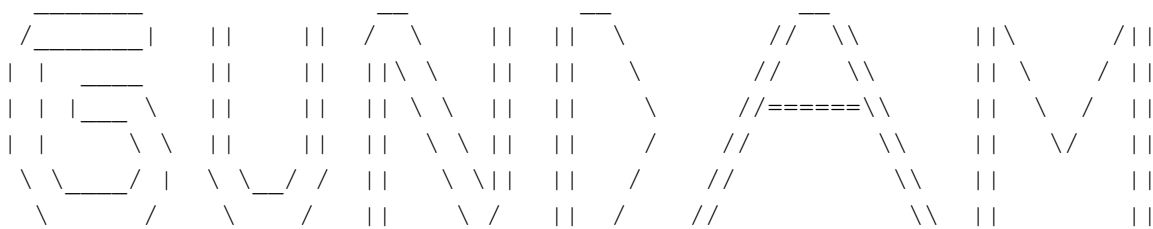


# Gundam Battle Assault 2 Gundam RX-78 FAQ

by Swordmaster Crono

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Battle Assault



Gundam RX-78 FAQ

v2.0

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 Introduction |=====

For long had I played the first Battle Assault, the cool, but somewhat mediocre fighting game which featured many cool mecha, but only one Gundam Wing MS, which was a replacement for the Hamma-Hamma, and just a simple copy of the Zeta Gundam. Well, this game is quite an improvement over the first, and, to my joy, included several Gundam Wing mecha. A wonderful game, for both fighting AND Gundam games, I decided that I'd like to write a small guide for my favorite MS, the original RX-78 Gundam. A vast, vast improvement over the RX-78 in the first Battle Assault, revamped with all new moves, playing it is a joy! In this FAQ, I will provide tactics, sayings, moves and strategies for Gundam RX-78 and its pilot, Amuro Ray. Ready, FIGHT!

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 Legal Stuff |=====

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 Version Info/Updates |=====

As you might know, this is the section where I keep track of all updates to the FAQ, beginning with the date on which I begun writing it. This section

will probably grow bigger over time as I add and/or change more things.

8/2/02 Huge update! Combo and Strengths/Weaknesses sections are both up, plus a couple small errors are fixed. A large update, all of this makes the FAQ version 2.0.

8/25/02 I revised tons of stuff, added things, and subtracted stuff. A Combo section and a Strengths/Weaknesses section both coming soon. All of this made the FAQ version 1.2.

8/11/02 I corrected some incorrect information(due to forgetfulness), changed some grammatical errors and typos, making the FAQ version 1.1.

8/2/02 I finished writing version 1.0 of this FAQ.

7/31/02 I begun writing version 1.0 of this FAQ.

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Simple Tactics |=====\  
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This section is small, I'm just going to provide you with a couple things I discovered while playing with the RX-78. Let's just hop right to it, whaddaya say? I'll add things here as I learn/hear new strategies, and I'll give credit where it's due.

The Stun and Hammer Tactic: A very simple strategy, which is not only useful on the battlefield, but great for getting low times on Time Attack A with. Here's how you do it: When you stun an enemy, they are defenseless. They can't do anything, including blocking your attacks. Thing is, they don't stay stunned for long at all, but plenty long enough to use your Mega special Attack. So, when RX-78, and fighting normal enemies(not bosses such as Big-Zam, Neue Ziel, Dark Gundam, etc.), get close to them(which can be a problem if you're up against great close-range fighters such as Zeong or Hygog, or large fighters such as Quin Mantha), and stun them(Forward + Triangle while close). They will be defenseless, and you proceed to use RX-78's Mega Special, "Gundam Hammer". If you've played with Gundam before, then you know that you have to be a certain distance away, not too far or close to the opponent, for it to hit. Luckily for you, stunning you opponent causes your suit to go back a certain distance from your foe. In this case, just far enough to use your "Gundam Hammer" attack, and for it to hit. You only get three "Gundam Hammer" attacks in one battle, but one hit with it will take out a whole bar of the foe's energy(except bosses and big suits). So, as you see: Stun, Hammer, repeat two more times. Very useful, and helps you to get excellent Time Attack A times.

The Smash, and Re-Smash Tactic: The Gundam has a very useful attack you can use in the air. It doesn't have an official name I don't think, because it isn't in the instruction manual, but I call it the Downward Foot Smash. While in the

air, press Down + Circle, and Gundam will shoot downward with both feet extended below it, which if connects correctly, will deal a moderate amount of damage, AND knock the opponent on its back. There is a special trick you can use with this move while fighting large bosses, such as Big Zam, Neue Ziel, etc. Now, if you fly up to a high portion of one of these large bosses, and use it, the impact of the hit will knock you back up to you original position in the air before using the move, allowing you to use it over and over and over and over, etc. etc. without falling to the ground. This only works on those big bosses, because the move knocks smaller enemies onto their backs, and you, therefore can't hit them with it again, and knock yourself back into the air. Using this tactic is a great strategy for taking down bosses much easier. That's what's good about Gundam RX-78, it's versatile and strong against all types of opponents.

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Move List |=====
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How silly you are if you came to this section expecting a giant compilation of moves, combos and strategies to annihilate any kind of opponent. You...weren't expecting anything like that, were you? o\_O Anyway, this is just a pure and simple move list. I will make up names for moves not in the instruction manual. Note: contact and tell me if I've forgotten any techniques.

Ground Moves>>>

- Down + Circle: Upwards Knee Jab(must be very close; not in booklet)
- Forward, Down, Forward + Punch: Charged Shield Multi Hit(must be very close; not in booklet)
- Down, Forward + Punch: Beam Rifle
- Forward, Back, Forward + Punch: Close Range Vulcan Guns(press punch repeatedly for continual shooting; not in booklet)
- Forward, Down, Back + Punch: Beam Sabre
- Down, Back + Punch: Beam Sabre Downward Stab(official name: Helmet Hit)
- Back, Down, Forward + Punch: Hammer Punch

Air Moves>>>

- Forward, Down, Back + Punch(in air): Gundam Javelin
- Down + Circle(in air): Downward Foot Smash(not in booklet)

Mega Special Attack(command is the same for all MS who have these moves)>>>

- Down, Forward + Any two attack buttons: Gundam Hammer

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Strategies |=====
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Here I will give you some simple strategies to help you get through Street Mode, as well as others, if they need apply. I'll give you the tips you need(well, hopefully)to get through them. I hope these can help, but if not, don't blame me; I'm not a gaming prodigy! These strategies will be written with the Hard difficulty in mind.

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>>STREET MODE<<  
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#### Battle One: Zaku II and Denim

This battle will probably be a breeze, even on Hard, as long as you've at least built up your skills somewhat before attempting Street Mode on Hard. For one, this suit's a quickie when it comes to speed; so be on your toes, eh? It will be mostly easy to attack, as long as you attack when he isn't zoomin' around through air like some deranged maniac. So, if he lands, take a crack at him. Being on hard, he'll probably block, so stunning is a good idea, I think. The Beam Sabre downward Stab will come in much handy here, as well as in the later battles, because the enemy cannot defend against it. It might be harder to use it later, maybe, because the enemies, let's face it, get tougher as you go. Defend against his guns and Cracker Grenades, and you'll probably be fine. And attack with your might, trying to attack, but not letting up, while he is also engaging in a move, so you'd be sure to hit and him not block. These basic strategies apply to just about all the suits, so you should remember that info, shouldn't you? Something else to remember: Blocking does work, and is great against all types of attacks, except beam-type attacks (beam sabres, heat hawks, etc.), so mastering the art of dodging into the background (any two attack buttons at once) is downright essential, so you can dodge the beam moves. Remember that for all battles, because I probably won't mention that again. Note: You can get through the game without learning the technique of dodging, but it helps indefinitely.

#### Battle Two: Custom Zaku II and Char

This Zaku is the same as the one you just battled, except it's red, and much, MUCH faster. You had better keep your fingers ready. Same tactics apply as with the green Zaku; attack whenever you can when it will hit, but don't let up, and defend as much as you can. Beam Sabre = helpful here, and stunning him is great, if you can get a hold of him. He'll fly around a lot, so don't make any wild shots into the air, only while he's firmly on the ground. Remember the "Stun and Hammer" technique I mentioned earlier, for this any any battle except the said excluded enemies. All that being mentioned, this battle won't be much harder than your first.

#### Battle Three: Hygog and Mikkhail

This blue suit looks weird, but he's no pushover, and this battle can be difficult if you don't know how to handle it. First of all, no stunning. Do not even get close and/or stun unless you are confident in your abilities as a pilot. Gundam Hammer is a good idea, but you have to use it when he starts an attack, or he'll probably block it, and what a waste of one of your three Specials it is! Use attacks that you can hit him when out of his long arms' reach, which shouldn't be too hard. Also, throw in a few Beam Sabre Downward

Stabs if you can.

#### Battle Four: Acguy and Akahana

Another weird looking suit, which looks small and weak to boot! But wait, he is! Well, this battle might not be cake, but it shouldn't be a problem. He's fast, though, watch out! He'll run at you and pull off a physical hit combo which can hurt like hell! In effect, just be careful about your suit when it's in close range to him. He's not as dangerous as Hygog, though, so can probably get at least 2-3 close range attacks in. Beam Sabre = wonders. Gundam Hammer isn't quite as useful in this battle as the previous, but don't count it out completely, nor your Shield UpperCut (Charged Shield Multi-Hit), and keeping your distance isn't too necessary, so don't be too afraid to move in sometimes. Attack with vengeance; the brown-nosed freak needs to go down with his suit. And remember, for this and every battle, always, always, always go back to the olde country! Err, I meant, block.....always, always, always BLOCK. You knew I meant to say that, didn't you?

#### Battle Five: Custom Zaku II and Char(again):

Exactly the same as before, except his tactics may be a slight bit more advanced. So, look above to Battle Two for strategies.

#### Battle Six: Ball and Shiro(spellled Shiroh in the game, but I'll call him by his true spelling):

This battle will be very easy; the Ball is a very unadvanced Mobile Suit(if you could even call it that); his only non-close range attack has only enough ammo for 5 shots, although each shot by itself isn't exactly weak;

\*HACKCOUGHouchCOUGHHACK\* So, just block that one attack, and the rest is easy. Sometimes, he can pull off a pretty good combo if you're not on your guard, so don't take this guy TOO lightly; underestimation is never a good thing. Attack as usual.

#### Battle Seven: Big-Zam and Dozul

This guy is huge, and his attacks can give you a beat-down like you've never experienced if you don't know how to handle him. It's as simple as this: get behind him IMMEDIATELY!! Well, after that, there are only three things you have to worry about. Sometimes, he fly up way into the air in an attempt to get back on your other side. Just keep holding back to stay behind him and shield at the same time, and if he does happen to get on the right said again, just fly right back behind him as soon as the chance presents itself, because his Special hurts! The only other worries while behind him are his backward kick attack, and missile attack, which are both easily blocked for minimal damage, even while in the air. Use all of your Gundam Hammers, a few Beam Sabre attacks, and use the "Smash and Re-Smash" technique I told you about earlier in the FAQ. You'll be just fine; or, you SHOULD. I can't guarantee anything.

#### Final Battle: Zeong and Char(he just keeps on going and going and going....)

This battle will be the toughest yet. Not only is he as dangerous up-close as Hygog, but he's just as formidable from a distance....OUCH! First rule of this battle: BLOCK as much as you possibly can. Especially for his Mega Special. Attack whenever you're not blocking; Gundam Hammer when he's busy with

something that will keep him from blocking, and use your Beam Sabre sparingly. Don't waste you ammo, and try to make every hit count. Use all the tricks in the book, and be careful. There isn't too much more advice I can give you, here.

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>>OTHER MODES<<  
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Survival Mode: The enemies here are completely varied, so I can't give you any specific tips except to use every trick in the book!

Time Attack A: Well, except for the boss/huge suits, use the "Stun and Hammer" strategy I explained earlier. Simple. Easy. Effective.

Time Attack B: Well, there's more strategy involved here than in Time Attack A. I don't know if this is the order, but I'll explain a simple strategy for each Armor you'll face. For Big-Zam, look above to Battle Seven of Street Mode in this chapter of the FAQ. For Neue Ziel, use mostly the same strategy as Big-Zam, getting behind him, and using various attacks, and the "Smash and Re-Smash" technique. But, a new problem arises. If you've played against him before, you know that he can change direction, unlike Zam. Get behind him quickly each time he does....quickly! Dark Gundam....urgh, what a pain! Ok, block as much as you can, and stay close. Use Gundam Hammer when it will hit, or at least has a somewhat good chance to hit him. Beam Sabre Attacks, and the "Smash and Re-Smash" attack really help, but do them quickly. For Psycho.....well, another tough customer. Block, attack sparingly, Gundam Hammer. I truly wish I could give you more advice for him, but I simply don't know how to explain it, you'll just have to fight him to learn his movement patterns. "Smash and Re-Smash" doesn't work as well, here, because of his moves :( Oh, well.

Vs. CPU and/or Player 2: EVERYTHING here is varied, so pull out all the stops, as stated in the Survival tips.

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Combos |=====

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Well, as you've guessed, this is just a pure and simple combo section. Here, I will show you some different sequences of moves that, if pulled off correctly, can help you significantly in battle. You can definitely turn the tide of battle if you master the usage of some of these combos. Watch out, though; some of them may be tough to do, much less master at all. Since I have little skill at fighting games when it comes to combos, I wasn't able to come up with anything particularly great. There are three or four in here which can be very excellent, but other than that, most of them won't help you in large quantities. So.....send me your combos. I need 'em. I'll put them in here, and give you credit for them. If any of these don't have a name by them, that means that I came up with them. I'm sorry if I accidentally came up with a combo that

someone else came up with by themselves; I swear I didn't rip anyone off for the ones that I found on my own. Anyway, look in the \*\*Contact Me\*\* section of the FAQ, and please send me some combos! Now, all of these combos have to be pulled off very quickly, one move immediately right after another with speed, unless specifically indicated otherwise. Stop the combo if the opponent blocks. They are set up so, if one move hits the opponent, then the next will probably do so, too. Now, I know I've been blabbering for a while, so finally, here are the combos.

Down + X, Down + Triangle, jump up and use the Gundam Javelin.

Run towards the opponent and hit X, then Circle.

Down + X, Down + Triangle, Gundam Hammer, jump up and use the Gundam Javelin.

Run towards the opponent and hit Triangle, then the Charged Shield Multi Hit.

Run towards the opponent and hit Square, Down + Square X2, Down + Triangle, jump up and use the Gundam Javelin(hard combo to master, but very effective).

Run towards the opponent and hit X, then quickly use the Upwards Knee Jab.

Run towards the opponent and hit Square, Down + X, then quickly use the Upwards Knee Jab.

Run towards the opponent and hit Square Twice, then the Charged Shield Multi Hit.

Run towards the opponent and hit Forward + Triangle, then the Beam Rifle(3 shot).

(In air above opponent)Forward + X, Downward Foot Smash, then jump up after landing and use the Gundam Javelin.

(In air)X, Circle.

(In Thruster Mode)Forward + X, Forward + Circle, then the Beam Rifle(3 shot).

(In Thruster Mode)Forward + Square X3, Forward + Triangle.

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Strengths/Weaknesses |=====|  
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Well, one would think that the title of this chapter of my FAQ would be self-explanatory, and you'd be able to tell what's here just by looking at it. Well, you'd probably be wrong. What I'm going to do is tell you which Mobile Suits/Armors in this game Gundam RX-78 is strong, neutral and weak against. Due to this game's unbalanced nature concerning the properties of the character's moves and abilities, some suits will, obviously, fair better against certain other suits than others. When I say that RX-78 is effective against a certain suit, I mean just exactly that. I mean that, if you play against someone who's fairly skillful in that suit you're fighting against(including the level 9 computer), I say RX-78 is effective against that suit, and you're skilled with the RX-78, then you have a lot of a better chance of winning against that certain one than if you were fighting an opponent that RX-78 is ineffective against. If I say RX-78's effective against someone, then I'm trying to say that it shouldn't be too tough to beat him, even against a skilled player. Anyway, these lists were developed with all of RX-78's moves, tricks and techniques used and in mind. So, if you're at least somewhat skilled with Gundam, then the scenario should be the same for the most part for you, as with me. I do realize, however, that every person's playing style is different, so, these might vary. So don't e-mail and start complaining about how Gundam isn't effective against a certain suit, because it obviously is for me. Uh, it seems like I'm just making it more confusing as I explain it, so I'll just....stop here.

#### Effective Against>>>

Ball  
Big-Zam(if behind)  
Bolt Gundam  
Gundam Deathscythe Hell Custom  
Gundam Maxter  
Gundam Physalis(GP-02A)  
Gundam Sandrock Custom  
Master Gundam  
Neue Ziel(if behind)  
Wing Gundam Zero Custom  
Zaku II  
Zaku II S(Red Zaku)

#### Neutral Against>>>

Acguy  
Altron Gundam(Gundam Nataku)  
Dragon Gundam  
Fully Armored Double Zeta Gundam  
Gundam Epyon  
Gundam Heavyarms Custom  
Gundam RX-78  
Quin Mantha  
Sazabi

#### Ineffective Against>>>

Burning/God(God is its Japanese name)Gundam  
Dark/Devil(Again, Devil is the Japanese name)Gundam  
Gundam Rose

Hydra Gundam  
Hygogg  
Nu Gundam  
Psycho Gundam MK III  
Tallgeese 3  
Zeong

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Related Speech |=====|  
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This chapter is quite simple. I give you all the speech that occurs in Street Mode when you pick RX-78, and all of Amuro's responses for when you beat an opponent, or certain opponents in a Vs. Battle.

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>>STREET MODE<<  
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Opening line when you pick Gundam, Amuro: "Gundam, let's do it!"

Fist Battle; Opening Lines, None. Line when you lose to Denim, Denim: "Look at the white mobile suit. He doesn't know how to maneuver it." When you win, Denim: "A white mobile suit... Is that the Federation's new model?" Amuro: "I did it!"

Second Battle; Opening Lines, Char: "I'm going to teach you that your mobile suit has its limits when it goes up against the Red Comet." Amuro: "A red mobile suit?" Line when you lose to Char, Char: "His tactics and manners are amateur." When you win, Char: "The Federation's mobile suit is a monster." Amuro: "Did I do it?"

Third Battle; Opening Lines, None. Line when you lose to Mikkhail, Mikkhail: "We wasted too much time on the old models." When you win, Amuro: "Nobody told me about that model."

Fourth Battle; Opening Lines, None. Line when you lose to Akahana, Akahana: "Thank goodness for this Acguy." When you win, Amuro: "Idiot!"

Fifth Battle; Opening Lines, Char: "I was careless to let him get this close." Amuro: "Is that him?" Line when you lose to Char, Char: "You crushed my pride." When you win, Char: "Who is the Gundam pilot?!" Amuro: "Is Char a Newtype?"

Sixth Battle; Opening Lines, None. Line when you lose to Shiro, Shiro: "Things will work out somehow." When you win, Amuro: "I am the best pilot for Gundam."

Seventh Battle; Opening Lines, Amuro: "You monster! It's too much." Dozul: "Once the Big-Zam is mass produced, we'll put an end to the Federation in no time." Line when you lose to Dozul, Dozul: "Glory to Zeon!" When you win, Dozul: "For the glory of Zeon!!" Amuro: "Will this never end?"

Final Battle; Opening Lines, Amuro: "You should know that our true enemy is the Zabi Family! Why are you getting in my way?" Char: "You're the strongest soldier. That's why." Line when you lose to Char, Char: "Newtypes like you are too dangerous." When you win, Char: "I could never forgive the Zabi Family. I will settle this." Amuro: "Char...."

Final/Victory Line, Amuro: "Sorry, Lalah. I still do have a place to go home to...."

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>>VS. BATTLES<<  
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These are all of Amuro's lines when he wins a battle. Nothing more, nothing less.

General>>>

"I can see. I can see the movement."

"They're well trained pilots, but once I know their maneuver patterns, it's easy."

"I am the best pilot for Gundam."

To Char in Sazabi>>>

"Char, this is unacceptable."

To Char in Zeong or Custom Zaku II>>>

"Char, I know what you are trying to do."

To His Older Self in the Nu Gundam>>>

"Do you still want to continue?"

To Himself in RX-78>>>

"You are a Newtype too."

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Contact Me |=====

Well, this is pretty much the end of the FAQ, hope it was useful. If you have seen any mistakes in here, let me know. Give me feedback; thank you's, criticism, anything. Any questions or comments? Anything you need to discuss? Want to use my FAQ on a website? Any input at all? If, for any reason you need to contact me, look up one of these:

AIM(AOL Instant Messenger)screename is: RPG Swordmaster

It's preferred that you e-mail me, instead, and I'll get back to you.

E-mail address is: swordmaster\_crono@hotmail.com

You can also use that e-mail to add me to your list for MSN Instant Messenger, if you wish, and I'll get to you.

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Special Thanks |=====

This FAQ was, while seemingly not, quite a bit of work. I'd like to thank, especially, everyone at Sunrise, Bandai, and everyone else responsible for creating the Gundam universe, this game, the previous Battle Assault, and all other Gundam games/merchandise. I'd like to thank GameFAQs for hosting this FAQ for me, and I'd like to thank everyone at the Gundam Battle Assault 2 GameFAQs Message Board for their input and help with moves, strategies, etc. I'd especially like to thank my friend, James, for inspiring me to buy the Battle Assault games, and who was the first to inform me about this game and when it was to be released. Special Thanks goes out to all of you!

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Conclusion |=====

Wow, I'm done that quick? Well, it was a bit of work, but I had fun writing this FAQ, and hopefully(or maybe not), I'll write another FAQ for a different mobile suit. This game is great, and I enjoy writing about it. I truly hoped this helped you in any way, shape or form. If it didn't, then I'm sorry. I guess my skills still need honing, this is only my second FAQ ever. This FAQ is in no way perfect, so I'd appreciate your feedback, even if it is criticism. In conclusion: aw...hell! Who needs all those cheesy conclusion endings and such? I have just one thing to say: GUNDAM or BREAK!

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