00 40 00

Joint: 30 30 30

##### Player 2

Head:

Base: 00 20 00

Optional: 30 30 30

Detail: 30 30 30

Joint: 30 30 30

Core:

Base: 30 30 30

Optional: 00 20 00

Detail: 00 20 00

Joint: 00 20 00

Arms:

Base: 00 20 00  
Optional: 30 30 30  
Detail: 00 20 00  
Joint: 30 30 30

Legs:

Base: 30 30 30  
Optional: 00 20 00  
Detail: 00 20 00  
Joint: 30 30 30

Description:

A good amount of range, but no speed whatsoever.  
For Advanced to Expert.

Rating: \*\*\*1/2

3.18.03 Riot

-----  
Name: Riot

Plus/Normal: Normal

Overweight: Yes

Parts

Head: HD-01-SRVT  
Core: XCL-01  
Arms: AN-3001  
Legs: LF-205-SF  
Generator: GBX-XL  
FCS: QX-9009  
Boosters: B-VR-33  
Back Weapon L: N/A  
Back Weapon R: WC-CN35  
Arm Weapon L: N/A  
Arm Weapon R: WA-Finger

Colors

Player 1

Head:

Base: 45 40 00  
Optional: 30 30 30  
Detail: 30 30 30  
Joint: 30 30 30

Core:

Base: 30 30 30  
Optional: 45 40 00  
Detail: 45 40 00  
Joint: 45 40 00

Arms:

Base: 45 40 00  
Optional: 30 30 30  
Detail: 45 40 00  
Joint: 30 30 30

Legs:

Base: 30 30 30  
Optional: 45 40 00  
Detail: 45 40 00

Joint: 30 30 30

Player 2

Head:

Base: 50 40 00

Optional: 30 30 30

Detail: 30 30 30

Joint: 30 30 30

Core:

Base: 30 30 30

Optional: 50 40 00

Detail: 50 40 00

Joint: 50 40 00

Arms:

Base: 50 40 00

Optional: 30 30 30

Detail: 50 40 00

Joint: 30 30 30

Legs:

Base: 30 30 30

Optional: 50 40 00

Detail: 50 40 00

Joint: 30 30 30

Description:

Lots of speed and ammo, low AP.

For Advanced to Expert.

Rating: \*\*\*

3.18.04 Reptos

Name: Reptos

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-2002

Core: XCA-00

Arms: AN-K1

Legs: LN-501

Generator: GBX-XL

FCS: QX-9009

Boosters: B-VR-33

Back Weapon L: N/A

Back Weapon R: WC-XC8000

Arm Weapon L: LS-99-MOONLIGHT

Arm Weapon R: N/A

Colors

Player 1

Head:

Base: 20 20 50

Optional: 20 20 50

Detail: 50 00 00

Joint: 20 20 50

Core:

Base: 20 20 50  
Optional: 20 20 50  
Detail: 20 20 50  
Joint: 20 20 50

Arms:

Base: 20 20 50  
Optional: 20 20 50  
Detail: 30 30 30  
Joint: 30 30 30

Legs:

Base: 20 20 50  
Optional: 20 20 50  
Detail: 30 30 30  
Joint: 30 30 30

Player 2

Head:

Base: 45 50 45  
Optional: 45 50 45  
Detail: 50 00 00  
Joint: 45 50 45

Core:

Base: 45 50 45  
Optional: 45 50 45  
Detail: 45 50 45  
Joint: 45 50 45

Arms:

Base: 45 50 45  
Optional: 45 50 45  
Detail: 30 30 30  
Joint: 30 30 30

Legs:

Base: 45 50 45  
Optional: 45 50 45  
Detail: 30 30 30  
Joint: 30 30 30

Description:

Not much power or ammo, but lots of speed. A perfect remake.  
For Advanced to Expert.

Rating: \*\*\*

3.18.05 Lightning

-----  
Name: Litening

Plus/Normal: Plus

Overweight: No

Parts

Head: HD-2002

Core: XCA-00

Arms: AN-K1

Legs: LC-MOS518

Generator: GBX-TL

FCS: QX-9009

Boosters: N/A  
Back Weapon L: N/A  
Back Weapon R: WM-P4001  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-XFwPPk

Colors

Player 1

Head:

Base: 40 40 50  
Optional: 40 40 50  
Detail: 50 00 00  
Joint: 40 40 50

Core:

Base: 40 40 50  
Optional: 40 40 50  
Detail: 40 40 50  
Joint: 40 40 50

Arms:

Base: 40 40 50  
Optional: 40 40 50  
Detail: 30 30 30  
Joint: 30 30 30

Legs:

Base: 40 40 50  
Optional: 40 40 50  
Detail: 40 40 50  
Joint: 30 30 30

Player 2

Head:

Base: 64 50 00  
Optional: 64 50 00  
Detail: 50 00 00  
Joint: 64 50 00

Core:

Base: 64 50 00  
Optional: 64 50 00  
Detail: 64 50 00  
Joint: 64 50 00

Arms:

Base: 64 50 00  
Optional: 64 50 00  
Detail: 30 30 30  
Joint: 30 30 30

Legs:

Base: 64 50 00  
Optional: 60 50 00  
Detail: 64 50 00  
Joint: 30 30 30

Description:

Lots of AP, but no speed to talk about. Not worth fighting with.  
For Experts only.

Rating: \*\*

3.18.06 Jackal

-----

Name: Jackal

Plus/Normal: Plus

Overweight:

Parts

Head: HD-2002

Core: XCA-00

Arms: AN-K1

Legs: LF-DEX-1

Generator: GBX-TL

FCS: QX-9009

Boosters: B-VR-33

Back Weapon L: N/A

Back Weapon R: N/A

Arm Weapon L: LS-99-MOONLIGHT

Arm Weapon R: WG-FG99

Colors

Player 1

Head:

Base: 40 40 40

Optional: 10 10 20

Detail: 50 00 00

Joint: 10 10 20

Core:

Base: 10 10 20

Optional: 40 40 40

Detail: 40 40 40

Joint: 40 40 40

Arms:

Base: 40 40 40

Optional: 40 40 40

Detail: 10 10 20

Joint: 10 10 20

Legs:

Base: 40 40 40

Optional: 40 40 40

Detail: 10 10 20

Joint: 10 10 20

Player 2

Head:

Base: 00 40 40

Optional: 00 40 40

Detail: 50 00 00

Joint: 00 40 40

Core:

Base: 00 40 40

Optional: 00 40 40

Detail: 00 40 40

Joint: 00 40 40

Arms:

Base: 00 40 40  
Optional: 00 40 40  
Detail: 30 30 30  
Joint: 30 30 30

Legs:

Base: 00 40 40  
Optional: 00 40 40  
Detail: 30 30 30  
Joint: 30 30 30

Description:

Lots of speed, but not much ammo. Bladewaving is the key.  
For Advanced to Expert.

Rating: \*\*\*

3.18.07 Fordy

-----  
Name: Fordy

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-08-DISH  
Core: XXA\_SO  
Arms: AN-101  
Legs: LB-4401  
Generator: GBX-XL  
FCS: RATOR  
Boosters: B-VR-33  
Back Weapon L: WM-P4001  
Back Weapon R: N/A  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: WG-FG99

Colors

Player 1

Head:

Base: 50 50 00  
Optional: 50 50 00  
Detail: 30 30 30  
Joint: 50 50 00

Core:

Base: 50 50 00  
Optional: 30 30 30  
Detail: 50 50 00  
Joint: 50 50 00

Arms:

Base: 50 50 00  
Optional: 50 50 00  
Detail: 50 50 00  
Joint: 30 30 30

Legs:

Base: 50 50 00  
Optional: 50 50 00  
Detail: 30 30 30



Joint: 30 30 30

Player 2

Head:

Base: 50 30 50

Optional: 50 30 50

Detail: 30 30 30

Joint: 50 30 50

Core:

Base: 50 30 50

Optional: 30 30 30

Detail: 50 30 50

Joint: 50 30 50

Arms:

Base: 50 30 50

Optional: 50 30 50

Detail: 50 30 50

Joint: 30 30 30

Legs:

Base: 50 30 50

Optional: 50 30 50

Detail: 30 30 30

Joint: 30 30 30

Description:

A pretty good AC. Great stability, but not much ammo.  
For Experts only.

Rating: \*\*\*

3.18.08 Tarantula

Name: Tarantul

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-08-DISH

Core: XXA\_SO

Arms: AN-101

Legs: LFH-X3

Generator: GBX-XL

FCS: RATOR

Boosters: B-VR-33

Back Weapon L: WM-X10

Back Weapon R: N/A

Arm Weapon L: LS-99-MOONLIGHT

Arm Weapon R: N/A

Colors

Player 1

Head:

Base: 50 50 00

Optional: 50 50 00

Detail: 30 30 30

Joint: 50 50 00

Core:

Base: 50 50 00  
Optional: 30 30 30  
Detail: 50 50 00  
Joint: 50 50 00

Arms:

Base: 50 50 00  
Optional: 50 50 00  
Detail: 50 50 00  
Joint: 30 30 30

Legs:

Base: 50 50 00  
Optional: 50 50 00  
Detail: 30 30 30  
Joint: 30 30 30

Player 2

Head:

Base: 45 45 45  
Optional: 45 45 45  
Detail: 30 30 30  
Joint: 45 45 45

Core:

Base: 45 45 45  
Optional: 30 30 30  
Detail: 45 45 45  
Joint: 45 45 45

Arms:

Base: 45 45 45  
Optional: 45 45 45  
Detail: 45 45 45  
Joint: 30 30 30

Legs:

Base: 45 45 45  
Optional: 45 45 45  
Detail: 30 30 30  
Joint: 30 30 30

Description:

Really fast, but only 10 shots. Hope you've mastered bladewaving!  
For Experts only.

Rating: \*\*1/2

3.18.09 Killer Bee  
-----

Name: Killer B

Plus/Normal:

Overweight:

Parts

Head: HD-08-DISH  
Core: XXA\_SO  
Arms: AN-101  
Legs: LFH-X5X  
Generator: GBX-XL  
FCS: RATOR

Boosters: B-VR-33  
Back Weapon L: WC-GN230  
Back Weapon R: N/A  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: N/A

Colors

Player 1

Head:

Base: 40 40 50  
Optional: 40 40 50  
Detail: 30 30 30  
Joint: 40 40 50

Core:

Base: 40 40 50  
Optional: 30 30 30  
Detail: 40 40 50  
Joint: 40 40 50

Arms:

Base: 40 40 50  
Optional: 40 40 50  
Detail: 40 40 50  
Joint: 30 30 30

Legs:

Base: 40 40 50  
Optional: 40 40 50  
Detail: 40 40 50  
Joint: 40 00 00

Player 2

Head:

Base: 00 40 50  
Optional: 00 40 50  
Detail: 30 30 30  
Joint: 00 40 50

Core:

Base: 00 40 50  
Optional: 30 30 30  
Detail: 00 40 50  
Joint: 00 40 50

Arms:

Base: 00 40 50  
Optional: 00 40 50  
Detail: 00 40 50  
Joint: 30 30 30

Legs:

Base: 00 40 50  
Optional: 00 40 50  
Detail: 00 40 50  
Joint: 50 30 00

Description:

Lots of power and speed, decent AP, low ammo.  
For Advanced to Expert.

Rating:

3.18.10 Guldin

-----

Name: Guldin

Plus/Normal: Normal

Overweight: No

Parts

Head: HD-2002

Core: XXA\_SO

Arms: AN-863-B

Legs: LC-UKI60

Generator: GBX-TL

FCS: RATOR

Boosters: N/A

Back Weapon L: WC-CN35

Back Weapon R: WC-GN230

Arm Weapon L: LS-99-MOONLIGHT

Arm Weapon R: WG-FG99

Colors

Player 1

Head:

Base: 00 00 40

Optional: 30 30 30

Detail: 50 00 00

Joint: 00 00 40

Core:

Base: 00 00 40

Optional: 00 00 40

Detail: 30 30 30

Joint: 00 00 40

Arms:

Base: 00 00 40

Optional: 00 00 40

Detail: 00 00 40

Joint: 30 30 30

Legs:

Base: 00 00 40

Optional: 00 00 40

Detail: 00 00 40

Joint: 30 30 30

Player 2

Head:

Base: 00 30 00

Optional: 30 30 30

Detail: 50 00 00

Joint: 00 30 00

Core:

Base: 00 30 00

Optional: 00 30 00

Detail: 30 30 30

Joint: 00 30 00

Arms:

Base: 00 30 00  
Optional: 00 30 00  
Detail: 00 30 00  
Joint: 30 30 30

Legs:

Base: 00 30 00  
Optional: 00 30 00  
Detail: 00 30 00  
Joint: 30 30 30

Description:

Lots of power, ammo, defense, range; everything but speed.  
For Experts only.

Rating: \*\*\*\*

3.18.11 Vise

-----  
Name: Vise

Plus/Normal: Plus

Overweight: No

Parts

Head: HD-2002  
Core: XXA\_SO  
Arms: AN-3001  
Legs: LC-UKI60  
Generator: GBX-TL  
FCS: RATOR  
Boosters: N/A  
Back Weapon L: WM-AT  
Back Weapon R: M118-TD  
Arm Weapon L: LS-99-MOONLIGHT  
Arm Weapon R: N/A

Colors

Player 1

Head:

Base: 36 30 00  
Optional: 30 30 30  
Detail: 50 00 00  
Joint: 36 30 00

Core:

Base: 36 30 00  
Optional: 36 30 00  
Detail: 30 30 30  
Joint: 36 30 00

Arms:

Base: 36 30 00  
Optional: 36 30 00  
Detail: 36 30 00  
Joint: 30 30 30

Legs:

Base: 36 30 00  
Optional: 36 30 00  
Detail: 36 30 00

Joint: 30 30 30

Player 2

Head:

Base: 30 00 40

Optional: 30 30 30

Detail: 50 00 00

Joint: 30 00 40

Core:

Base: 30 00 40

Optional: 30 00 40

Detail: 30 30 30

Joint: 30 00 40

Arms:

Base: 30 00 40

Optional: 30 00 40

Detail: 30 00 40

Joint: 30 30 30

Legs:

Base: 30 00 40

Optional: 30 00 40

Detail: 30 00 40

Joint: 30 30 30

Description:

Even more power than the Guldin, much less ammo, though.

For Advanced to Expert.

Rating: \*\*\*\*1/2

3.18.12 Cyclone

-----

Name: Cyclone

Plus/Normal: Plus

Overweight: Yes

Parts

Head: HD-2002

Core: XXA\_SO

Arms: AN-D-7001

Legs: LFH-X5X

Generator: GBX-XL

FCS: RATOR

Boosters: B-VR-33

Back Weapon L: WC-GN230

Back Weapon R: N/A

Arm Weapon L: LS-99-MOONLIGHT

Arm Weapon R: N/A

Colors

Player 1

Head:

Base: 00 00 40

Optional: 30 30 30

Detail: 50 00 00

Joint: 00 00 40

Core:

Base: 00 00 40  
Optional: 00 00 40  
Detail: 30 30 30  
Joint: 00 00 40

Arms:

Base: 00 00 40  
Optional: 00 00 40  
Detail: 00 00 40  
Joint: 30 30 30

Legs:

Base: 00 00 40  
Optional: 00 00 40  
Detail: 00 00 40  
Joint: 30 30 30

Player 2

Head:

Base: 00 30 00  
Optional: 30 30 30  
Detail: 50 00 00  
Joint: 00 30 00

Core:

Base: 00 30 00  
Optional: 00 30 00  
Detail: 30 30 30  
Joint: 00 30 00

Arms:

Base: 00 30 00  
Optional: 00 30 00  
Detail: 00 30 00  
Joint: 30 30 30

Legs:

Base: 00 30 00  
Optional: 00 30 00  
Detail: 00 30 00  
Joint: 30 30 30

Description:

Much faster than the other two, but speed is sacrificed for power.  
For Intermediate to Expert.

Rating: \*\*\*1/2

---

3.19 Aura Battler Dunbine

---

3.19.1 Billbine

-----

Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.19.2 Dunbine

-----

Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:



Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

---

3.20 Metal Armor Dragonar

---

3.20.01 XC-00 CabARRIER-0

-----

Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:

Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.20.02 XC-3 Cabarrier

-----

Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:

Detail:

Joint:

Description:

Rating:

3.20.03 XD-01 Dragonar-1

-----

Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.20.04 XD-01SR Dragonar-1 Custom

-----

Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:  
Optional:  
Detail:  
Joint:

Core:

Base:  
Optional:  
Detail:  
Joint:

Arms:

Base:  
Optional:  
Detail:  
Joint:

Legs:

Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.20.05 XD-02 Dragonar-2

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.20.06 XD-02SR Dragonar-2 Custom

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.20.07 XD-03 Dragonar-3  
-----

Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:  
Base:  
Optional:  
Detail:  
Joint:

Core:  
Base:  
Optional:  
Detail:  
Joint:

Arms:  
Base:  
Optional:  
Detail:  
Joint:

Legs:  
Base:  
Optional:

Detail:

Joint:

Description:

Rating:

3.20.08 XDFU-01 Dragonar Lifter-1

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

3.20.09 XDFU-02 Dragonar Lifter-2

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:  
Arm Weapon R:

Colors

Head:

Base:  
Optional:  
Detail:  
Joint:

Core:

Base:  
Optional:  
Detail:  
Joint:

Arms:

Base:  
Optional:  
Detail:  
Joint:

Legs:

Base:  
Optional:  
Detail:  
Joint:

Description:

Rating:

3.20.10 XDFU-03 Dragonar Lifter-3

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:  
Core:  
Arms:  
Legs:  
Generator:  
FCS:  
Boosters:  
Back Weapon L:  
Back Weapon R:  
Arm Weapon L:



Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

---

3.21 Fang of the Sun Dougram

---

3.21.1 Dougram

-----  
Name:

Plus/Normal:

Overweight:

Parts

Head:

Core:

Arms:

Legs:

Generator:

FCS:

Boosters:

Back Weapon L:

Back Weapon R:

Arm Weapon L:

Arm Weapon R:

Colors

Head:

Base:

Optional:

Detail:

Joint:

Core:

Base:

Optional:

Detail:

Joint:

Arms:

Base:

Optional:

Detail:

Joint:

Legs:

Base:

Optional:

Detail:

Joint:

Description:

Rating:

---

### 3.22 Mobile Police Patlabor

---

#### 3.22.1 AV-98 Ingram

-----  
Name: Ingram

Plus/Normal: No

Overweight: No

Parts

Head: HD-ZERO

Core: XCH-01

Arms: AN-863B

Legs: LN-1001B

Generator: GRD-RX7

FCS: QX-9009

Boosters: B-VR-33

Back Weapon L: N/A

Back Weapon R: N/A

Arm Weapon L: N/A

Arm Weapon R: WG-HG1

Colors

Head:

Base: 40 40 40

Optional: 40 40 40

Detail: 24 38 31

Joint: 40 40 40

Core:

Base: 00 00 00

Optional: 40 40 40

Detail: 40 40 40

Joint: 40 40 40

Arms:

Base: 40 40 40  
Optional: 40 00 00  
Detail: 10 10 10  
Joint: 40 40 40

Legs:

Base: 40 40 40  
Optional: 40 40 40  
Detail: 40 40 40  
Joint: 15 15 15

Description:

"its an okay AC , no optional parts, but its was fun to make just from a picture! my first AC as well, and im just a kid! (14)"  
laserblade2009

Rating: Yet to test

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4.0 CREDITS  
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