

# Gundam Battle Assault 2 FAQ/Move List

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GUNDAM BATTLE ASSAULT 2

Moves List and Strategy FAQ

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-----[ UPDATES ]-----  
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08/30/03 Ver 1.07

- Completed info for all four hidden characters.
- Changed legal info and added Neoseeker to Legal Info.

10/21/02 Ver 1.06

- Added GameShark codes to unlock characters hidden within the game's programming.

10/14/02 Ver 1.05

- Minor update to legal information. Removed legal rights to Neoseeker and CheatCC.

09/06/02 Ver 1.04

- Revised Evading/Shielding section with some donated info.
- Yet even more bits and pieces...

08/27/02 Ver 1.03

- Revised legal information for various websites.
- Yet more bits and pieces of info.

08/13/02 Ver 1.02

- Added some new bits and pieces of info for some characters.

08/09/02 Ver 1.01

- GameFAQs is unable to display the Greek letter "Nu" properly so everytime there was a "Nu," there would be a "?" instead. It has been replaced with the letter "V."
- Corrections on Psycho Gundam Mk III.
- Various corrections in some of the movelists.

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=====
-----[ I. Introduction ]-----
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This FAQ is written to cover the moves and key points for each of the thirty Gundams and Mobile Suits in the game. Seems simple enough, doesn't it? This is my second FAQ and I'm not an extremely hardcore player so show me some newbie mercy. Oh and just so you know, I wrote this FAQ using the same borders and format as used by Dingo Jellybean in his Final Fantasy FAQ's. I've also used some of the information provided by some of the other FAQ's for this game so perhaps a few things may seem similar.

For each of the character movelists, I've purposely renamed several moves to make them clearer to you. While the instruction manual does contain movelists with names of their own, they only cover seventeen characters and only a small portion of their full movelists. This FAQ should clean up the cluttered mess that Bandai's writers caused.

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-----[ II. Legal Information ]-----
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I was never really good with the legal stuff.

=====  
-----[ III. Combat Basics ]-----  
=====

This section will cover all of the basics that you'll need to know in order to play to game aside from the fact that you're supposed to beat the living daylights out of your opponent. All of it is in the instruction manual that comes along with the game but it doesn't hurt to provide it here for your reading pleasure. If you know this stuff already, just skip this section and go onward.

-----  
a. Controller Layout  
-----

This setup is assuming that you're on the left, facing right and that you're on default controller settings.



- |    |                |    |               |
|----|----------------|----|---------------|
| f  | = Forward      | P  | = Punch       |
| df | = Down-Forward | K  | = Kick        |
| d  | = Down         | LP | = Light Punch |
| db | = Down-Back    | HP | = Hard Punch  |
| b  | = Back         | LK | = Light Kick  |
| ub | = Up-Back      | HK | = Hard Kick   |
| u  | = Up           | TH | = Thruster    |
| uf | = Up-Forward   |    |               |

The layout shown above corresponds to the PS1 controller. The four punch and kick buttons are obvious but for those who aren't sure, (TH) is R1.

-----  
b. Terminology  
-----

I use terminology that is commonly used for Capcom's fighting games such as Marvel vs. Capcom 2 and Capcom vs. SNK 2. If you've read any FAQ's for those games then you'll recognize everything. For those who aren't familiar with them, however, you should go over them. They aren't difficult to memorize but it's helpful.

-----  
D-PAD MOTIONS  
-----

Each of these tell you which way to rotate the D-pad. For example, when it says to press QCF, which stands for "Quarter-Circle Forward," rotate the D-pad from d to f, which forms a quarter circle going forward. It's very simple but the DP motions can get slightly tricky. Aside from that, everything should be fine.

QCF = Quarter-Circle Forward  
QCB = Quarter-Circle Back  
HCF = Half-Circle Forward  
HCB = Half-Circle Back  
DP = Dragon Punch Motion (f, QCF)  
BDP = Dragon Punch Motion in the opposite direction (b, QCB)  
CHARGE = Hold the joystick in that direction

----  
MISC  
----

Again, these are more terms used for Capcom's fighting games. OTG, which stands for "Off the Ground," will indicate to you moves that you can use while your opponent is lying on the ground. I'll most likely use that term in combos. THR, which stands for "Thrust," is one that I've put into the FAQ just for this game. It indicates to you when to use the Thruster.

OTG = Off The Ground  
THR = Thrust  
(ammo) = This move uses ammo (explained later)  
(air) = This move can be performed in midair  
(unblock) = This move is unblockable  
While in air = This move must be done in midair  
Corner enemy = This move must be done when your opponent is cornered

-----  
c. Fighting Techniques  
-----

This section will go over the basic moves for all Gundams and Mobile Suits. It's all basic stuff but it's all stuff that could make the difference between life and death. Just remember that not all MS's feature the following techniques listed below.

-----  
BLOCKING  
-----

To block an attack, just simply hold back (b) on the D-pad and your character will go into its blocking animation. This protects you against normal attacks. However, you'll take what is called chip damage if you block special and super moves. You can also block in the air.

Watch yourself when you block. A standing block won't protect you from low kicks and a crouching block won't protect you from air attacks. You should also learn to watch out for unblockable moves and tricky moves where there is a delay time of some kind. Many players are too

accustomed to blocking them so learn to break that habit when you know that your opponent is about to use an unblockable move.

-----  
EVADING/SHIELDING  
-----

Press any two attack buttons and you'll perform one of two actions. Most Gundams and MS's will sidestep into the background and come right back while others will create a temporary forcefield. It takes off one bar off of your thruster meter. Whether you evade or shield will depend on what kind of MS you're using.

It doesn't sound like a big deal but you should really get used to evading or shielding against attacks. Whenever you block an attack, you take time to get out of the blocking animation. There is less recovery time involved when you evade, which allows you to go back on the offense more easily. Also, a lot of super moves inflict hefty chip damage so evading or helps to avoid some of it.

Shielding, on the other hand, has a similar function. Rather than sidestepping into the background, your character instantly creates a translucent barrier that protects you from projectiles for a limited duration of time. It doesn't protect you against physical attacks but it certainly gives you a small edge against gun-happy opponents.

-----  
THRUSTERS  
-----

That R1 on top of your controller serves as a nifty Dash button. Press it and you'll dash through the air. You may control which direction to thrust towards. However, you have a meter that lets you thrust up to three times in a row. Give it time and it'll recharge.

Pressing R1 while you're on the ground will make you do a quick long jump across the stage. This little feature lets you ambush your opponent from the air so learn to use it. Also, pressing R1 while you're lying on the ground will allow you to quickly hop back up, allowing you to recover more quickly.

-----  
VERNIER MODE  
-----

Press QCF + R1 to go into your basic Flight Mode. You may move in any direction you want but as you fly around, your thruster meter will slowly deplete. Once it's empty, you're back on the ground. You need a full meter in order to go into this mode and you can't get out of the mode until it's empty. Also, you can't block as you fly so be careful.

-----  
DASHING  
-----

Tap the D-pad b or f twice and you'll make a quick dash back or forward. It's a useful standard with many fighting games and it's also quite useful here whether you're going in for an attack or hopping back for some defense.

-----  
STUN BLOW  
-----

Hit f + HP and you'll bash your opponent, stunning him for a little while. Learn to use it. This move is a great setup for combos or super moves.

-----  
GUN AMMO  
-----

Most MS's have a three-digit number right below their health meters. That's the ammo supply for your gun attacks, which are usually performed by pressing QCF + P. Needless to say, as you use your guns, you lose ammo and once that counter drops to zero, you're empty. Once you realize that your ammo supply is gone, you must be careful not to perform the command. Otherwise, you'll be temporarily stuck in your character's firing animation with nothing shooting out, leaving you wide open to an attack.

The most popular type of gun attack that uses ammo is the Vulcan, which is basically a machine gun. It deals several weak hits and consumes a small amount of ammo. There are also characters that use cannon attacks that fire blasts and beams rather than bullets but those have a tendency to use up more ammo for fewer but stronger hits.

-----  
SPECIAL MOVES  
-----

Combining D-pad motions with the attack buttons will unleash special signature moves for each MS. The Moves Lists for each MS in the later parts of this FAQ will cover the different ones that each one has to offer.

With the exception of particular characters, all of the characters in the game have the following in common:

- One unblockable move
- One ammo-consuming move
- One super move

-----  
MEGA SPECIAL ATTACKS  
-----

Press QCF + any two attack buttons. This is your general super move, hyper combo, etc. In this game, you get three shots and no refills. For the sake of this FAQ, we'll call them super moves. Easier, isn't it?

-----  
OVERHEATING  
-----

This isn't really a technique but it's worth mentioning anyway. Your health gauge is divided into three sections colored green, yellow, and orange. Each section is damaged one at a time. When one section is gone, your character will "Overheat" and your body will fall without taking any further damage. However, use the Thruster to get off the ground

immediately. Otherwise, you'll be left open to an attack. This is the game's safety measure to give the losing player a chance to redeem himself.

Not all characters react the same way to Overheat. While your average-sized characters will fall to the ground, the bigger heavyweight characters may suddenly twitch and stumble back a little. Also, those same characters may have different levels of health. You'll find characters who have blue and purple gauges, which are above green but that's not too common with most of them.

=====  
-----[ IV. Characters ]-----  
=====

This section is the very heart of the FAQ. It will cover each Gundam and MS in terms of moves and any bits and pieces of strategies to go with them. It's a very straightforward format so you shouldn't have any problems following it.

Here's the format used:

- FULL NAME: Full name of the Gundam or MS.
- APPEARANCE: Tells what Gundam series that model is from.
- PILOT: The suit's pilot.
- GUARD TYPE: The guard defense it uses when pressing two buttons.
- BASIC MOVES: The moves that you use with a simple tap of a button.
- ALTERNATE MOVES: Simple moves, sometimes variations of basic moves.
- SPECIAL MOVES: Moves that have D-pad motions with button taps.
- SUPER MOVES: The signature Mega Special Attack of the MS.
- COMBOS: Any combination attacks that the MS may have.
- COMMENTS: Anything that you need to know about this MS's abilities.

Now go ahead and enjoy. Oh and for those who are curious about V Gundam, that "V" should've been the Greek letter "Nu" but because GameFAQs is unable to display it properly, I changed "Nu" into a "v".

-----  
Acguy  
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FULL NAME            Acguy, MSM-04  
APPEARANCE         Mobile Suit Gundam  
PILOT                Akahana  
GUARD TYPE         Evade

	BASIC MOVES	IN MIDAIR	CROUCHING
LP	Short Jab	Low Jab	Short Jab
HP	Lunge Punch	Forward Punch	Uppercut
LK	Short Shin Kick	Jump Kick	Foot Kick
HK	Ground Drop Kick	Drop Kick	Leg Ram

ALTERNATE MOVES

Head Bash	While in air, d + HP
Knee Drop	While in air, d + LK
Backward Kick	f + HK

SPECIAL MOVES

Acguy Machine Gun	QCF + P (ammo, air)
Acguy Jump Uppercut	DP + P (air)
Acguy Claw Rush	QCB + P

Acguy Drill Claw HCB + P (unblock)

#### SUPER MOVES

Acguy Rolling Maximum QCF + two buttons

#### COMBOS

- crouch LK, stand HP, Acguy Jump Uppercut

#### COMMENTS

- Acguy's forward dash is one of the fastest in the game. His thruster seems to go somewhat higher than most characters as well.
- The Acguy Rolling Maximum is one of the more trickier moves to use in the game. Use it immediately after you knock your opponent off his/her feet. As they lay on the ground, the hits will accumulate.

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#### Altron

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FULL NAME Gundam Nataku, Altron Gundam, XXXG-01S2  
APPEARANCE Gundam Wing: Endless Waltz  
PILOT Chang Wufei  
GUARD TYPE Evade

	BASIC MOVES	IN MIDAIR	CROUCHING
LP	Pincer Jab	Low Claw Reach	Low Pincer Jab
HP	Claw Reach	Dragon Fang Slam	Low Claw Reach
LK	Knee Thrust	Forward Snap Kick	Foot Kick
HK	High Thrust Kick	Somersault Kick	Leg Ram

#### ALTERNATE MOVES

Extended Claw Reach f + HP

#### SPECIAL MOVES

Vulcan QCF + P (ammo, air)  
Dragon Fang QCB + P (air)  
Guard Jump QCB + K (air)  
Fang Uppercut DP + P  
Beam Trident Spike HCB + P (unblock)  
Beam Trident Assault HCB, f + P (unblock)

#### SUPER MOVES

Altron Claw QCF + two buttons

#### COMBOS

- crouch LK, crouch HK, crouch HP
- LP, LK, HP, Beam Trident Assault

#### COMMENTS

- Altron's claws give his punches and moves quite a bit of range. They're not too slow either.
- The second combo listed with the Beam Trident Assault doesn't technically connect but that last move is unblockable and has low startup time.
- The Guard Jump can easily be cancelled into any Basic Move.
- Don't worry about the hits of the Beam Trident Assault not connecting. Because it's unblockable, your opponent can't guard against it as it is and it's very difficult to evade or shield up.

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#### Ball



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FULL NAME            Ball, RB-79  
APPEARANCE         Mobile Suit Gundam: The 08th MS Team  
PILOT                Shiro Amada  
GUARD TYPE         Evade

	BASIC MOVES	IN MIDAIR	CROUCHING
LP	2x Claw Pinch	2x Claw Pinch	Foot Pinch
HP	Duel Claw Pinch	Mallet Smash	Body Blow
LK	Barrel Flick	Low Duel Claw Pinch	Low Barrel Jab
HK	Gun Bunt	Ball Drop	Body Tackle

ALTERNATE MOVES

none

SPECIAL MOVES

Beam Cannon	QCF + P (ammo, air)
Jackhammer Drill	DCB + P (air)
Helicopter Spin	QCB + K (air)

SUPER MOVES

none

COMBOS

- crouch LP, crouc LP, crouch LP, Jackhammer Drill
- LP, LP, LP, HP, Beam Cannon

COMMENTS

- Ball's thruster and dash are both very quick. Since Ball is also a slight bit smaller than most characters, this makes moving around the stage very easy.
- Ball's fast-action claws and moves can create combos very easily. The Jackhammer Drill is particularly useful for piling on hits but is a bit weak.
- As you may have expected, Ball takes more damage than most characters. Learn to preserve as much health as possible by evading frequently and using this character's speed to hop over attacks.

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Big-Zam

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FULL NAME            Big-Zam, MA-08  
APPEARANCE         Mobile Suit Gundam  
PILOT                Dozul Zabi  
GUARD TYPE         none

	BASIC MOVES	IN MIDAIR	CROUCHING
LP	2x Low Beam Laser	2x Low Beam Laser	n/a
HP	5x High Beam Laser	5x Low Beam Laser	n/a
LK	Forward Kick	Forward Kick	n/a
HK	Foot Stomp	Foot Drop	n/a

ALTERNATE MOVES

Low-Angle 2x Low Beam	d + LP
Forward Hop	d + HP
Leg Lift	d + LK
Knee Tackle	d + HK
Back Kick	b + LK

SPECIAL MOVES

Homing Missile QCF + P (ammo)

#### SUPER MOVES

Mega Particle Cannon QCF + two buttons

#### COMBOS

none

#### COMMENTS

- Big-Zam is definitely a hardcore heavyweight character. No blocking, no guard abilities, and horrendously slow reflexes. However, its attack power is very high.
- Big-Zam's own walking can damage opponents. Combined with the 5x High Beam Laser, you can quickly corner your opponent this way.
- The Mega Particle Cannon is one of the deadliest super moves in the entire game. One shot can deal up to 49 hits, taking off more than a third of your health. However, it's not entirely deadly. Most characters can evade the attack entirely by staying close to Big-Zam's legs.

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#### Bolt

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FULL NAME Bolt Gundam, GF13-013 NR

APPEARANCE G Gundam

PILOT Argo Gulskii

GUARD TYPE Evade

	BASIC MOVES	IN MIDAIR	CROUCHING
LP	Forward Punch	Down Fist	Low Forward Punch
HP	Overhead Slam	Rotate Punch	Step Uppercut
LK	High Kick	Curled Drop	Russian Rave Kick
HK	Running Kick	Dropkick	Double Leg Kick

#### ALTERNATE MOVES

Lunge Punch f + HP  
Extended Running Kick f + HK  
Heavy Press While in air, d + HK

#### SPECIAL MOVES

Vulcan QCF + P (ammo, air)  
Graviton Hammer QCB + P  
Body Slam DP + P  
Shoulder Tackle DP + K  
Double Punch HCB + P (unblock)

#### SUPER MOVES

Gaia Crusher QCF + P

#### COMBOS

- crouch LK, crouch HK, Gaia Crusher

#### COMMENTS

- Bolt seems to be a high-powered Gundam. All of his moves have a lot of "muscle" to them.
  - When you're performing the Graviton Hammer, the moment the ball hits your opponent, perform the move again and Bolt will immediately throw the ball again for two more hits.
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## Burning

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FULL NAME Burning Gundam (God Gundam), GF13-017 NJII  
APPEARANCE G Gundam  
PILOT Domon Kasshu  
GUARD TYPE Evade

	BASIC MOVES	IN MIDAIR	CROUCHING
LP	Jab Punch	Low Elbow	Jab Punch
HP	Uppercut	Overhead Slam	Lunge Punch
LK	Shin Kick	Forward Kick	Foot Kick
HK	Snap Kick	Somersault Kick	Dash Kick

### ALTERNATE MOVES

Knee Dive While in air, d + LK  
High Snap Kick While in air, d + HK

### SPECIAL MOVES

Vulcan QCF + P (ammo, air)  
Burning Finger QCB + P (air)  
Burning Finger Uppercut DP + P  
Tenkyoken HCF + P (air)  
Burning Throw HCF, b + P  
Thruster Knee QCB + K (air)  
Knee Uppercut DP + K (air)  
Beam Saber HCB + P (unblock)

### SUPER MOVES

Sekiha Tenkyoken QCF + two buttons

### COMBOS

none

### COMMENTS

- The Dash Kick does not cause your opponent to fall down.
- The Thruster Knee does nothing on its own. However, you may cancel it into any move you want.
- Burning Gundam seems to resemble your average martial artist in a fighting game.

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## Dark

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FULL NAME Dark Gundam (Devil Gundam), JDG-00X  
APPEARANCE G Gundam  
PILOT Kyoji Kasshu  
GUARD TYPE none

	BASIC MOVES	IN MIDAIR	CROUCHING
LP	Extend Punch	Shock Punch	Hand Slam
HP	Overhead Slam	Forward Tackle	Forward Tackle
LK	Ground Worm	Pirahna Torpedoes	Upward Worm
HK	Mega Worm	Low Beam Cannon	Upward Mega Worm

### ALTERNATE MOVES

none

### SPECIAL MOVES

Static Web QCF + P  
Static Barrier DP + K

Triple Beam Cannon                    QCB + P  
Double Hand Cannon                    HCB + P (unblock)

#### SUPER MOVES

Hyper Worm Assault                    QCF + two buttons

#### COMBOS

none

#### COMMENTS

- If you had to compare Dark to another character, it'd have to somewhere between Wing and Big-Zam. He's stronger and bigger than most characters but is still able to block and can withstand damage.
- Note that Dark does not have an ammo-consuming attack. You probably won't need it considering that he has a load of other attacks that make up for it.
- Dark doesn't get stunned by attacks very easily. You can unleash a lot of damage with the attacks you have while, especially with the Double Hand Cannon.
- CPU players have a tendency to stay wide open for a shot from the Double Hand Cannon. Keep in mind that many human players won't make that same mistakes.
- The Double Hand Cannon consists of a high beam and a low beam. Most of the time, an average-sized character on the ground will only be hit by the low beam for four or five hits. Larger characters will often get hit by both beams, resulting in ten devastating hits.

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#### Deathscythe

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FULL NAME                    Gundam Deathscythe Hell Custom, XXXG-01D2  
APPEARANCE                    Gundam Wing: Endless Waltz  
PILOT                         Duo Maxwell  
GUARD TYPE                    Evade

	BASIC MOVES	IN MIDAIR	CROUCHING
LP	Edge Strike	Edge Strike	Front Jab
HP	Scythe Swing	Scythe Swing	Upward Swing
LK	Shin Kick	High Snap Kick	Foot Kick
HK	Front Snap Kick	Knee Thrust	Slide Kick

#### ALTERNATE MOVES

none

#### SPECIAL MOVES

Vulcan                         QCF + P (ammo, air)  
Beam Sickle                    QCB + P (air)  
Upward Scythe                    DP + P (unblock)  
Pounce Kick                    QCF + K (air)  
Teleport                        QCB + K (air)

#### COMBOS

none

#### SUPER MOVES

Hell Scissors                    QCF + two buttons (unblock)

#### COMMENTS

- Deathscythe's basic punches have a lot more range than most characters but his HP is horrendously slow. However, that HP also

happens to be unblockable.

- Like most super moves, the Hell Scissors attack has almost no startup time. Since it's also unblockable, this move is one of the most useful moves in the game.
- Each time you use the Teleport, you move half a screen towards your opponent. However, it's much more than it looks. Immediately after Deathscythe disappears, hold the D-pad in any direction to reappear a short distance in the corresponding direction. You may also cancel the teleport with an attack. As you can see, learning to use the Teleport will give you the advantage in a fight.
- Believe it or not, Deathscythe's Slide Kick doesn't cause your opponent to fall down.

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## Dragon

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FULL NAME            Dragon Gundam, GF13-011NC  
APPEARANCE         G Gundam  
PILOT                Sai Sici  
GUARD TYPE         Evade

	BASIC MOVES	IN MIDAIR	CROUCHING
LP	Dragon Claw	Dragon Claw	Dragon Claw
HP	Double Dragon Attack	Dragon Claw Extend	Dual Dragon Claw
LK	Snap Kick	Jump Kick	Foot Kick
HK	Double Snap Kick	High Kick	Slide Kick

### ALTERNATE MOVES

Double Dragon Claw Extend    f + HP  
Somersault Dive Kick         While in air, d + HK

### SPECIAL MOVES

Dragon Fire                    QCF + P (ammo, air)  
Dragon Inferno                 QCB + P (air)  
Catapult Kick                 DP + K  
Fei Long Flag                 QCF + K (air)  
Fei Long Attack                HCB, f + P (unblock)  
Fei Long Crush                While in air, HCB, f + P (unblock)

### SUPER MOVES

Shin Ryusei Kockoken         QCF + two buttons

### COMBOS

- Crouch LK, Catapult Kick, Shin Ryusei Kockoken, Crouch LK, Crouch HK

### COMMENTS

- Like Altron, Dragon's special arms give him a great amount of range.
- The Dragon Fire is best used at close range where all of the fireballs have a good chance of hitting an average-sized character.
- The Fei Long Flag attack is a great way to put pressure on your opponent. Plant some and attack your opponent head-on. As the flags raise, your opponent's chances of counterattack are slim.

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## Epyon

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FULL NAME            Gundam Epyon, OZ-13MS  
APPEARANCE         Gundam Wing  
PILOT                Treize Khushrenada  
GUARD TYPE         Evade

	BASIC MOVES	IN MIDAIR	CROUCHING
LP	Spear Hand	Head Rod Extend	Spear Hand
HP	Heat Rod Lash	Heat Rod Lash	Heat Rod Lash
LK	Leaping Knee	Forward Drop Kick	Foot Kick
HK	Somersault Kick	Somersault Kick	Double Leg Kick

#### ALTERNATE MOVES

Heat Rod Extend	f + HP
Epyon Claw	f + LP

#### SPECIAL MOVES

Torpedo Rush	QCF + P (air)
Rising Wing	QCB + P (air)
Thruster Knee	QCB + K (air)
Beam Sword	HCB + P (unblock)

#### SUPER MOVES

Hyper Beam Sword	QCF + two buttons (unblock)
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#### COMBOS

- LP, LK, HP
- Corner enemy, LP, LK, HP, Torpedo Rush, Torpedo Rush, OTG crouch LK, crouch HK, Torpedo Rush

#### COMMENTS

- Many players of Gundam Wing: Endless Duel on the Super Famicom should remember Epyon very well. His movelist is nearly unchanged with the exception of certain moves.
- Epyon doesn't have a Vulcan. Thus, he has no ammo supply and has no means of firing any projectiles.
- Use the D-pad to control which direction to go when using the Torpedo Rush. Also, if you perform a second Torpedo Rush immediately after the first one, Epyon will pause for a moment before continuing. Last but not least, your opponent can get hurt by the purple energy that glows as he charges up for the Rush.
- The Thruster Knee does nothing on its own. However, it can be cancelled into any move you want.
- Epyon's Heat Rod gives him quite a bit of range. It can also unleash several hits when used in a combo.
- The Hyper Beam Sword attack is unblockable. It's also incredibly easy to cancel most of his normal moves into this move, especially when you're canceling from a Heat Rod move.

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#### GP-02A

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FULL NAME	Gundam Physalis, GP-02A
APPEARANCE	Gundam 0083: Stardust Memory
PILOT	Anavel Gato
GUARD TYPE	Evade

	BASIC MOVES	IN MIDAIR	CROUCHING
LP	Gut Punch	Low Shield Blow	Low Shield Blow
HP	Shield Ram	Shield Smash	Shield Smash
LK	Shin Kick	Weak Snap Kick	Shield Dash
HK	Double Kick	Somersault Kick	Leg Dash

#### ALTERNATE MOVES

Shield Smash	f + HP
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Overhead Shield Smash                      While in air, d+ HP

#### SPECIAL MOVES

Hyper Bazooka                                QCF + P (air)  
Bazooka Bombard                              QCB + P  
Shield Buster                                 QCF + K (air)  
Beam Saber                                    HCB + P (unblock)

#### COMBOS

none

#### SUPER MOVES

Atomic Bazooka                                QCF + two buttons

#### COMMENTS

- The Atomic Bazooka seems to act more like a trap or an obstacle than a super move. Fire one and try to get your opponent to touch as much of the blast sphere as possible. The Shield Buster is a great way to get things done.
- In addition to being a great trap, the Atomic Bazooka is also a great way to keep extremely large characters stunned while you attack. Learn to time it correctly so that you'll know when the attack ends.
- The Bazooka Bombard attack is a great way to trap your opponent in an all-out attack but watch out for its long startup time. That can leave you dead open for an attack. Another issue with this move is the fact that you can't perform the Atomic Bazooka attack after launching them. You'll have to wait until all of the shells have blown.

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#### Gundam ZZ

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FULL NAME                      Full Armor Double ZZ (Zeta) Gundam, FA-010S  
APPEARANCE                      Gundam ZZ  
PILOT                              Judau  
GUARD TYPE                        Shield

	BASIC MOVES	IN MIDAIR	CROUCHING
LP	Low Forward Punch	Low Forward Punch	Low Punch
HP	Cannon Bash	Overhead Cannon Bash	Low Cannon Bash
LK	Double Knee Thrust	Forward Kick	Foot Kick
HK	Particle Cannon	Particle Cannon	Slide Leg Kick

#### ALTERNATE MOVES

Guard Punch                                 b + HP

#### SPECIAL MOVES

Double Beam Rifle                            QCF + P (ammo, air)  
Knee Lift Shot                                QCF + K (ammo)  
Missile Barrage                                QCB + P  
Beam Saber                                    HCB + P (unblock)

#### SUPER MOVES

Hyper Mega Particle Cannon                QCF + two buttons

#### COMBOS

none

#### COMMENTS

- The Particle Cannon pushes you back.
- The Double Beam Rifle eats up to 150 ammo per shot so watch your ammo supply carefully.
- The Knee Lift Shot eats 100 ammo each time it connects. Yet another reason to watch your ammo supply.
- Gundam ZZ does aim when you fire the Missile Barrage but the path of the missiles can get so curved that it's sometimes difficult to tell where they're going to hit.

-----  
Heavy Arms  
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FULL NAME           Gundam Heavy Arms Custom, XXXG-01H2  
 APPEARANCE         Gundam Wing: Endless Waltz  
 PILOT               Trowa Barton  
 GUARD TYPE         Evade

	BASIC MOVES	IN MIDAIR	CROUCHING
LP	Twin Missile	Twin Missile	Twin Grenade Drop
HP	Chest Vulcan	Chest Vulcan	Low Chest Vulcan
LK	Knee Thrust	Knee Thrust	Foot Kick
HK	High Snap Kick	Dropkick	High Snap Kick

ALTERNATE MOVES

Short-Range Twin Missile     b + LP  
 Gatling Press                 While in air, d + HP

SPECIAL MOVES

Double Gatling Gun           QCF + P (ammo, air)  
 Anti-Air Shot                 DP + P  
 Leg Missile Barrage          QCB + K (air)  
 Somersault Knee              QCB + K  
 Spark Missiles                HCB + P (unblock)

SUPER MOVES

Full Fire                      QCF + two buttons

COMBOS

none

COMMENTS

- Heavy Arms is an extreme long-range attacker in this game. Half of his basic moves involve firing projectiles and most of his special moves fire missiles or bullets.
- As you may expect, Heavy Arms's ammo-consuming attack fires off lots of bullets. His Double Gatling Gun eats 100 points off your ammo supply for a maximum total of 20 hits. Since he only has 500 points of ammo, this limits the attack to only five shots.
- The Anti-Air Shot is more than just what the name implies. This move allows you to slide at your opponent's legs, which knocks him/her airborne. Once they're off their feet, Heavy Arms fires at them. However, it's actually blockable while standing.
- The Spark Missile is the only unblockable projectile in the entire game but don't think that's abusive just yet. Unlike Heavy Arm's other projectile moves, the Missile vanish after going across about two-thirds of the screen.

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Hydra  
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FULL NAME Hydra Gundam, OZ-15AGX  
APPEARANCE Gundam Wing: G-Unit  
PILOT Valdor Farkill  
GUARD TYPE Evade

	BASIC MOVES	IN MIDAIR	CROUCHING
LP	Spear Hand	Spear Hand	Spear Hand
HP	Gut Punch	Hammer Fists	Uppercut
LK	Side Thrust Kick	Low Forward Kick	Foot Kick
HK	Snap Kick	Dive Kick	Double Leg Kick

#### ALTERNATE MOVES

Overhead Flip Kick f + HK

#### SPECIAL MOVES

Beam Cannon QCF + P (ammo, air)  
Double Tail Laser QCB + P  
Beam Saber Double Slash HCB + P (unblock)

#### SUPER MOVES

Hydra Assault QCF + two buttons (unblock)

#### COMBOS

none

#### COMMENTS

- Chances are good that you've never heard of the Hydra Gundam in the Gundam Wing universe. Apparently, he only appeared in a comic book released in Japan called "Gundam Wing: G-Unit."
- The Hydra Assault isn't fully unblockable. The first part of the move, which is a punch-kick combo, can be blocked but the beam saber attack at the end isn't.
- Hydra may look comparable to a heavyweight character like Dark or Neue Ziel but it's actually not. Its ability to take damage is no different from Wing and other average-built characters and its large size only makes it worse.
- When Hydra blocks, it seems to have an added "shielding" effect that numbs projectile damage. A definite advantage since Hydra's height makes it a big target for some moves.
- Hydra's Beam Cannon fires one barrage when you use LP and two when you use HP. The second barrage is often overlooked by a lot of players so they go in for an attack just as the second one is ready to fire.

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Hygogg  
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FULL NAME Hygogg, MSM-03C  
APPEARANCE Mobile Suit Gundam 0080: War in the Pocket  
PILOT Mikhail Kaminsky  
GUARD TYPE Evade

	BASIC MOVES	IN MIDAIR	CROUCHING
LP	Palm Thrust	Low Palm Thrust	Palm Thrust
HP	Double Palm Thrust	Rotate Arm Slam	Long Palm Thrust
LK	Foot Thruster	Foot Thruster	Low Foot Thruster
HK	Flip Foot Thruster	Foot Dive	Long Thruster

#### ALTERNATE MOVES

Thruster Tackle f + HK

SPECIAL MOVES

Machine Gun                           QCF + P (ammo, air)  
Homing Missiles                       QCB + P  
Jumping Tackle                        QCF + K (air)  
Palm Flare                            HCB + P (unblock)

SUPER MOVES

Hell Burner Rush                      QCF + two buttons

COMBOS

none

COMMENTS

- The Hell Burner Rush can be followed up by other attacks.
- Those long arms give Hygogg a lot of reach.
- Be aware of the slight startup time that the Rotate Arm Slam has.

-----  
Master  
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FULL NAME                    Master Gundam, GF13-001 NHII  
APPEARANCE                   G Gundam  
PILOT                         Master Asia (Tohou Fuhai)  
GUARD TYPE                   Evade

	BASIC MOVES	IN MIDAIR	CROUCHING
LP	Double Spear Hand	Palm Blow	Spear Hand
HP	Spear Hand Uppercut	Quadra Spear Hand	Rocket Punch
LK	Snap Kick	Ax Kick	Shin Kick
HK	Knee-Side Thrust	Knee Thrust	Tackle

ALTERNATE MOVES

Standing Trip                        b + HK  
Dive Kick                            While in air, d + HK  
Knee Thrust Assault                  While in air, repeatedly tap HK

SPECIAL MOVES

Darkness Finger                      QCF + P  
Tenkyoken                            HCF + P (air)  
Upward Tenkyoken                     DP + P  
Dragon Kick                          QCF + K  
Dragon Dive                          QCB + K  
Master Cloak                         QCB + P  
Darkness Wave                        HCB + P (unblock)

SUPER MOVES

Sekiha Tenkyoken                     QCF + two buttons

COMBOS

none

COMMENTS

- The Master Cloak can be easily cancelled into any special move, allowing you to counterattack against your opponent when he/she is open for an attack. Learn to use it.
- The Knee Thrust Assault can hit up to four times before ending.

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Maxter  
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FULL NAME           Gundam Maxter, GF13-006NA  
APPEARANCE         G Gundam  
PILOT               Chibodee Crocket  
GUARD TYPE         Evade

	BASIC MOVES	IN MIDAIR	CROUCHING
LP	Jab Punch	Jab Punch	Jab Punch
HP	Lunge Punch	Lunge Punch	Lunge Punch
LK	Knee Thrust	Low Knee	Knee Thrust
HK	Uppercut	Diving Tackle	Body Slide

#### ALTERNATE MOVES

Upward Jab	While in air, u + LP
Air Uppercut	While in air, u + HP
Slide Uppercut	f + HP

#### SPECIAL MOVES

Twin Magnum	QCF + P (ammo, air)
Burning Punch	QCB + P
Cyclone Punch	DP + P
Thrust Up	DP + K
Double Step	QCB + K
Gigantic Magnum	HCB + P (unblock)

#### SUPER MOVES

Machine Gun Punch	QCF + two buttons
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#### COMBOS

none

#### COMMENTS

- The Thrust Up move does nothing on its own. All it does is rocket you upward as though you had pressed the THR button. However, it doesn't use energy from your thruster meter and it can easily be cancelled into any move you want.
- Like the Thrust Up move, the Double Step also does nothing on its own but it can be cancelled into other moves.
- Be careful when you're using the Diving Tackle. A direct miss is going to leave you dead open for a counterattack.
- The Twin Magnum is one of the fastest ammo-consuming attacks in the game.

-----  
Neue Ziel  
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FULL NAME           Neue Ziel, AMX-002/AMA-X2  
APPEARANCE         Gundam 0083: Stardust Memory  
PILOT               Anavel Gato  
GUARD TYPE         none

	BASIC MOVES	IN MIDAIR	CROUCHING
LP	Arm Blow	Arm Blow	Arm Blow
HP	Dual Arm Blow	Dual Arm Blow	Dual Arm Blow
LK	Low Rocket Punch	Low Rocket Punch	Low Rocket Punch
HK	Dual Rocket Punch	Dual Rocket Punch	Dual Rocket Punch

#### ALTERNATE MOVES

none

#### SPECIAL MOVES

Arm Laser                                   QCF + P (air, ammo)  
Homing Missiles                            QCB + P (air)  
Thruster Tackle                            QCF + K (air)  
Beam Saber                                 HCB + P (air, unblock)

#### SUPER MOVES

Mega Beam Cannon                         QCF + two buttons (air)

#### COMBOS

none

#### COMMENTS

- Neue Ziel is one of the heavyweight characters in this game. It can't block, has no method of evading or shielding and it must use the Thruster Tackle to turn itself around. However, like most characters in its class, the Neue Ziel is very powerful.
- Neue Ziel has more health than anyone else in the game. It is the only character that starts with a purple health gauge.
- Neue Ziel comes with a permanent Vernier Mode. It's in a constant Flight Mode. This makes it one of the faster heavyweights in the game but at the same time, one of the harder ones to control since every tap on the D-pad feels like a dash. Use your moves to cancel out of your movements.
- The Mega Beam Cannon rotates as it fires. To get the most out of it, get as close as possible to your opponent before firing it.

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#### Psyco

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FULL NAME                    Psyco Gundam Mk III, MRX-011  
APPEARANCE                   Gundam Battle Assault  
PILOT                         Ulube  
GUARD TYPE                   none

	BASIC MOVES	IN MIDAIR	CROUCHING
LP	Gut Punch	Gut Punch	Low Punch
HP	Double Fist	Double Fist	Tackle
LK	Knee Thrust	Snap Kick	Foot Kick
HK	Forward Kick	Low Dropkick	Low Forward Kick

#### ALTERNATE MOVES

Hammer Knuckle Drop                     While in air, d + HP

#### SPECIAL MOVES

Double Particle Cannon                   QCF + P (air)  
Knee Crush                                QCB + P  
Jumping Uppercut                         DP + P  
Beam Katar Blade                         HCB + P (unblock)

#### SUPER MOVES

Hyper Beam Assault                        QCF + two buttons

#### COMBOS

none

#### COMMENTS

- The Psyco Mk III was first created specifically for the first GBA. It technically doesn't exist in the Gundam UC universe. It's based upon the existing Psyco Gundam Mk I and Mk II. It's also arguably

the cheapest MS to pilot in this game.

- Psycho plays like a giant tank (ironically, that's what it is). Its moves are horrendously slow but at the same time, they inflict massive damage and Psycho himself can withstand damage without getting stunned. He can also block as well.
- There doesn't seem to be any way to effectively use the Hyper Beam Assault against normal-size characters. The best time to use it is when they're just about to land on the ground after a jump. Not all of the shots will connect but it's still better than nothing.

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## Quin Mantha

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FULL NAME            Quin Mantha, NZ-000  
APPEARANCE          Gundam ZZ  
PILOT                Elpe Puru II  
GUARD TYPE          Shield

	BASIC MOVES	IN MIDAIR	CROUCHING
LP	Gut Punch	Low Elbow	Low Punch
HP	Double Lunge Punch	Forward Elbow	Two-Fist Uppercut
LK	Knee Thrust	Snap Kick	Foot Kick
HK	Snap Kick	Low Dropkick	Leg Kick

### ALTERNATE MOVES

Overhead Elbow Drop            f + HP  
Dash Tackle                    f + HK  
Body Press                      While in air, d + HP  
Heel Kick                       While in air, d + LK

### SPECIAL MOVES

Beam Launcher                  QCF + P (ammo, air)  
Upward Throw                  DP + P  
Funnel Dispatch                HCF + P (air)  
Funnel Attack                  After Funnel Dispatch, QCF + P (air)  
Beam Saber                     HCB + P (unblock)

### SUPER MOVES

Particle Beam Assault          QCF + two buttons

### COMBOS

- crouch HP, Particle Beam Assault
- Upward Throw, Particle Beam Assault

### COMMENTS

- The Particle Beam Assault is best used when you're farther away from your opponent but alternately, you can use the first combo listed above as a way to get all of your shots to hit. However, the Overheat rule will ruin this if your opponent's health is too low.
- To use the second listed combo correctly, you need some careful timing. Perform the Particle Beam Assault when your opponent's airborne body is about to go into the path of the beams. Taking an average-sized Gundam for an opponent, you should perform the Assault when his body is at about the height of Quin Mantha's shoulders. If timed correctly, all of the beams will hit for high damage.

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## Rose

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FULL NAME            Gundam Rose, GF13-009 NF

APPEARANCE G Gundam  
PILOT George de Sand  
GUARD TYPE Evade

	BASIC MOVES	IN MIDAIR	CROUCHING
LP	Fencing Jab	Fencing Jab	Low Fencing Jab
HP	Fencing Swipe	Fencing Swipe	Low Fencing Stab
LK	Snap Kick	Low Knee	Foot Kick
HK	Leaping Knee	Dive Kick	Double Leg Kick

#### ALTERNATE MOVES

Step Swipe	f + HP
Downward Swipe	While in air, d + HP
Upward Swipe	While in air, u + HP

#### SPECIAL MOVES

Vulcan	QCF + P (ammo, air)
Wave Slash	QCB + P (air)
Lightning Fencing Attack	HCF + P, P (air)
Uppercut Swipe	DP + P (air)
Funnel Dispatch	HCF + K
Funnel Attack	After Funnel Dispatch, QCF + P (air)
Chevalier Beam Saber	HCB + P (unblock)

#### SUPER MOVES

Rose Hurricane	QCF + two buttons
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#### COMBOS

- crouch LK, crouch HK, Rose Hurricane

#### COMMENTS

- That fencing foil allows him to poke at his opponents from quite a distance, perhaps even more so than Altron.
- There is a second P in the Uppercut Swipe attack. After you perform QCF + P, tap P to lunge forward in the air for up to four more hits. Learn to time your positioning in the air in order to get all four hits through.
- The Funnel Attack is a good way to indirectly damage your opponent while you go up to him/her for an attack.
- The Wave Slash looks as though it does nothing but in fact, it has a very useful effect. The waves left by the Slash absorbs projectiles, which can protect you against players who love using them. You may also perform the move as many times as you want but you'll mostly see two wave onscreen at one time.
- The Funnel Attack attacks in two rounds of three. Most of the time, the two rounds don't connect with one another. However, in one way, it extends the attack's length of time, giving you a more open opportunity to attack.

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#### RX-78

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FULL NAME Gundam RX-78  
APPEARANCE Mobile Suit Gundam  
PILOT Amuro Ray  
GUARD TYPE Evade

	BASIC MOVES	IN MIDAIR	CROUCHING
LP	Middle Jab Punch	Jab Punch	Jab Punch
HP	Shield Thrust	Shield Thrust	Shield Thrust



COMBOS

- Crouch LK, Heat Shorter Somersault
- Crouch LK, Crouch HK, Earth Slash

COMMENTS

- Let me explain to you about that second K for the Heat Shorter Rush. The move is divided into two hits if you use LK and four hits if you use HK. After the last hit, quickly press any K to add a final hit. Don't do it too early; otherwise, you'll end the attack too quickly.
- The instruction manual called that last hit "Blazer End" and had listed it as an Alternate Move but it just makes more sense to list it as part of the Heat Shorter Rush.
- Anytime your opponent is lying on the ground, it leaves him open for the Earth Slash. The combo listed above is just one of the ways to do it. Do it quickly, though. That Thruster makes escaping far too easy if you don't pull it off in time.

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 Sazabi  
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FULL NAME            Sazabi, MSN-04  
 APPEARANCE         Mobile Suit Gundam Movie: Char's Counterattack  
 PILOT                Char Aznable  
 GUARD TYPE         Evade

	BASIC MOVES	IN MIDAIR	CROUCHING
LP	Forward Punch	Claw Blow	Low Claw Blow
HP	Shield Thrust	Low Shield Thrust	Low Shield Thrust
LK	Knee Thrust	Low Knee	Foot Kick
HK	Snap Kick	Double Kick	Dash Kick

ALTERNATE MOVES

Back Dive Kick                                 While in air, d + HK

SPECIAL MOVES

Beam Shot Rifle                                QCF + P (ammo, air)  
 Spin Kick                                      QCB + K (air)  
 Funnel Dispatch                                HCF + P (air)  
 Funnel Attack                                 After Funnel Dispatch, QCF + P (air)  
 Beam Axe                                        HCB + P (unblock)

SUPER MOVES

Beam Shot Flush                                QCF + two buttons

COMBOS

none

COMMENTS

- Try to be careful when you're using Funnel Dispatch. It leaves you dead open for a counterattack. The safest spot to pull it off is high up in the air.
- The Funnel Attack seems to home in on your opponent before they fire. After the Funnels are dispatched, you can try to immediately use the Funnel Attack and go in for a direct attack as they fire on your opponent.
- Sazabi's Funnel Attack is the only one Funnel Attack that inflicts up to eight hits.

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 Tallgeese III  
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FULL NAME Tallgeese III, OZ-00MS2B  
APPEARANCE Gundam Wing: Endless Waltz  
PILOT Zechs Merquise (Milliardo Peacecraft)  
GUARD TYPE Evade

	BASIC MOVES	IN MIDAIR	CROUCHING
LP	Heat Rod Tip	Heat Rod Jab	Heat Rod Jab
HP	Shield Bash	Heat Rod Extend	Uppercut Spike
LK	Snap Kick	Dive Kick	Foot Kick
HK	Side Thrust Kick	Forward Snap Kick	Double Foot Kick

ALTERNATE MOVES  
Shield Slam While in air, d + HP

SPECIAL MOVES  
Mega Cannon QCF + P (ammo, air)  
Mega Cannon Plus QCF + K (ammo, air)  
Heat Rod Whip QCB + P  
Thrust Knee DP + P (air)  
Thrust Knee Shot DP + K

SUPER MOVES  
Mega Cannon Max Mode QCF + two buttons

COMBOS  
none

#### COMMENTS

- The difference between Mega Cannon and its Plus version is that the Plus shots can shoot through your opponent's projectiles but eats up an additional 20 points of ammo. Also, don't forget that whatever your opponent throws at you can still go through to hurt you.
- The Mega Cannon eats up tons of ammo. The normal shots uses 105 points of ammo and the Plus shots uses 135 points. Watch your ammo supply carefully.
- Tallgeese III has a lot of range as a melee fighter. The Heat Rod, which is actually a sharp-edged whip, gives him about as much range as Altron's Dragon Fang. His legs are also much longer than the legs on most Gundams and MS's, giving his kicks a lot of range as well.

-----  
V Gundam  
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FULL NAME V (Nu) Gundam, RX-93  
APPEARANCE Mobile Suit Gundam Movie: Char's Counterattack  
PILOT Amuro Ray  
GUARD TYPE Evade

	BASIC MOVES	IN MIDAIR	CROUCHING
LP	Mid Punch	Shield Jab	Low Mid Punch
HP	Shield Tackle	Shield Bash	Shield Sweeper
LK	Foot Kick	Knee Thrust	Ankle Kick
HK	Funnel Assault	Funnel Assault	Funnel Assault

ALTERNATE MOVES  
none

SPECIAL MOVES  
Beam Rifle QCF + P (ammo, air)

Jumping Knee	QCF + K (air)
Funnel Dispatch	HCF + P (air)
Funnel Attack	After Funnel Dispatch, QCF + P (air)
Beam Saber	HCB + P (unblock)

#### SUPER MOVES

none

#### COMBOS

LP, HP, HK

#### COMMENTS

- V Gundam is one of the few characters in the game who has no super move whatsoever. You'll just have to live without one.
- The Funnels that V Gundam carries are a great weapon when used properly. They resemble the Planet Protectors that the Mercurius had way back in Gundam Wing: Endless Duel. Trying to use them in combos is a bit tricky. On the other hand, defensively they can absorb some of the damage from projectiles, making fighting a lot easier against trigger happy opponents.
- Try to be careful when you're using Funnel Dispatch. It leaves you dead open for a counterattack. The safest spot to pull it off is high up in the air.
- The Funnel Attack seems to home in on your opponent before they fire. After the Funnels are dispatched, you can try to immediately use the Funnel Attack and go in for a direct attack as they fire on your opponent.
- Immediately after your Jumping Knee connects, hit HK for an extra hit from a Funnel on V Gundam's back.

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#### Wing

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FULL NAME	Wing Gundam Zero Custom, XXXG-00W0
APPEARANCE	Gundam Wing: Endless Waltz
PILOT	Heero Yuy
GUARD TYPE	Evade

	BASIC MOVES	IN MIDAIR	CROUCHING
LP	Jab Punch	Rifle Bash	Jab Punch
HP	Rifle Shot	Rifle Shot	Rifle Shot
LK	Knee Thrust	Rifle Jab	Foot Kick
HK	Front Snap Kick	Low Drop Kick	Slide Kick

#### ALTERNATE MOVES

Hovering	While in air, d
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#### SPECIAL MOVES

Machine Cannon	QCF + P (ammo, air)
Twin Buster Rifle	QCB + P (air)
Spread Shot	HCF + P (air)
Bird Tackle	QCB + K (air)
Rising Bird Tackle	DP + K (air)
Beam Saber	HCB + P (unblock)

#### COMBOS

- crouch LK, crouch HK, crouch HK

#### SUPER MOVES

Final Twin Buster Rifle	QCF + two buttons
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COMMENTS

- When you're using the Spread Shot, tapping P seems to hold the shot as a large spark at the tip of the rifle barrel for a short amount of time. This spark hurts your opponent for a handful of hits if it connects.
- For the Final Twin Buster Rifle, your Gundam will leap into the air before firing a large beam attack down at your opponent. This move makes a great counterattack against any attacks from the ground.
- This Gundam's Slide Kick is fast and low-hitting, making it a very useful move that can easily trip your opponent.
- Both of the Bird Tackle moves give you invincibility against projectiles for the duration of the attack. This makes it an excellent counterattack against vulcan attacks.

-----  
 Zaku II  
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FULL NAME            Zaku II, MS-06F  
 APPEARANCE        Mobile Suit Gundam  
 PILOT                Denim  
 GUARD TYPE        Evade

	BASIC MOVES	IN MIDAIR	CROUCHING
LP	Forward Punch	Low Elbow	Low Forward Punch
HP	Lunge Punch	Low Lunge Punch	Low Lunge Punch
LK	Shin Kick	Knee Kick	Foot Kick
HK	Snap Kick	Upper Kick	Leg Kick

ALTERNATE MOVES  
 Shoulder Tackle                    f + HK  
 Forward Kick                        While in air, f + HK

SPECIAL MOVES  
 Zaku Machine Gun                  QCF + P (ammo, air)  
 Rising Tackle                        QCF + K (air)  
 Cracker Grenade                    QCB + P (air)  
 Heat Tomahawk                      HCB + P (unblock)

SUPER MOVES  
 Cracker Special                     QCF + two buttons

COMBOS  
 none

COMMENTS

- When you're on the ground, the Cracker Grenades are thrown forward but when you're in midair, they're thrown down.

-----  
 Zaku IIS  
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FULL NAME            Zaku IIS Commander Type, MS-06S  
 APPEARANCE        Mobile Suit Gundam  
 PILOT                Char Aznable  
 GUARD TYPE        Evade

	BASIC MOVES	IN MIDAIR	CROUCHING
LP	Forward Punch	Low Elbow	Low Forward Punch
HP	Lunge Punch	Low Lunge Punch	Low Lunge Punch

LK	Shin Kick	Knee Kick	Foot Kick
HK	Snap Kick	Upper Kick	Leg Kick

#### ALTERNATE MOVES

Shoulder Tackle	f + HK
Forward Kick	While in air, f + HK

#### SPECIAL MOVES

Zaku Machine Gun	QCF + P (ammo, air)
Rising Tackle	QCF + K (air)
Cracker Grenade	QCB + P (air)
Heat Tomahawk	HCB + P (unblock)

#### SUPER MOVES

Cracker Special	QCF + two buttons
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#### COMBOS

none

#### COMMENTS

- The Zaku IIS is much faster than the Zaku II. The Cracker Grenades also seems to go out much further before exploding. The only other difference aside from the red paint job is the small red crest on its head, which doesn't appear on the old Zaku II.
- When you're on the ground, the Cracker Grenades are thrown forward but when you're in midair, they're thrown down.

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#### Zeong

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FULL NAME	Zeong, MSN-02
APPEARANCE	Mobile Suit Gundam
PILOT	Char Aznable
GUARD TYPE	Shield

	BASIC MOVES	IN MIDAIR	CROUCHING
LP	Gut Punch	Short Uppercut	Low Rocket Punch
HP	Double Rocket Punch	Double Palm Blow	Dual Rocket Punch
LK	Burst Shot	Low Burst Shot	Low Burst Shot
HK	Double Burst Shot	Double Low Burst Shot	Dual Low Burst

#### ALTERNATE MOVES

Upper Rocket Punch	b + HP
Sweep Punch	While in air, d + HP
Deep Burst Shot	While in air, d + LK
Deep Double Burst Shot	While in air, d + HK

#### SPECIAL MOVES

Hand Blaster	QCF + P (ammo, air)
Rocket Punch Assault	QCB + P (air)
Energy Slam	HCB + P (unblock)

#### SUPER MOVES

Psycho Mu Attack	QCF + two buttons
------------------	-------------------

#### COMBOS

none

#### COMMENTS

- The Hand Blaster is an ammo eater. It can inflict up to 16 hits but

at the cost of up to 160 ammo, it doesn't leave you with too many rounds to fire.

- To use the Psycho Mu Attack to its fullest, try to be as close to your opponent as possible. Most normal-sized characters will be popped into the air by Zeong's arms, allowing the blasters to link up its shots into a combo.

=====  
-----[ V. Abandoned Characters ]-----  
=====

Master ZED on the message boards examined a section in the game's programming that dealt the character selection lineup and he came across a startling discovery: abandoned characters.

The following characters require a GameShark in order to access them. I've listed the codes in the Unlocking Secrets section below for your convenience. As of right now, I don't have access to my PSX so I'll need some time before I can list their moves.

-----  
Hamma Hamma  
-----

FULL NAME           Hamma Hamma, AMX-103  
APPEARANCE         Mobile Suit Z (Zeta) Gundam  
PILOT               Mashymre Cello  
GUARD TYPE         Shield

	BASIC MOVES	IN MIDAIR	CROUCHING
LP	Claw Jab	Low Claw Jab	Short Claw Jab
HP	Overhead Swing	Double Crab Claw	Upward Claw Extend
LK	Short Kick	Forward Kick	Foot Kick
HK	Axe Kick	Side Kick	Hard Shin Kick

ALTERNATE MOVES  
none

SPECIAL MOVES  
Spread Cannon           QCF + P (ammo, air)  
Grenade Drop            QCB + P (air)  
Saber Swing             HCB + P (unblock)  
Overhead Claw           QCB + K (air)

SUPER MOVES  
Shock Orbs               QCF + two buttons

COMBOS  
none

COMMENTS  
- If you have Pilot Display active, you'll see Domon's face rather than Mashymre Cello's.

-----  
Qubeley  
-----

FULL NAME           Qubeley, AMX-004  
APPEARANCE         Mobile Suit Z (Zeta) Gundam  
PILOT               Haman Karn  
GUARD TYPE         Evade

	BASIC MOVES	IN MIDAIR	CROUCHING
LP	Hand Strike	Hand Strike	Low Hand Strike
HP	Overhead Chop	Palm Blow	Double Palm Blow
LK	Forward Kick	Forward Kick	Foot Kick
HK	High Kick	High Kick	Shin Kick

#### ALTERNATE MOVES

High Back Kick                    b + HK

#### SPECIAL MOVES

Hand Cannon	QCF + P (air)
Beam Saber	HCB + P (unblock)
Funnel Dispatch	HCF + P
Funnel Attack	After Funnel Dispatch, QCF + P
Double Kick	QCF + K
Somersault Kick	While in air, QCF + K
Flying Kick	QCB + K (air)

#### SUPER MOVES

Funnel Assault                    QCF + two buttons

#### COMBOS

none

#### COMMENTS

- Like Hamma Hamma, Domon's face will appear if Pilot Display is active.

-----  
The-O  
-----

FULL NAME	The-O, PMX-003
APPEARANCE	Mobile Suit Zeta Gundam
PILOT	Paptimus Scirocco
GUARD TYPE	Shield

	BASIC MOVES	IN MIDAIR	CROUCHING
LP	Jab Punch	Hand Reach	Jab Punch
HP	Lunge Punch	Arm Bash	Shoulder Thrust
LK	Shin Kick	Low Forward Kick	Foot Kick
HK	Forward Kick	Double Leg Extend	Hard Shin Kick

#### ALTERNATE MOVES

Foot Fork	f + LP
Overhead Bash	f + HP
Upward Fork	b + HP

#### SPECIAL MOVES

Beam Rifle	QCF + P (ammo, air)
Beam Scissor Flurry	QCB + P (unblock, air)
Beam Saber	HCB + P (unblock)
Beam Rifle Bunt	QCF + K

#### SUPER MOVES

Beam Saber Mode                    QCF + two buttons

#### COMBOS

none

COMMENTS

- Unlike the other four abandoned characters, Paptimus's face will actually appear in the bottom corners rather than the discolored face of a different character.
- The Beam Saber Mode works differently from other super moves in the game. It gives you a seven-second period of time in which you may freely use your beam saber at the touch of a button, including in midair.

-----  
 Zeta Gundam  
 -----

FULL NAME            Zeta Gundam, MSZ-006  
 APPEARANCE        Mobile Suit Z (Zeta) Gundam  
 PILOT              Kamille Bidan  
 GUARD TYPE        Evade

	BASIC MOVES	IN MIDAIR	CROUCHING
LP	Forward Punch	Low Punch	Forward Punch
HP	Shield Thrust	Shield Thrust	Shield Thrust
LK	Forward Kick	Knee Thrust	Foot Kick
HK	High Kick	Rolling Kick	Foot Thrust

ALTERNATE MOVES

High-Angle Shield Thrust        While in air, u + HP

SPECIAL MOVES

Beam Rifle                        QCF + P (air)  
 Dash                                QCF + K  
 Dive Kick                         QCB + K (air)  
 Beam Saber                        HCB + P (unblock)

SUPER MOVES

Flight Mode                        QCF + two buttons

COMBOS

none

COMMENTS

- The Flight Mode begins with your character striking your opponent. If the attack doesn't connect, then Zeta Gundam will not transform into its Flight Mode. This move is generally useless

-----  
 -----[ VI. Unlocking Secrets ]-----  
 -----

This game is loaded with lots of characters and extra modes to unlock, most of which revolve around beating the Street Mode a countless number of times. While other FAQ's explain how to obtain what with what, I've done it differently. Instead, I've created a checklist of all of the stuff that you have to do and what rewards come with them. I find it easier that way.

NOTE: Make sure to set your difficulty to Hard before going down this checklist of things to do. It's been written in such a way so that one event follows another down the list.

-----  
 BEAT STREET MODE WITH WING  
 -----

-----  
- Hygogg in Versus, Time Attack, Survival Modes  
-----

BEAT STREET MODE WITH DEATHSCYTHER  
-----

- Heavy Arms in Versus, Time Attack, Survival Modes  
-----

BEAT STREET MODE WITH BOTH WING AND DEATHSCYTHER  
-----

- Tallgeese III in Street Mode  
-----

BEAT STREET MODE WITH TALLGEESE III  
-----

- Tallgeese III in Versus, Time Attack, Survival Modes  
- Gundam ZZ in Versus, Time Attack, Survival Modes  
- Hydra in Versus, Time Attack, Survival Modes  
-----

BEAT STREET MODE WITH BURNING  
-----

- GP-02A in Versus, Time Attack, Survival Modes  
-----

BEAT STREET MODE WITH FOUR CHARACTERS  
-----

- Time Attack A  
-----

BEAT STREET MODE WITH MAXTER  
-----

- Bolt Gundam in Versus, Time Attack, Survival Modes  
-----

BEAT STREET MODE WITH BOTH MAXTER AND BURNING  
-----

- Master Gundam in Street Mode  
-----

BEAT STREET MODE WITH MASTER GUNDAM  
-----

- Quin Mantha in Versus, Time Attack, Survival Modes  
- Master in Versus, Time Attack, Survival Modes  
-----

BEAT STREET MODE WITH RX-78  
-----

- Zaku IIS in Street Mode



- Acguy in Versus, Time Attack, Survival Modes
- Ball in Versus, Time Attack, Survival Modes

-----  
BEAT STREET MODE WITH ZAKU IIS  
-----

- Zeong in Versus, Time Attack, Survival Modes
- Zaku IIS in Versus, Time Attack, Survival Modes

-----  
BEAT STREET MODE WITH EIGHT CHARACTERS  
-----

- Survival Mode
- Time Attack B
- BGM and Voice Test within Sound Test
- Eypon in Versus, Time Attack, Survival Modes

-----  
BEAT STREET MODE WITH EIGHT CHARACTERS + CLEAR TIME ATK A WITHIN 5:00  
-----

- Bim-Zam in Versus, Time Attack, Survival Modes

-----  
BEAT STREET MODE WITH EIGHT CHARACTERS + CLEAR TIME ATK B WITHIN 3:00  
-----

- Psycho in Versus, Time Attack, Survival Modes

-----  
PLAY WITH TWENTY DIFFERENT CHARACTERS IN VERSUS CPU MODE  
-----

- Dark in Versus, Time Attack, Survival Modes

-----  
DEFEAT TWENTY OPPONENTS IN SURVIVAL MODE  
-----

- Neue Ziel in Versus, Time Attack, Survival Modes

=====  
-----[ VII. GameShark for Abandoned Characters ]-----  
=====

For those who want to give any of the four abandoned characters a try, give these codes a try on your GameShark, courtesy of Master ZED and Butcher from GameFAQs.

NOTE: I've tested these codes using a version 3.3 GameShark CDX.

The game assigns each of the characters a designated hex ID number, which means that number values go from 0 to F. Everytime the game must access a character, it looks for the ID of the character it's trying to access. This is the list of characters and their numbers:

- 00: Zaku II
- 01: Hygogg

02: Zeong  
03: Sazabi  
04: Quin Mantha  
05: Big Zam  
06: The-O  
07: Neue Ziel  
08: V Gundam  
09: Psycho  
0A: RX-78  
0B: GP-02A  
0C: ZZ Gundam  
0D: Zeta Gundam  
0E: Acguy  
0F: Qubeley  
10: Hamma Hamma  
11: Hydra  
12: Ball  
13: Zaku IIS  
14: Burning  
15: Maxter  
16: Rose  
17: Bolt  
18: Dragon  
19: Wing  
1A: Deathscythe  
1B: Heavy Arms  
1C: Sandrock  
1D: Altron  
1E: Dark  
1F: Master  
20: Epyon  
21: Tallgeese III

Nuclear physicists can't figure out why Bandai gave no access to four of the characters but kept their data stored away anyway. Whatever the case is, this is the code you're looking for:

```
Character Select P1      800DF844 00xx  
Character Select P2      800DF85E 00xx
```

Fill in xx with the corresponding numbers from above. This code modifies a player's character choice so that no matter who you pick, it'll always be the same one. Naturally, these will probably be your choices. Have only one active at a time per player. The P2 codes also work on the computer as well:

```
P1 The-O                800DF844 0006  
P1 Zeta Gundam          800DF844 000D  
P1 Qubeley              800DF844 000F  
P1 Hamma Hamma         800DF844 0010  
  
P2 The-O                800DF85E 0006  
P2 Zeta Gundam          800DF85E 000D  
P2 Qubeley              800DF85E 000F  
P2 Hamma Hamma         800DF85E 0010
```

These codes are a big hassle if you want to choose different characters between matches. To fix this, you can tweak the Character Select screen a bit and replace some of the existing ones with the abandoned ones. This is the replacement code:

```
P1 Character Replace    D00DF844 00xx
P1 Character Insert    800DF844 00yy

P2 Character Replace    D00DF85E 00xx
P2 Character Insert    800DF85E 00yy
```

Fill in xx with the corresponding number of the character you want removed. Fill in yy with the corresponding number of the character you want inserted in its place. I have a feeling that a good number of you didn't understand that so let's use an example:

```
P1 Remove Bolt          D00DF844 0017
P1 Replace with The-O   800DF844 0006
```

On the Character Select screen as Player 1, choosing Bolt will now cause you to choose The-O instead. When adding the code to your GameShark data, put the two lines together under a single cheat.

That concludes my GS 101 lesson.

```
=====
-----[ VIII. Credits ]-----
=====
```

I give thanks to the following people:

Bandai

- You guys helped to give America a taste of Japan several times in the past with franchises such as Power Rangers, Digimon, and much more. Thanks for bringing us Gundam!

Butcher

- You added extra info in addition to Master ZED's GameShark codes. Many thanks to you as well!

CJayC (Jeff Veasey)

- If it weren't for you and GameFAQs, I would never have had the opportunity to even consider writing this FAQ. Thanks Jeff Veasey.

DJellybean (Dingo Jellybean)

- It was you who came up with the style of borders that I use now for my FAQ's. Thanks Dingo!

Dark Guyver and Rey Albert Pilaro

- You two came up with FAQ's for this game long before I did, and I admit that I even used some of the info that you two provided. Thanks, you two. I could never have created this FAQ without some of the information that you had already laid out for everyone.

Darth Locutus

- You provided some GS info for Character Selection.

Leebee Link

- Your messages on the GBA2 board contained the following new info:
  - a. Command for RX-78's Short-Range Vulcan.

Master ZED

- You provided GameShark codes to access the abandoned character. I salute you! Many thanks to you!

Ultimate X

- Your messages on the GBA2 board contained the following new info:
  - a. Bolt's Graviton Hammer can strike twice.

Domey

- Your messages on the GBA2 board contained the following new info:
  - a. Command for Quin Mantha's Upward Throw.
  - b. Combo for Quin Mantha: Upward Throw, Particle Beam Assault.

Zaku (was that your name?)

- Your e-mail to me contained the following new info:
  - a. Deathscythe's Teleport strategy.

NeoDarklighter

- Your e-mail to me contained the following new info:
  - a. Info on Shielding.
  - b. Pointed out Heavy Arm's unblockable move.
  - c. Pointed out strategy for Wing's Bird Tackle.

=====  
-----[ IX. Future Plans ]-----  
=====

NIGHTFALL

The GBA2 boards have slowed down and the Gundam franchise is fading out in favor of other giant-robot-themed series. Seeing how this game has begun to fade out of the spotlight, it's almost time to give it a rest. If I ever find a new combo or something interesting to write in, I'll come back and update but I won't be doing much else aside from that. Many thanks to contributors and readers!